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Subject: Re: pathfinding on dsapo objects  
Posted by [Veyrdite](#) on Sat, 30 Jun 2007 00:54:50 GMT  
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i put a pathfind genarator ontop of the set of pathfind blockers, generated sectors, clicked "Display Sectors" And only the the sectors on the ground appear (there are human path genrators on the ground too for an obvious reason, but i dought it affects the top of the blockers

This is after generating sectors

These are the red portals

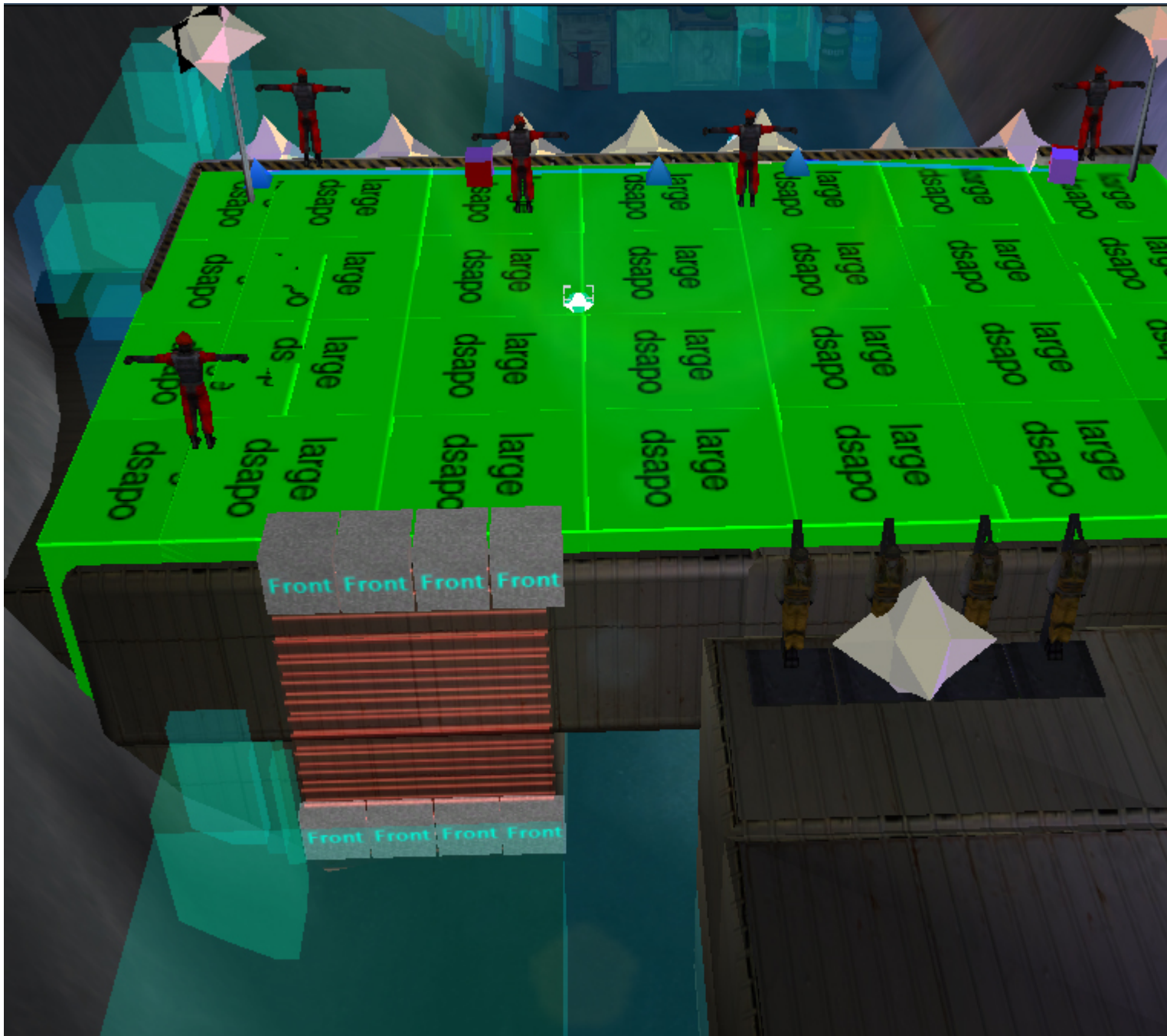
EDIT: also check the attached wav, i found it in always.dat

