

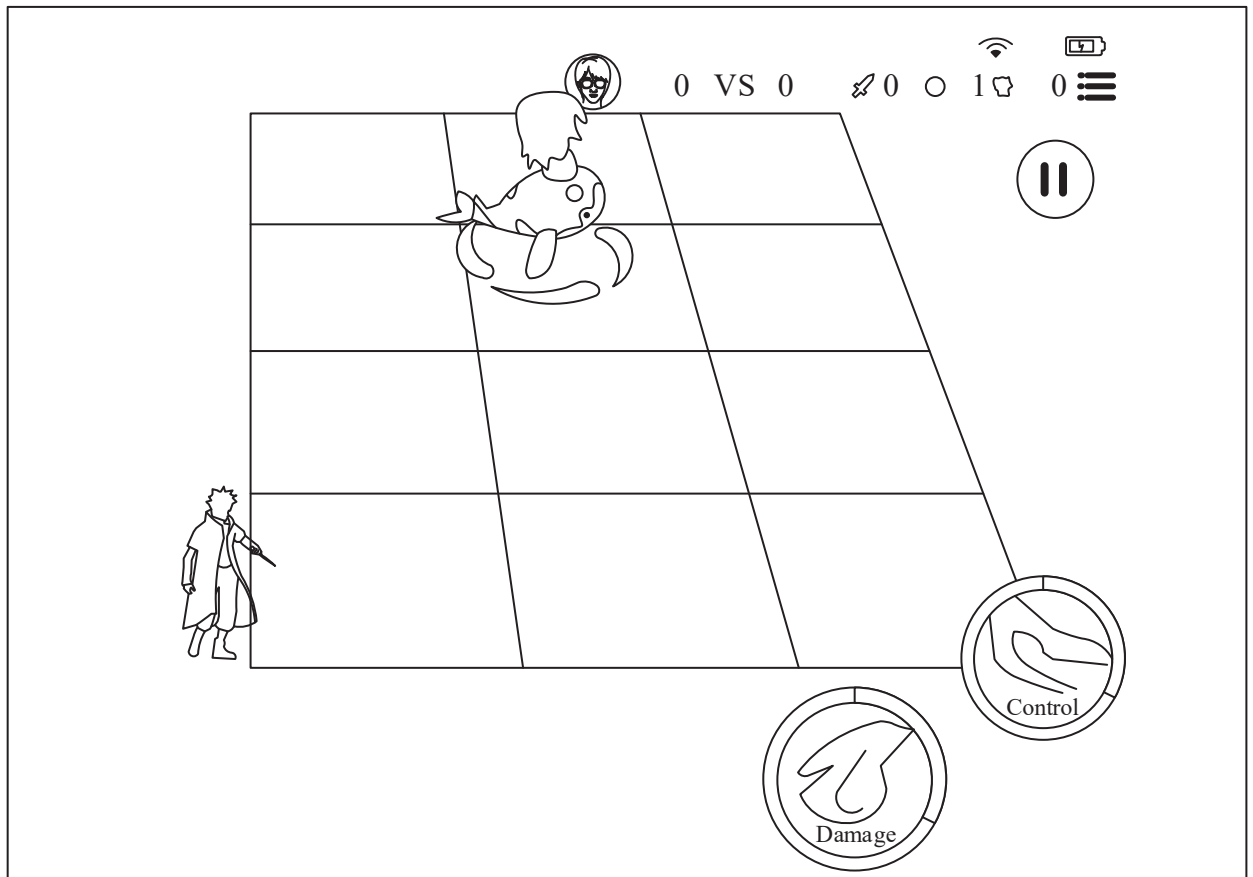


FIG. 1

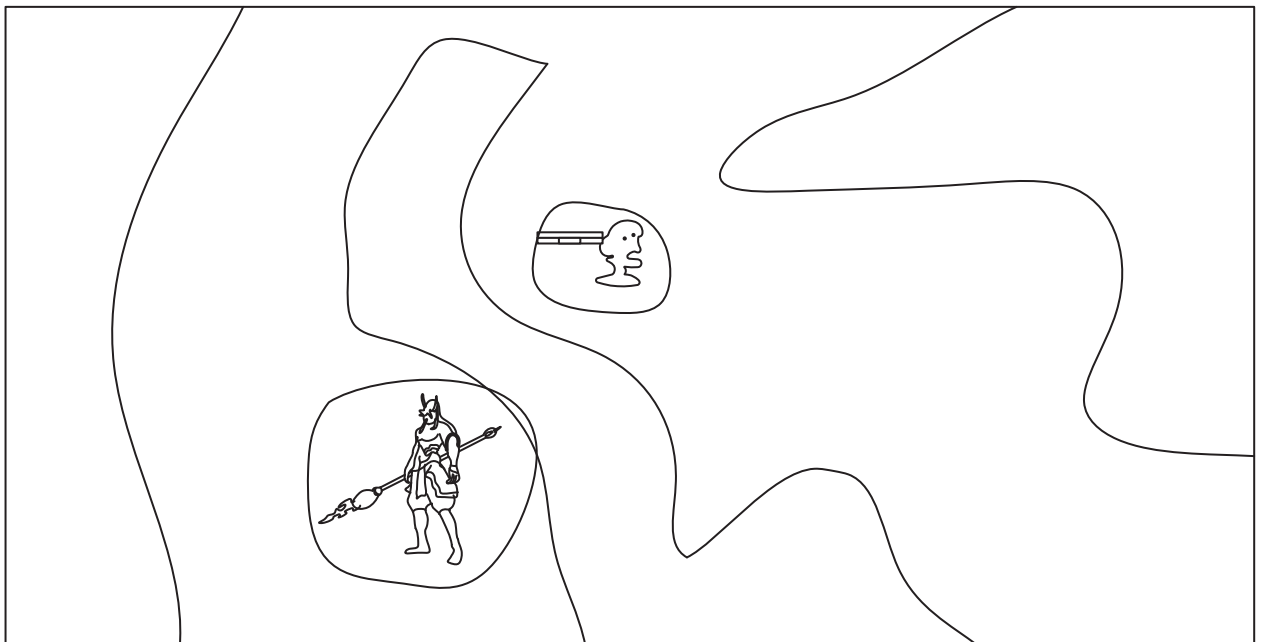


FIG. 2

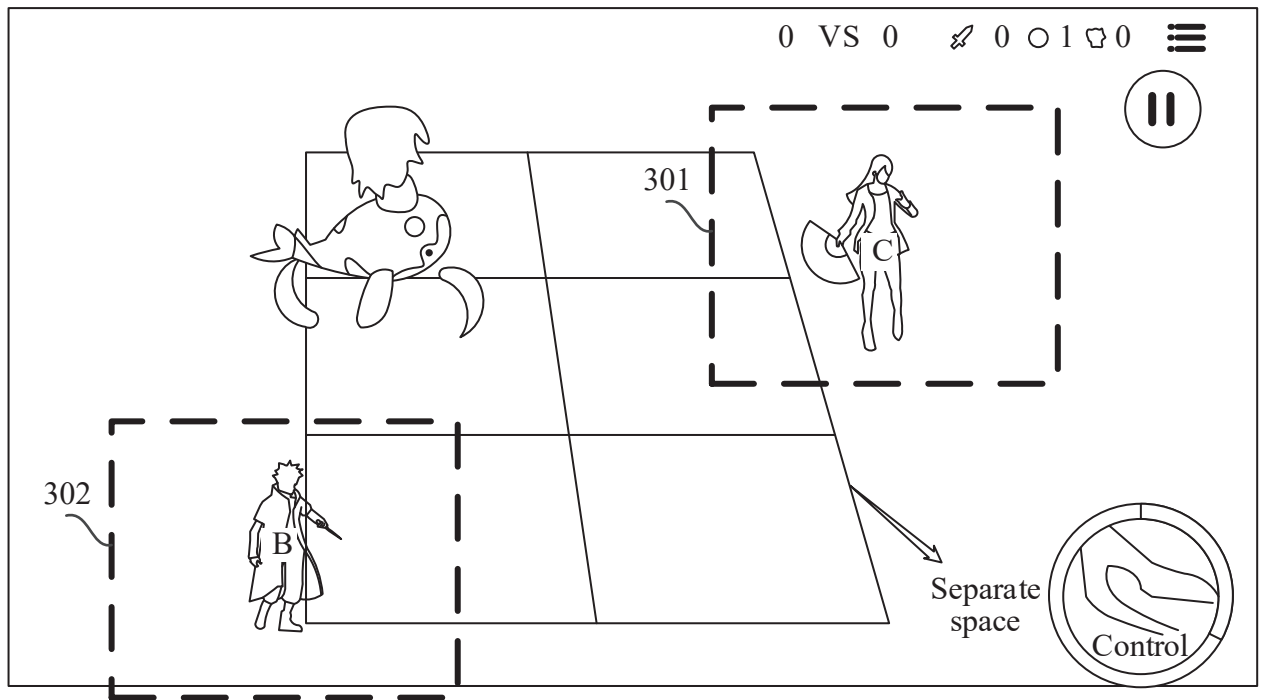


FIG. 3

