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Subject: Help: Pathfinding, Generate Sectors.

Posted by [Naamloos](#) on Thu, 08 Jul 2004 19:32:10 GMT

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But we will be having PT`s that just... hang there :rolleyes:

Like i sead, a new kill explosion will fix a lot, this way you could make it so that all of the high parts of the building are destroyed, but some parts still lay around, so that the PT`s can still be used.

But making something like that is hard.... i think \*hides\*

And yea, i know it`s more like classic C&C, but i since it won`t need those bleu things (don`t know real name, those things that make buildings work) i think it won`t work the way it should... but worth a try.

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