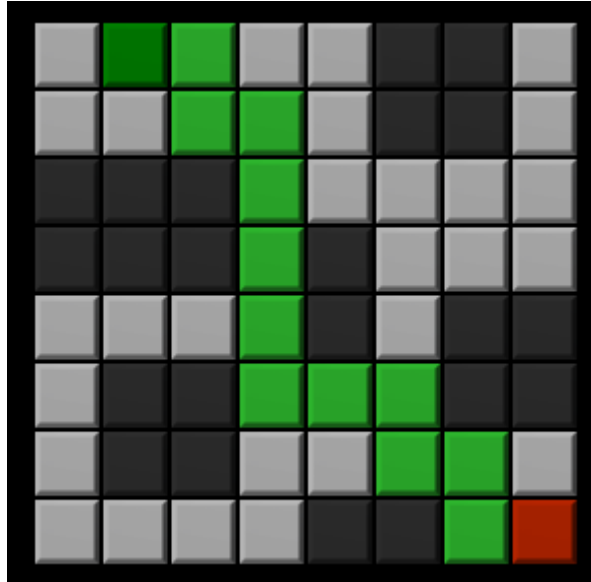


Pathfinding routines for orx/Scroll

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://orx-project.org/wiki/> - **Orx Learning**

Permanent link:

<https://orx-project.org/wiki/en/tutorials/orxscroll/path-finding>

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