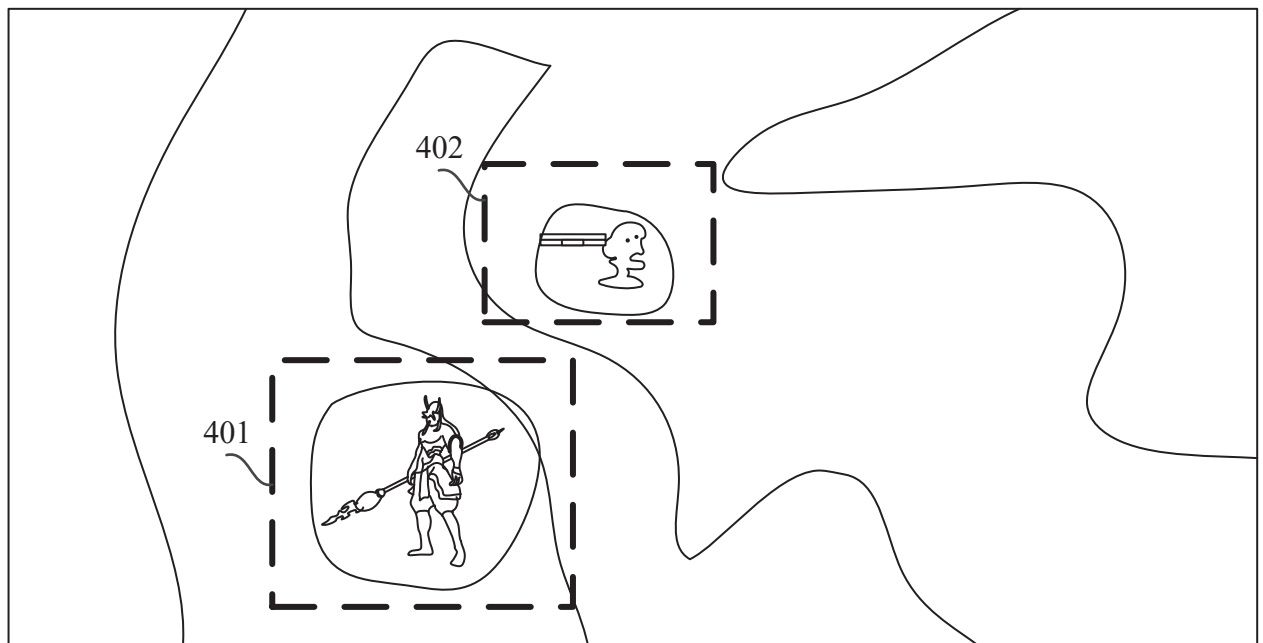


FIG. 4

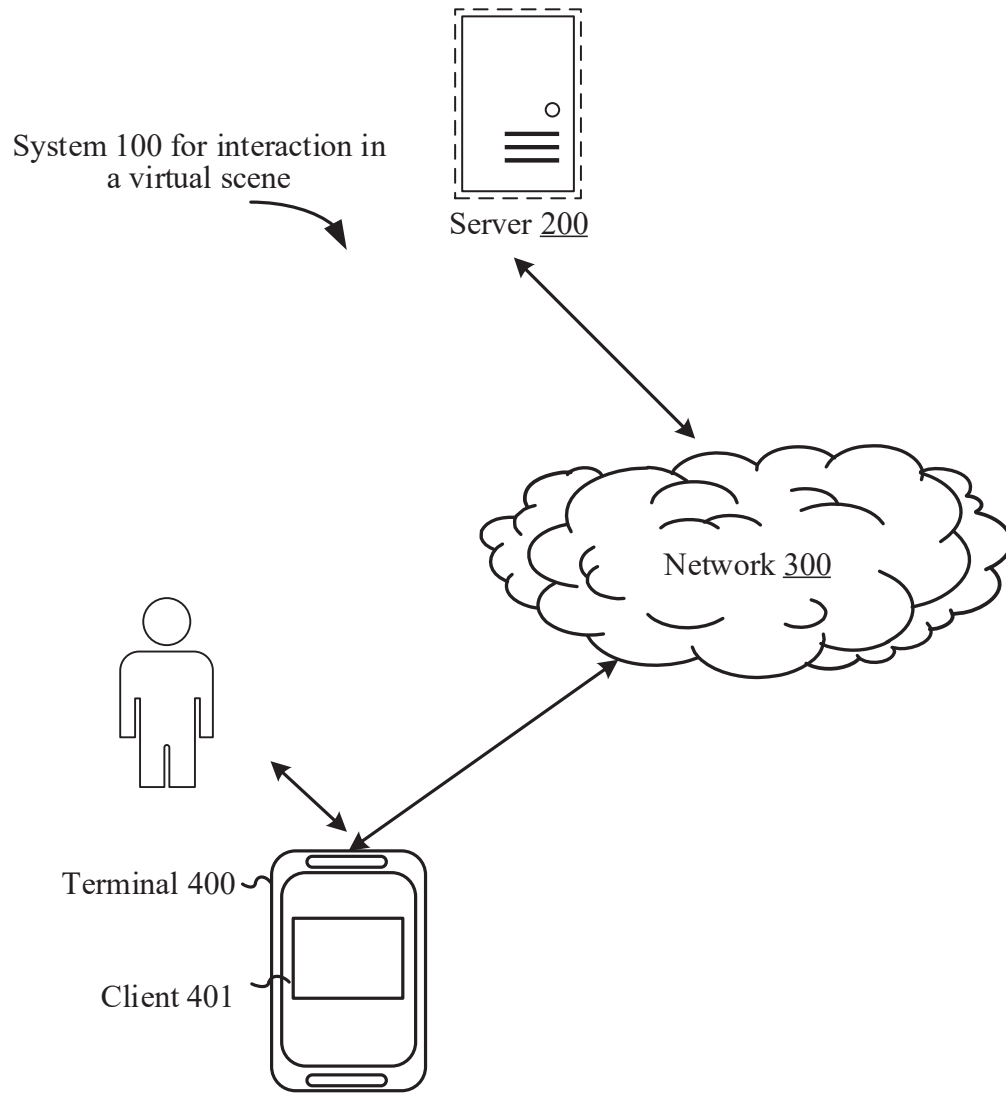


FIG. 5

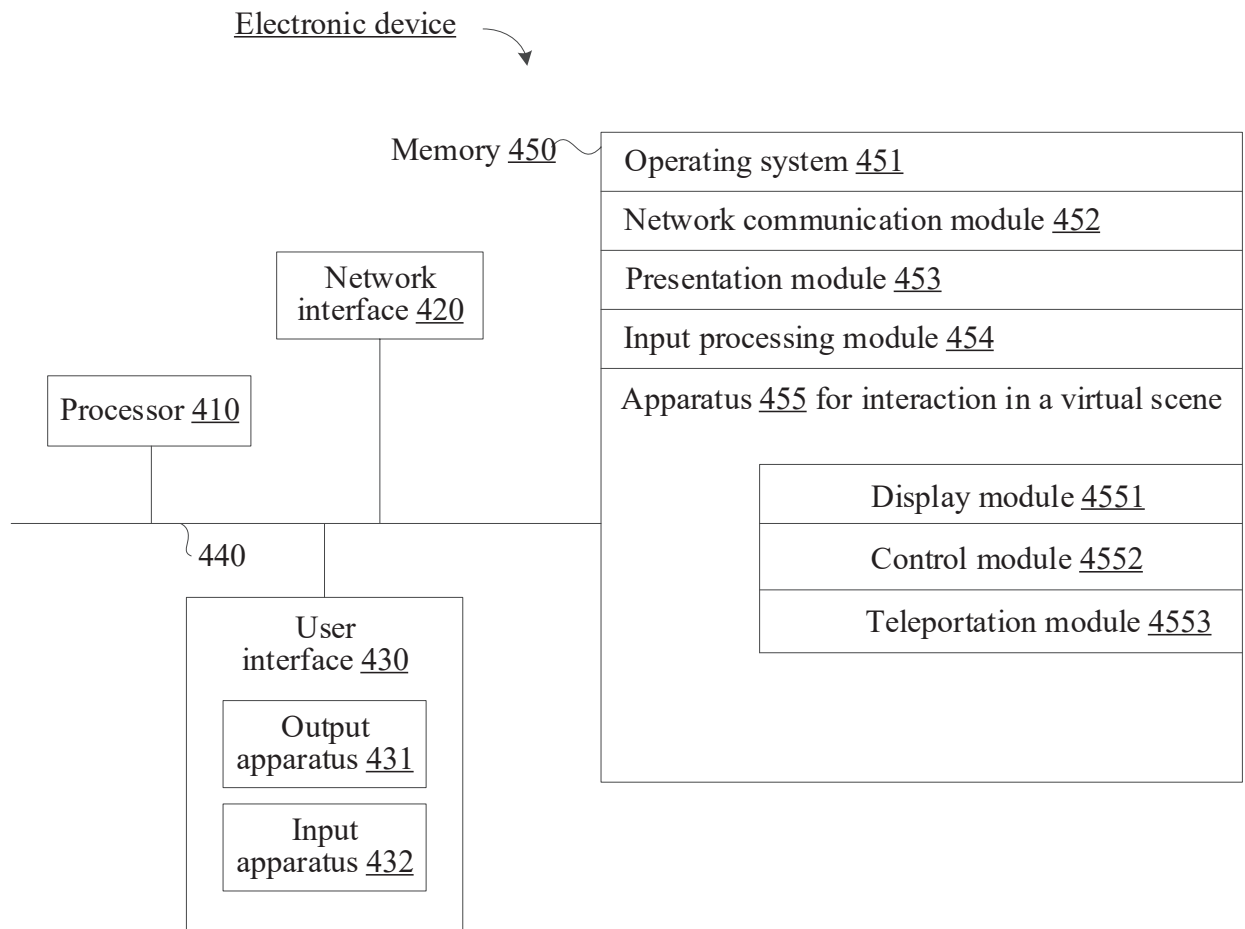


FIG. 6

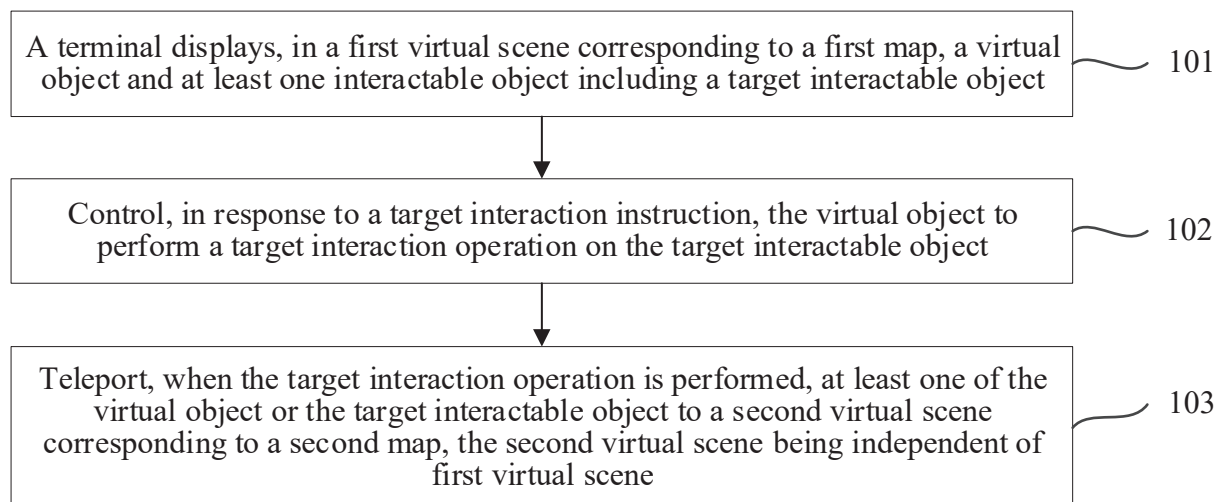


