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Subject: Re: pathfinding on dsapo objects

Posted by [Veyrdite](#) on Sat, 30 Jun 2007 00:54:50 GMT

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i put a pathfind generator ontop of the set of pathfind blockers, generated sectors, clicked "Display Sectors" And only the the sectors on the ground appear (there are human path generators on the ground too for an obvious reason, but i dought it affects the top of the blockers

This is after generating sectors

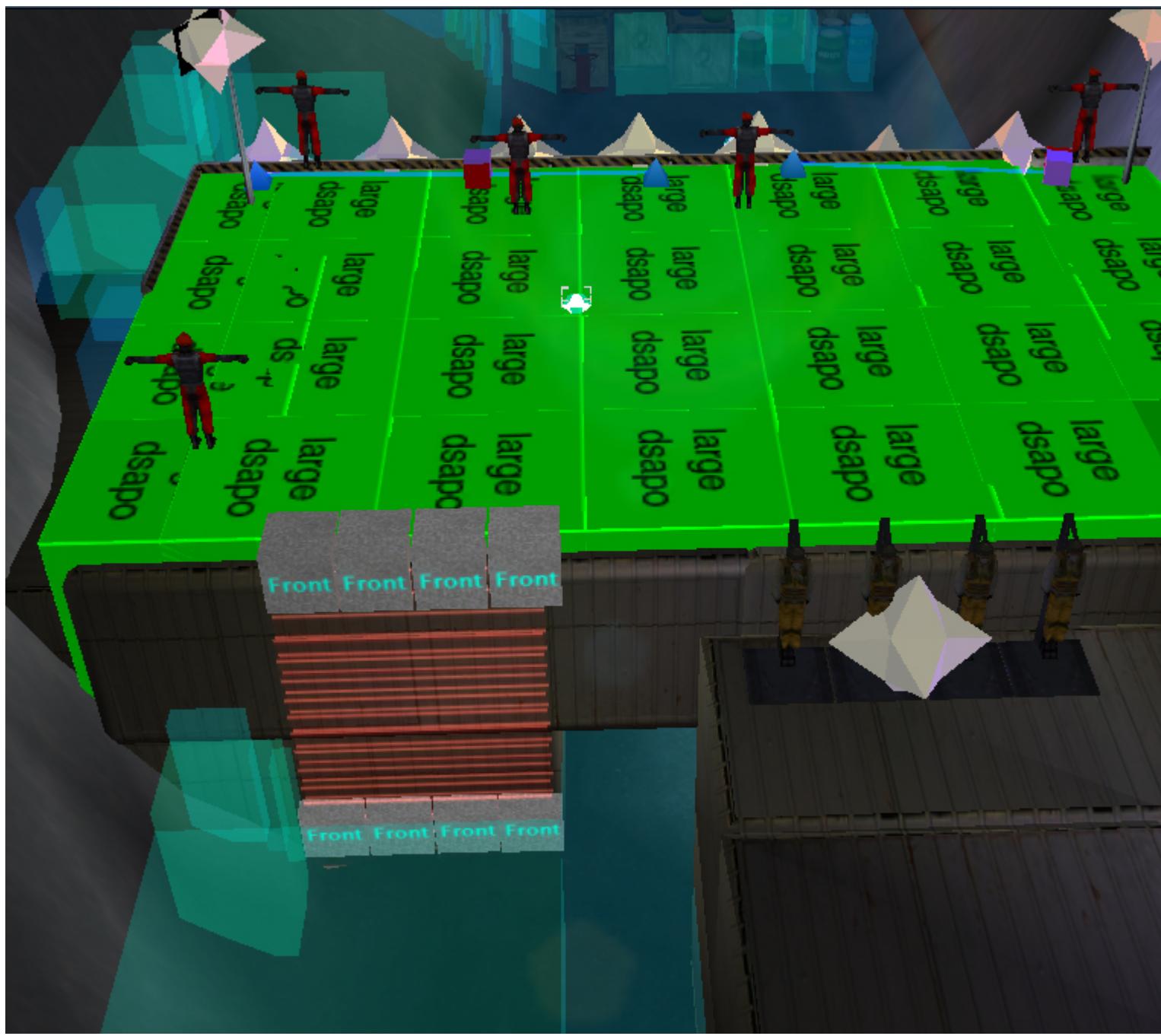
These are the red portals

EDIT: also check the attached wav, i found it in always.dat

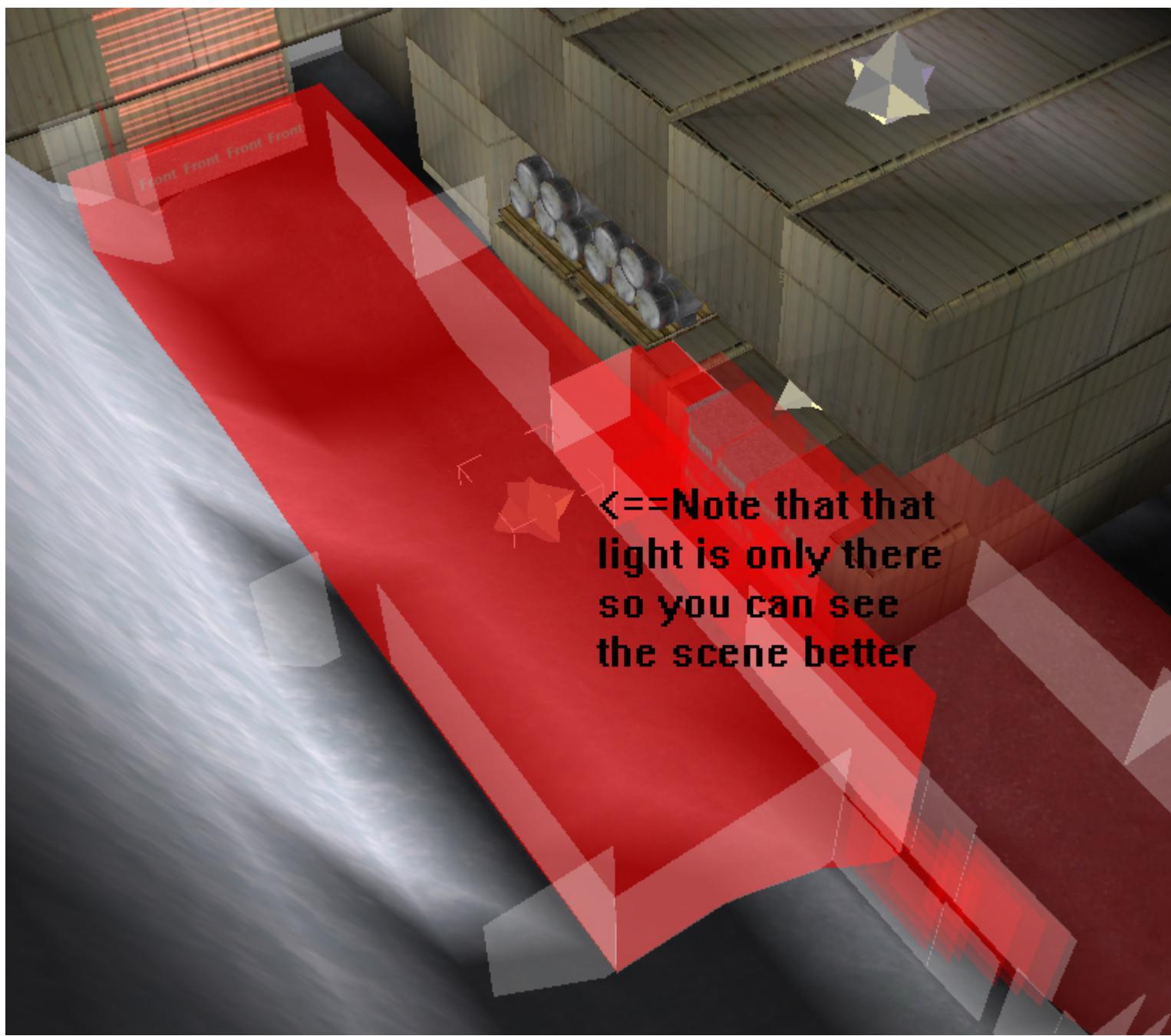
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File Attachments

1) [LE\\_1.jpg](#), downloaded 540 times



2) [LE\\_2.jpg](#), downloaded 510 times



3) [enlist.wav](#), downloaded 145 times

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