
Subject: Re: wf/air waypoint end
Posted by [Ethenal](#) on Tue, 03 Apr 2012 21:31:25 GMT
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jonwil wrote on Tue, 03 April 2012 12:37: Actually, they are stored in a
DynamicVectorClass<WaypathClass *> inside PathfindClass

Damn, couldn't find either of those so obviously it's not exposed in scripts source