FIG. 7

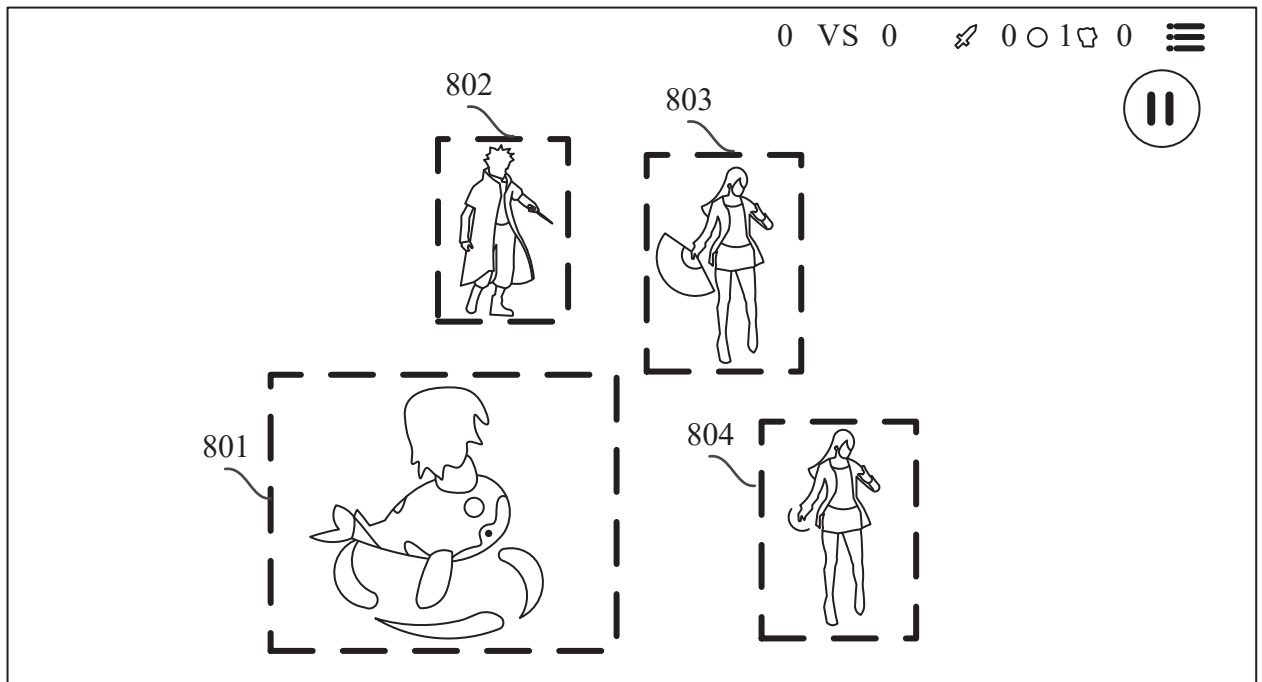


FIG. 8

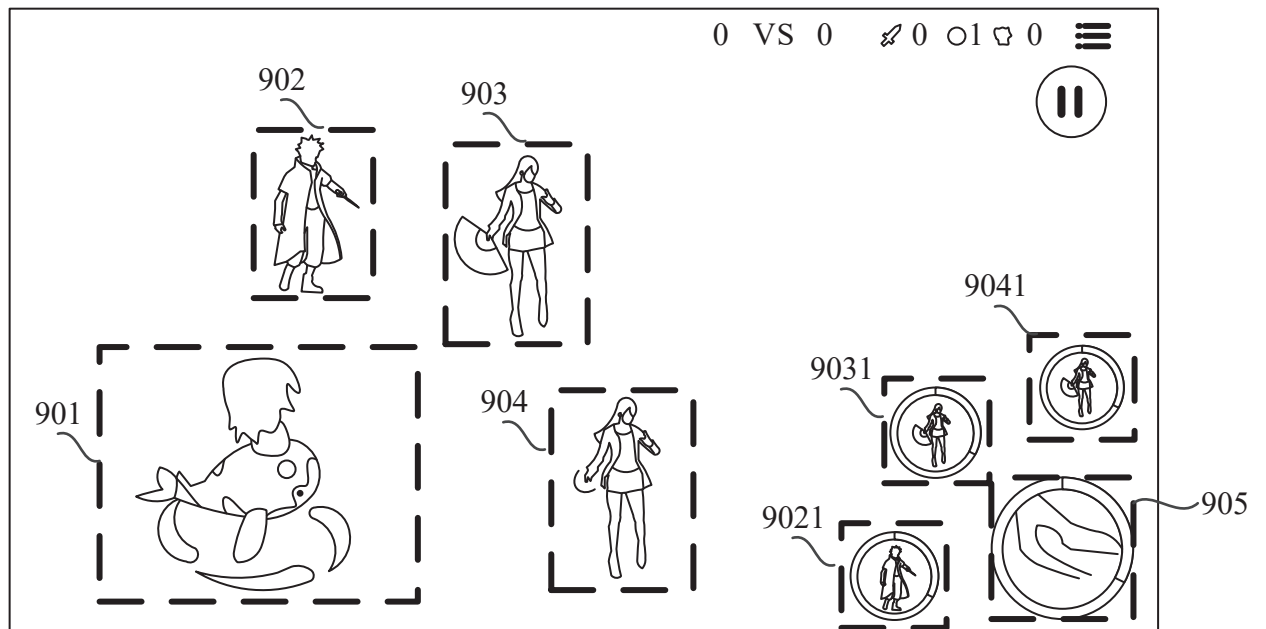


FIG. 9

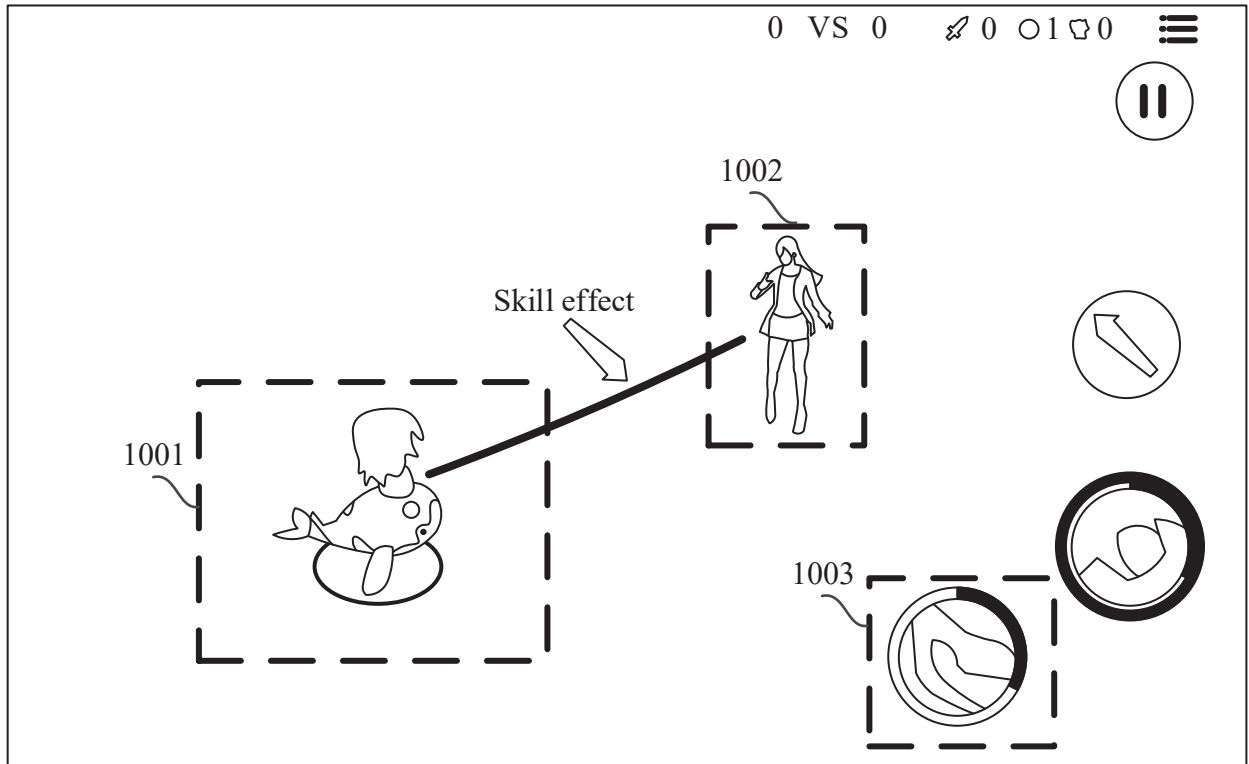


