
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Cpo64](#) on Tue, 30 Jan 2007 03:48:01 GMT
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nopol10 wrote on Mon, 29 January 2007 04:02 You still have to generate pathfind.
Course you do...

Do you know how the human generators work? Or how the path blockers work?
The human generators are where pathfind is calculatedly from, and the path blockers restrict the area where pathfind is generated. So I make the assumption that it won't use as much ram, because the area that is been processed is limited.

Its quite possible I'm wrong, but I don't think I am.
