
Subject: Help: Pathfinding, Generate Sectors.
Posted by [Naamloos](#) on Fri, 09 Jul 2004 13:06:40 GMT
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Ah.

Anyways, i tested it a bit.... screens:

<http://www.n00bstories.com/image.view.php?id=1320320795>

No name XD

<http://www.n00bstories.com/image.view.php?id=1084798058>

b00m.

<http://www.n00bstories.com/image.view.php?id=1166634497>

I forgot how to get interiors working in LE.... XD