FIG. 10

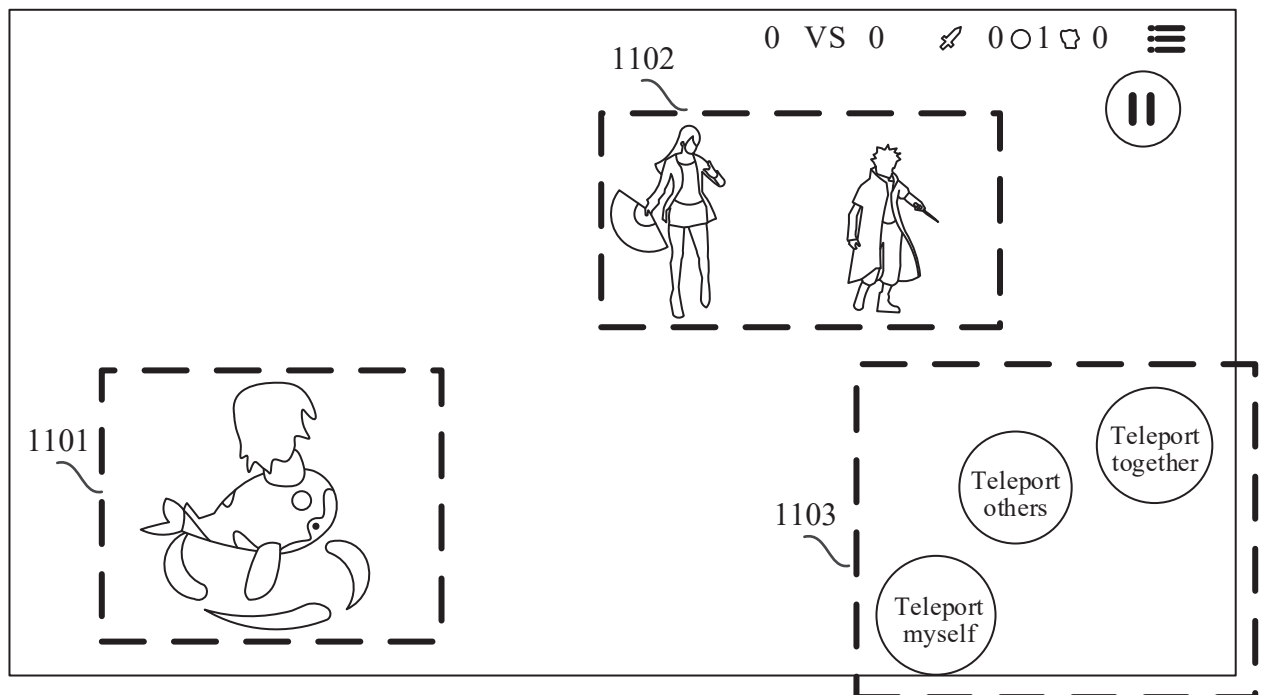


FIG. 11

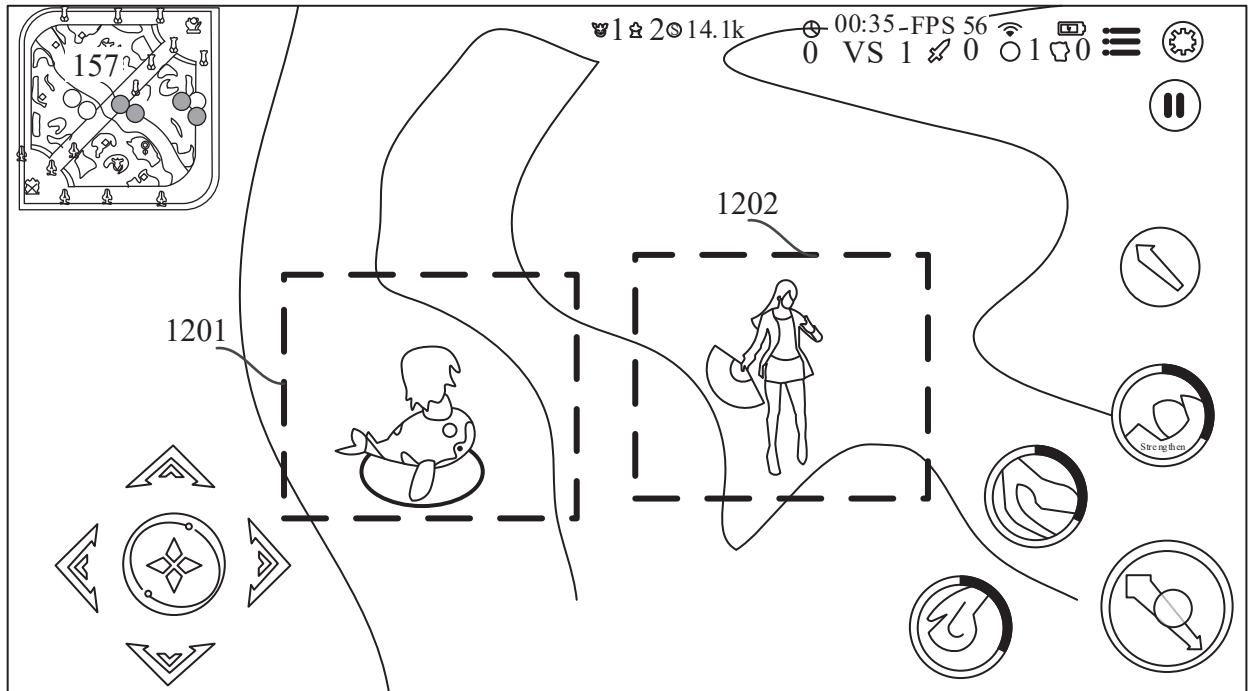


FIG. 12

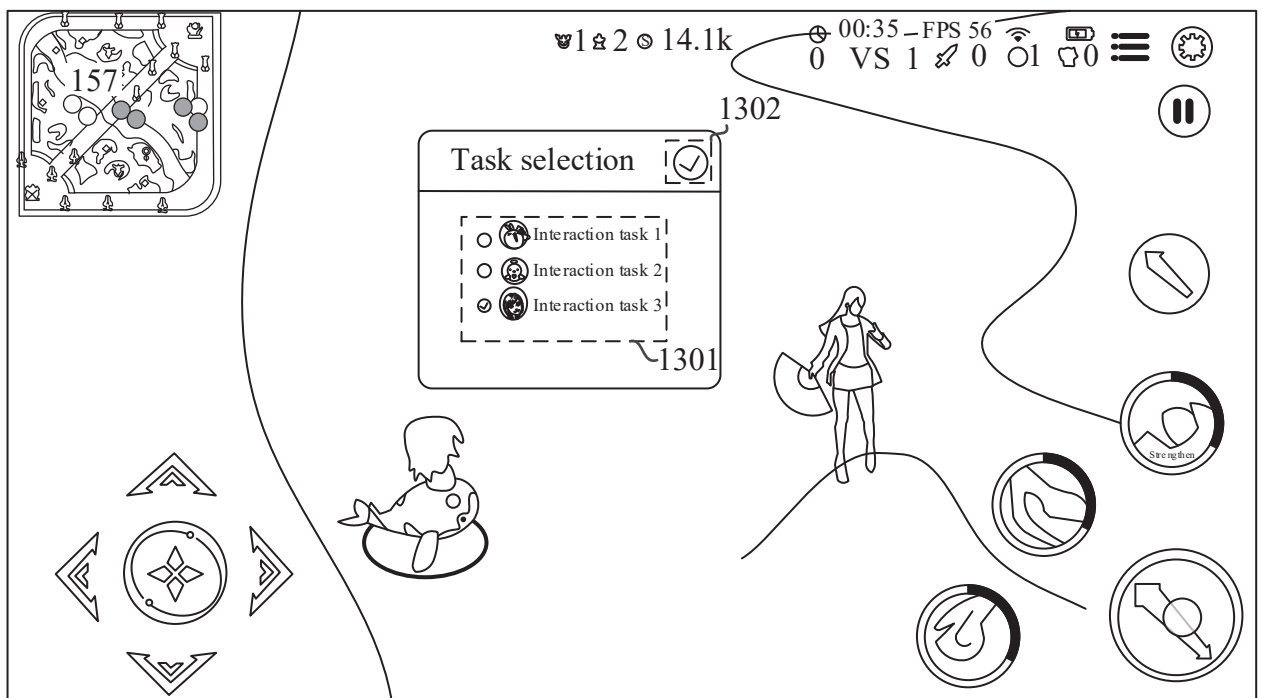


FIG. 13

