
Subject: Nevermind

Posted by [Anonymous](#) on Tue, 12 Nov 2002 19:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nevermind [November 12, 2002, 20:24: Message edited by: DeafWasp]

Subject: Nevermind

Posted by [Anonymous](#) on Tue, 12 Nov 2002 19:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Place the human pathfind generator in the Editor Only objects folder, and make sure it touches the ground before trying to generate the sectors. Also, you can make it do the generation much faster if you move the camera about 500 meters below the ground. Will take about 1/10 the time.

Subject: Nevermind

Posted by [Anonymous](#) on Tue, 12 Nov 2002 20:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Omg, i think that is the problem. Thx, I try tommarow mourning.