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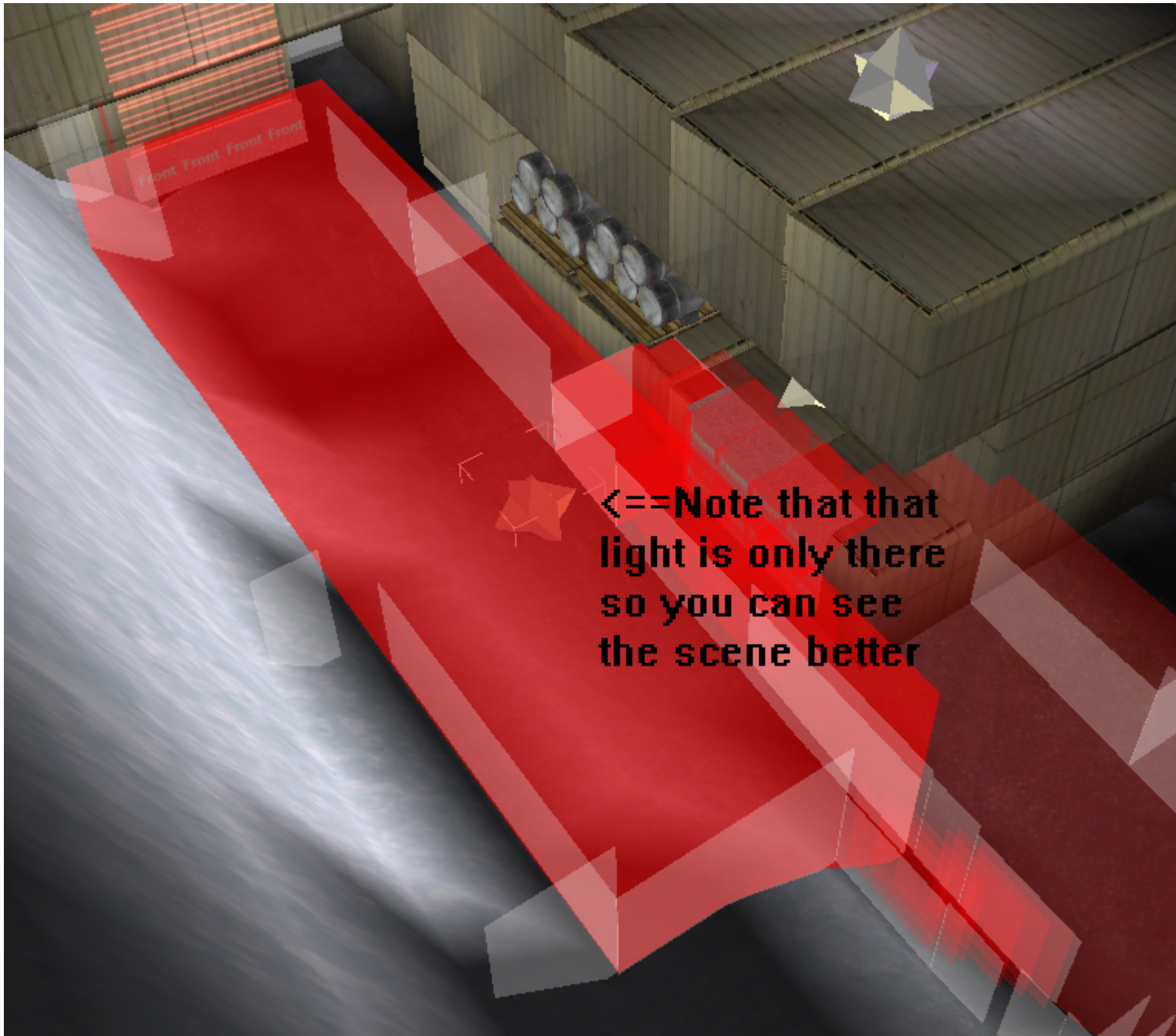
#### File Attachments

1) [LE\\_1.jpg](#), downloaded 566 times

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2) [LE\\_2.jpg](#), downloaded 534 times



3) [enlist.wav](#), downloaded 152 times

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