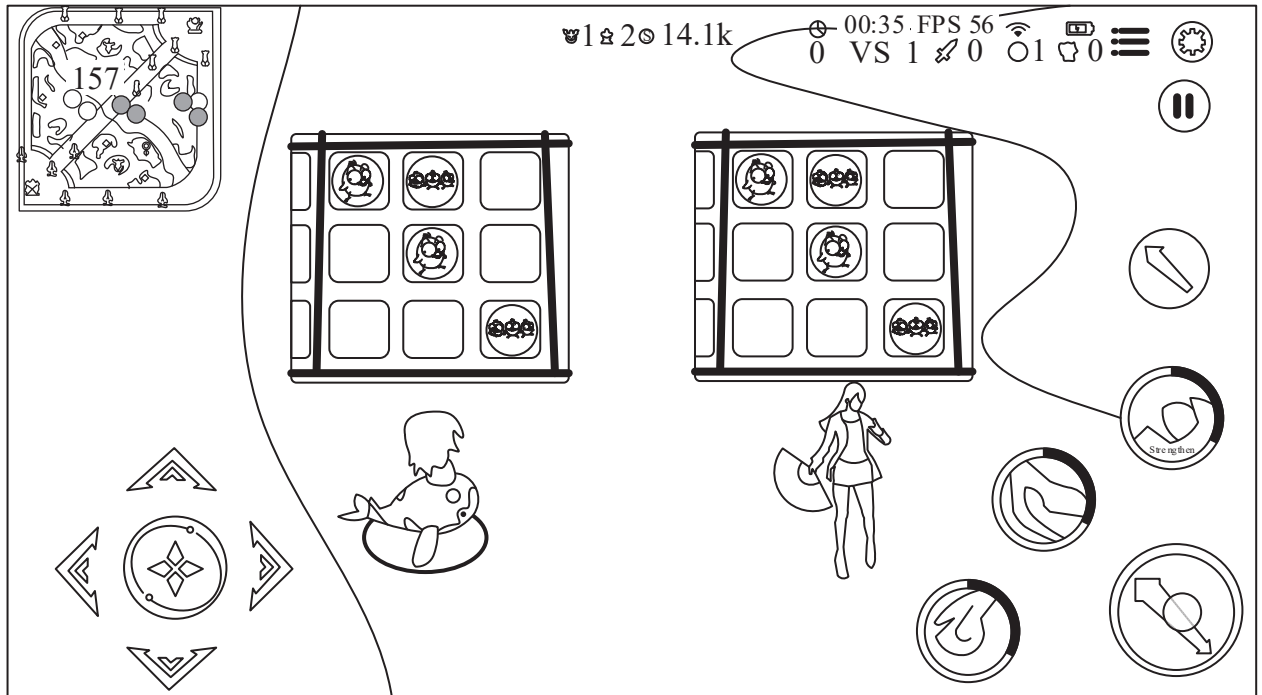


FIG. 14

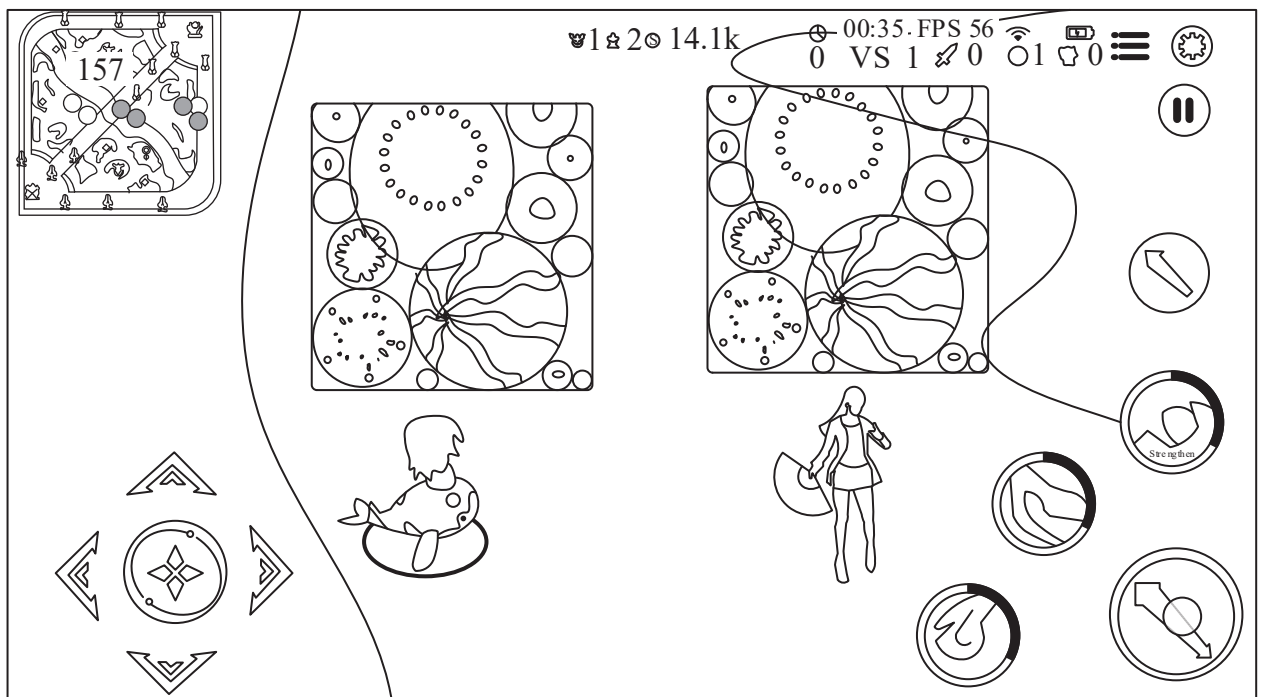


FIG. 15

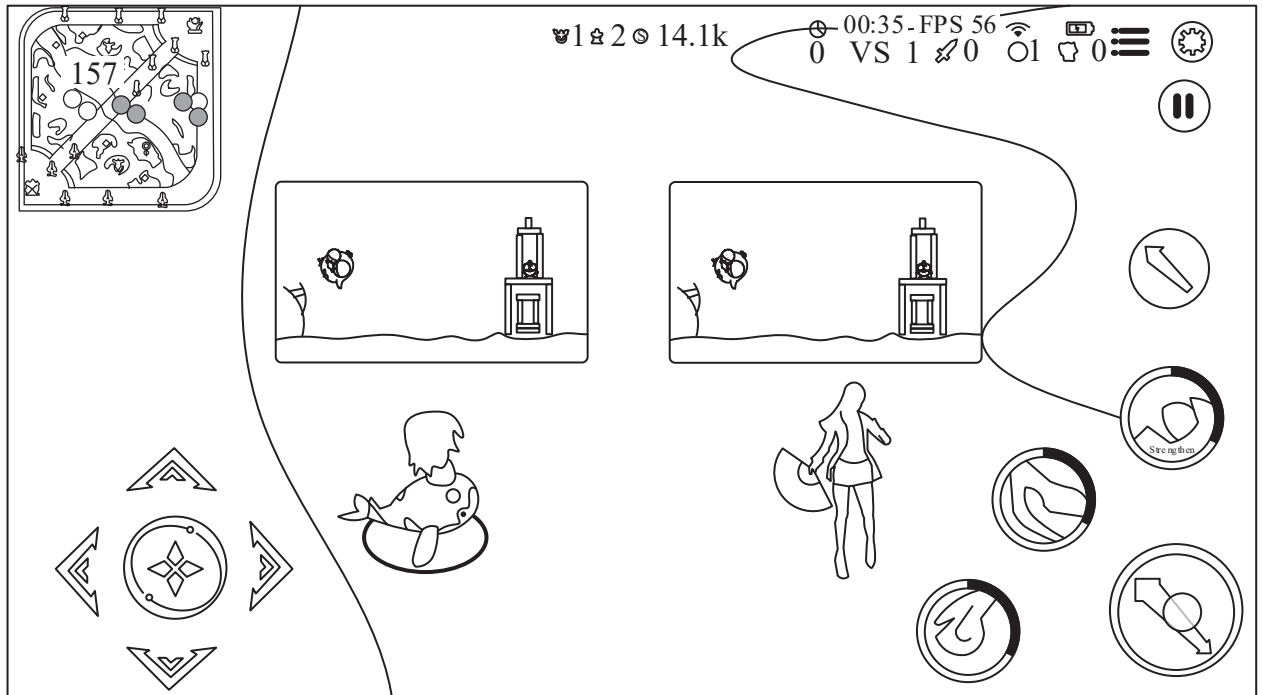


FIG. 16

