
Subject: Help: Pathfinding, Generate Sectors.
Posted by [Naamloos](#) on Fri, 09 Jul 2004 16:10:23 GMT
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I can always search for all the interiors in the always.dat, but that may take a day...

But even if i find them, we would have 2 W3D files... so the interior and exterior are 2 objects, unless someone know how to make 2 objects become 1 object :huh:
