
Subject: Pathfinding Flying Units
Posted by [E!](#) on Sun, 17 Oct 2010 08:59:54 GMT
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Does anybody know if it is possible to control the height of pathfind Sectors? Cause to make a VTOL Vehicle follow a Waypath it don't need to be inside Sectors but to make it Goto an Location told by a Script then the Location have to be inside those Pathfind Sectors but those Sectors are pretty small and i need a given Area to have larger Sectors for the whole thing to work. Placing Pathfind Generators in the Air don't work. They don't create any Sector then.

Subject: Re: Pathfinding Flying Units
Posted by [danpaul88](#) on Sun, 17 Oct 2010 09:09:27 GMT
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Have you tried generating flight data too?

Subject: Re: Pathfinding Flying Units
Posted by [E!](#) on Sun, 17 Oct 2010 09:13:54 GMT
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yes but what exactly does that do? it ends pretty quick and i don't see any result.

Subject: Re: Pathfinding Flying Units
Posted by [danpaul88](#) on Sun, 17 Oct 2010 09:18:43 GMT
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To be honest: I am not entirely sure what it does, but I know there's an option for it so it's worth trying