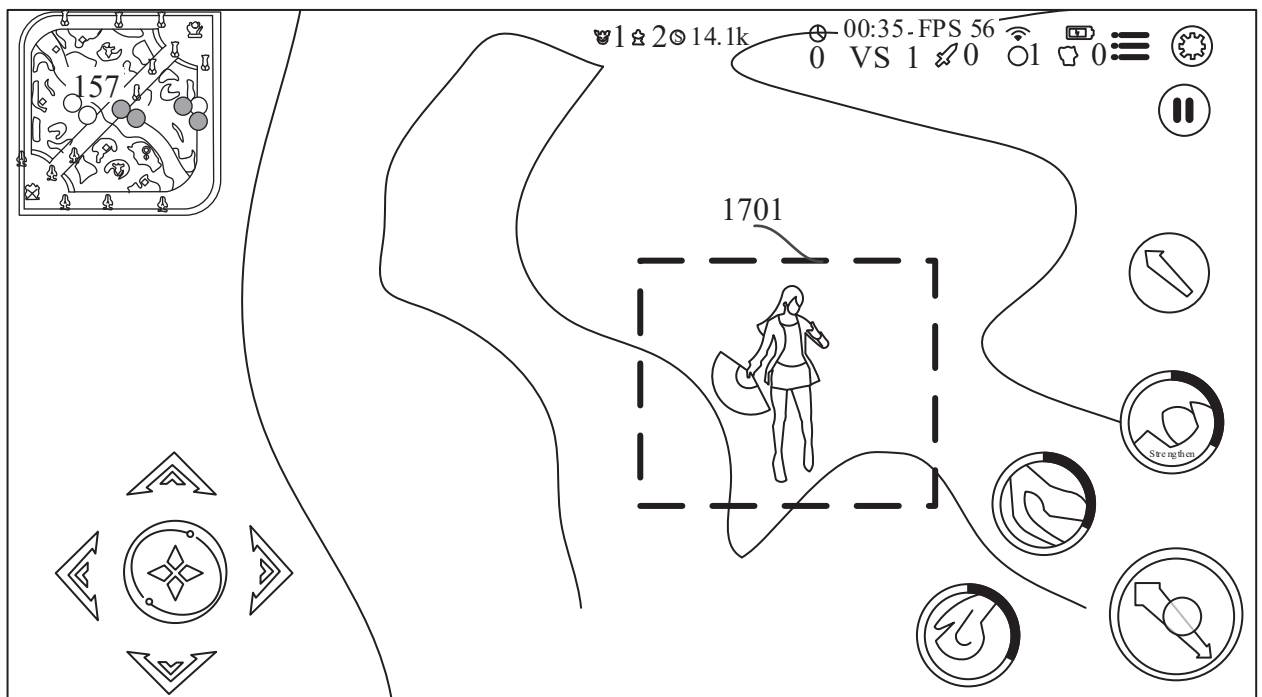


FIG. 17

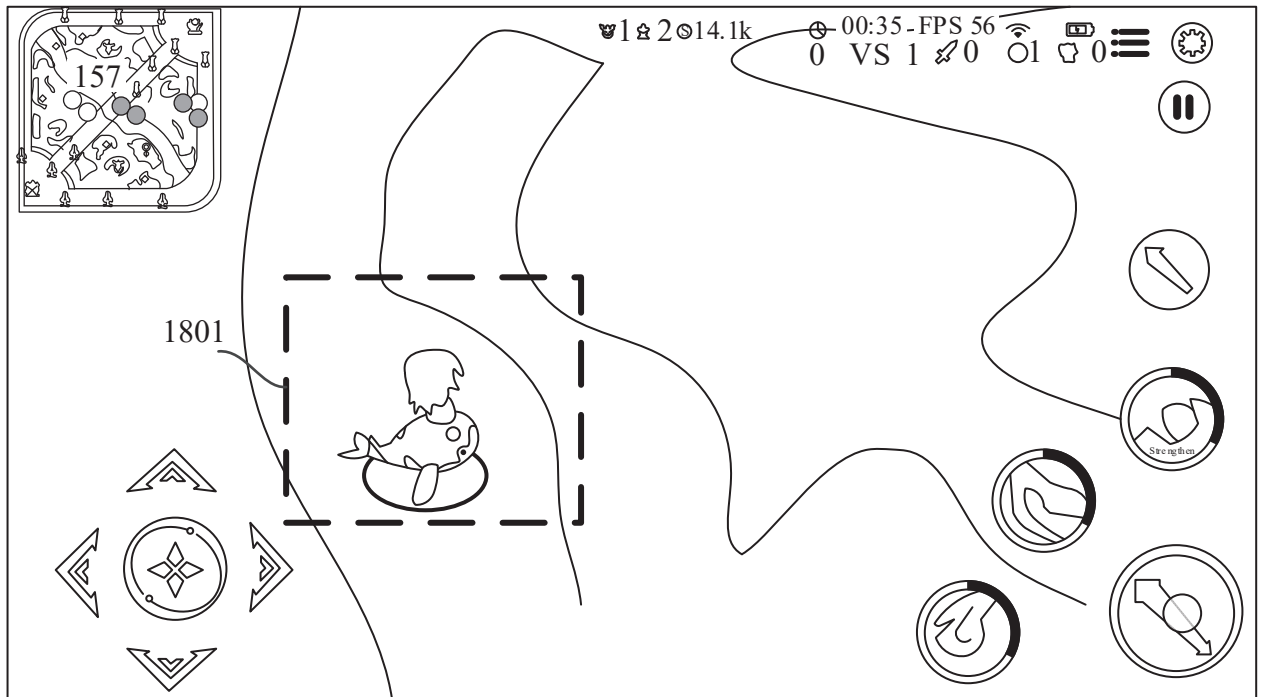


FIG. 18

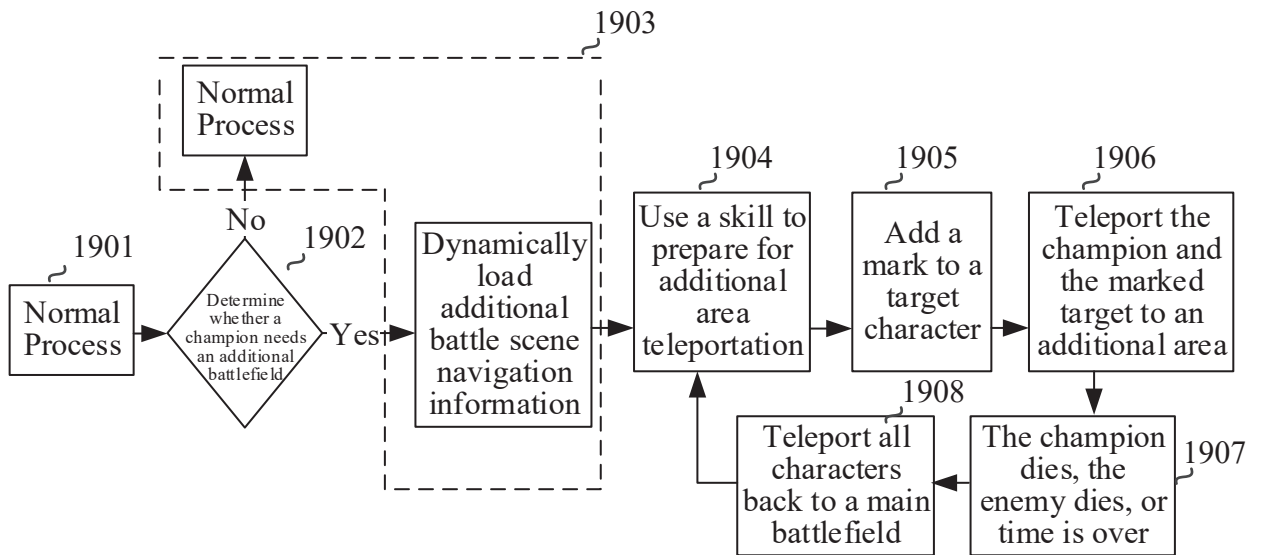


FIG. 19

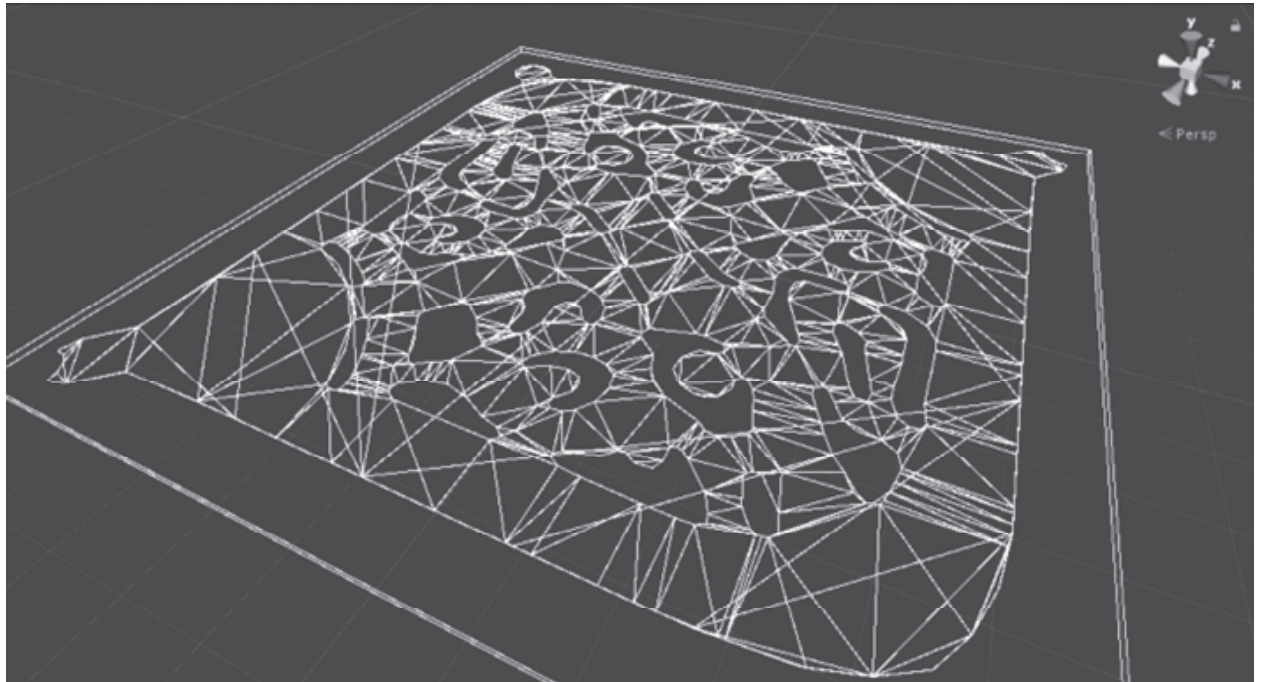


