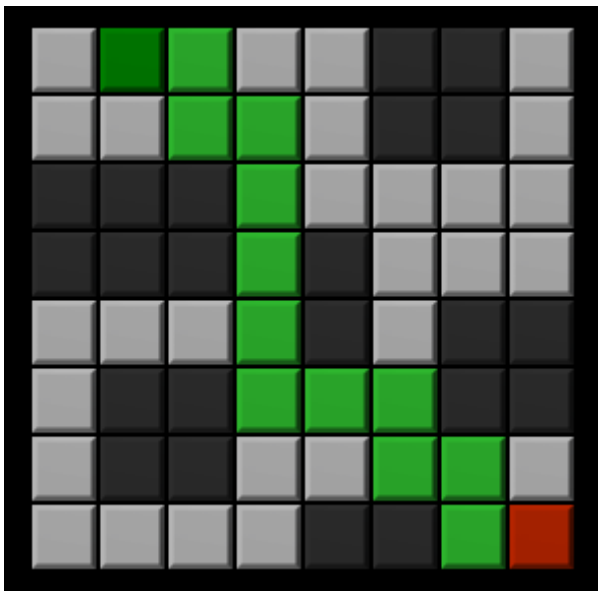
Pathfinding routines for orx/Scroll

This is not exactly a tutorial but more of a guide on how to use the pathfinder code for your orx/Scroll games.



You can find the guide over at the Alien Abduction Unit.

And the repo is located at: https://gitlab.com/sausagejohnson/room-paths-scroll

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/tutorials/orxscroll/path-finding?rev=1662036618

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