Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Tue, 30 Jan 2007 04:33:38 GMT

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Cpo64 wrote on Mon, 29 January 2007 20:48nopol10 wrote on Mon, 29 January 2007 04:02You still have to generate pathfind.
Course you do...
Do you know how the human generators work? Or how the path blockers work?
The human generators are where pathfind is calculatedly from, and the path blockers restrict the area where pathfind is generated. So I make the assumption that it won't use as much ram, because the area that is been processed is limited.

Its quite possible I'm wrong, but I don't think I am.
You are correct.