
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 14:12:20 GMT
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Blazea58 wrote on Mon, 29 January 2007 23:55Yea with a map this size that is a huge problem, where as most people make a map based on the 300 metre view range, as well as having an open area for the bots to explore, where as roleplay 2 has things from tiny curbs, to bus stops, benches, buildings etc that it would have to dodge. That's kinda why i think we should only have them indoors just to avoid having problems. This can still simulate that they are in their working environment and thats where they belong.

Pathfind would keep them form getting stuck on any of that stuff, the only problem is the amount of time it would take to generate.
