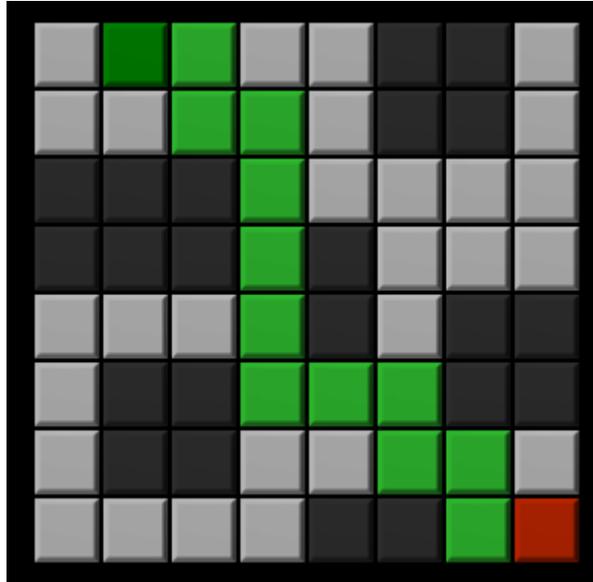# Pathfinding routines for orx/Scroll

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**

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