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Subject: Re: Action->Goto

Posted by [DL60](#) on Sat, 07 Mar 2009 13:35:08 GMT

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Because there are no pathfind sectors at some doors on some maps. It's like a wall for AI.

Lon time ago I tried to place some pathfind generators at these doors and to recalculate the pathfind sectors again but it doesn't work. LE didn't place pathfind sectors there.

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