FIG. 20

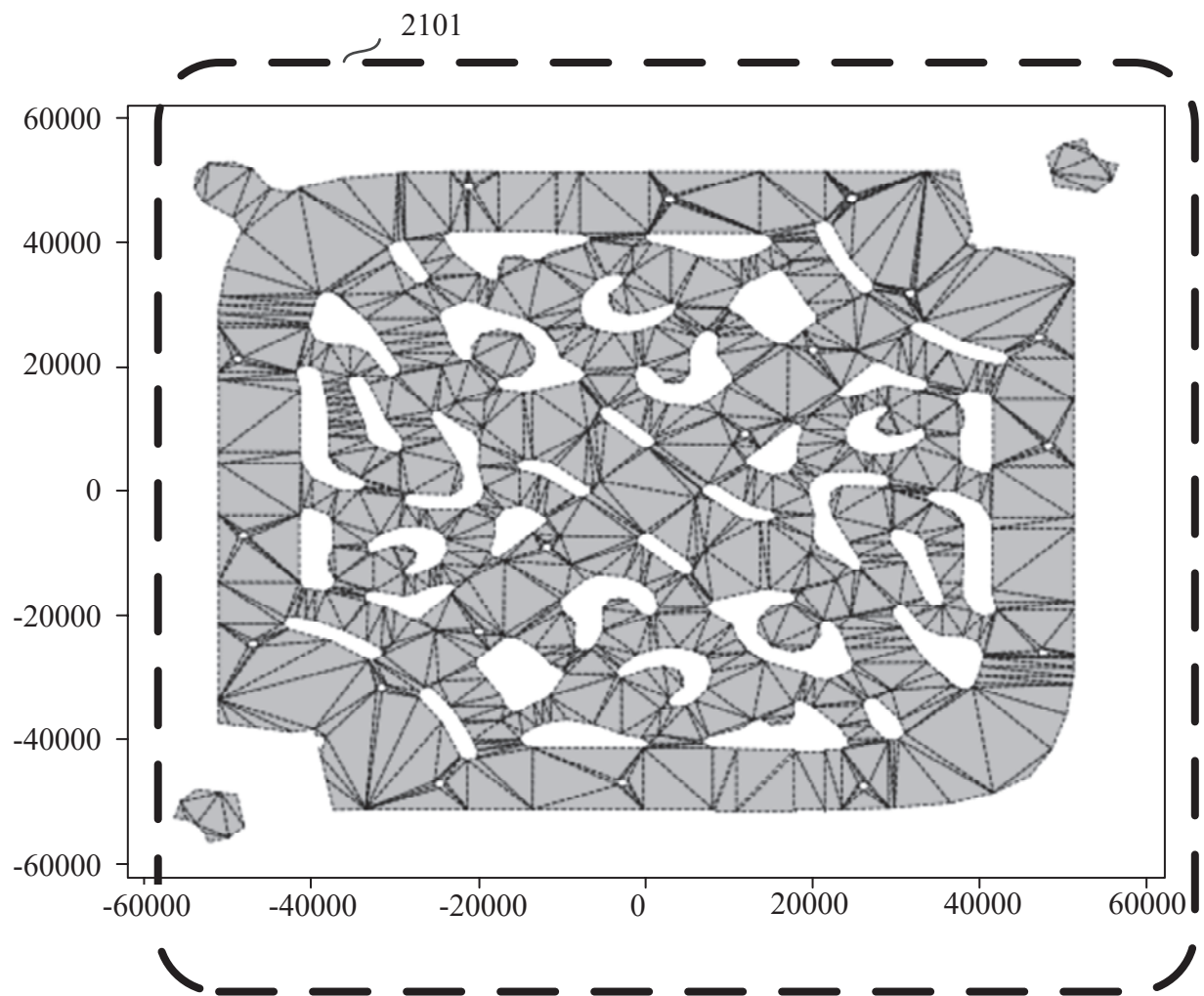


FIG. 21

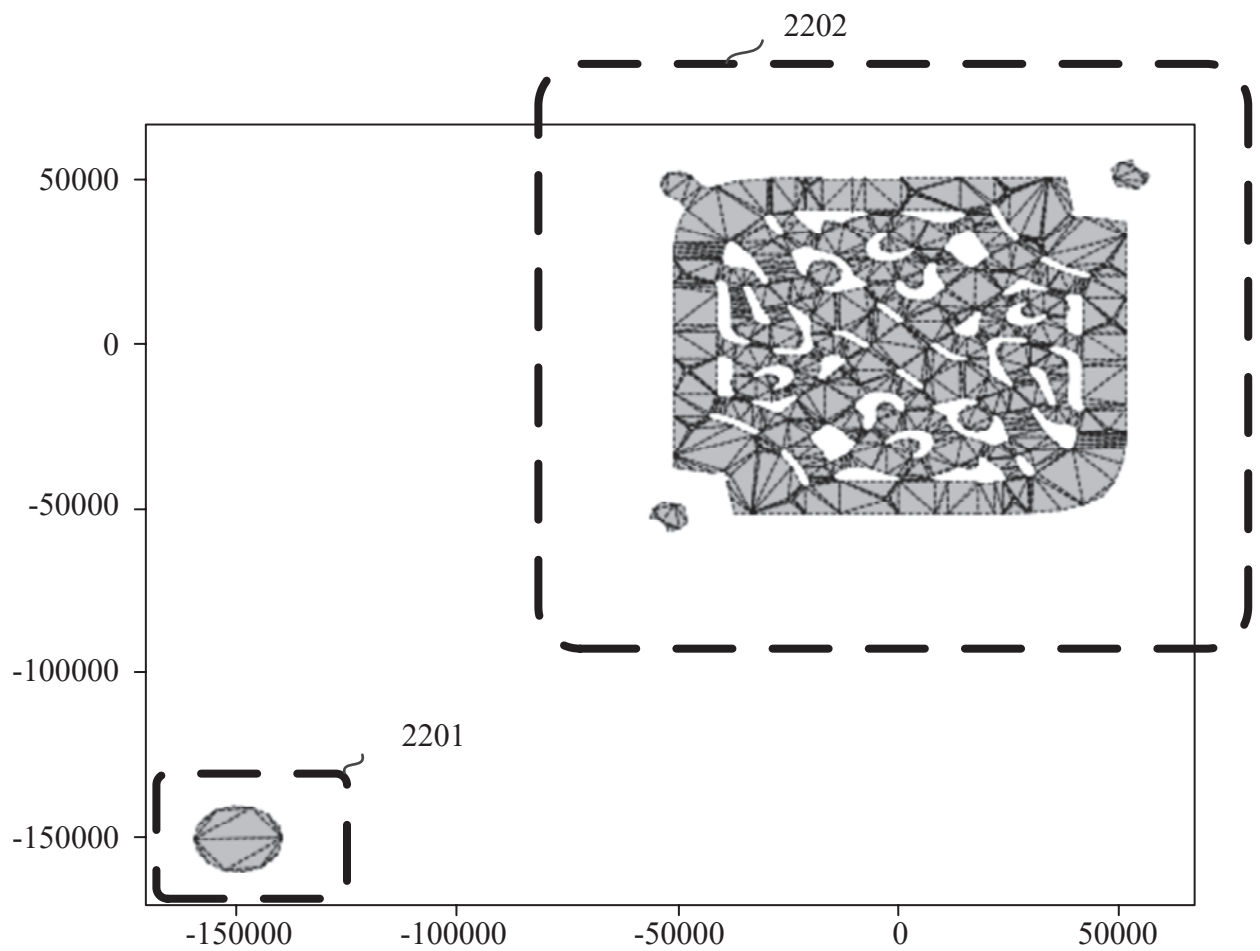


FIG. 22

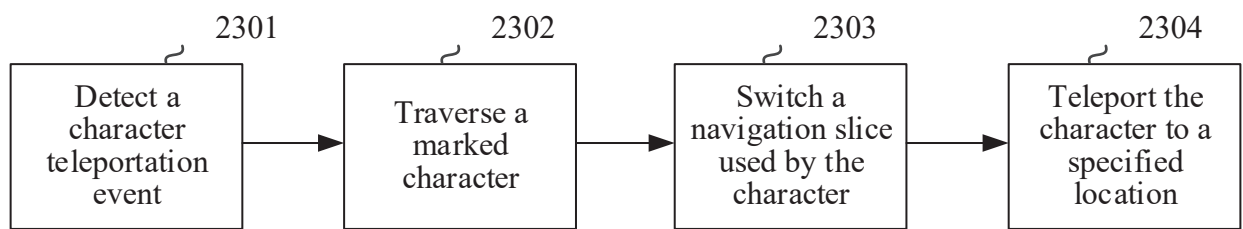


FIG. 23

```

const NavMeshInstanceHandle& navMeshInstance = SGameDesk->Navigation->GetNavMeshInstance (isActorIgnoreNavMesh,
isWallNavMesh, actorCamp);
if (! navMeshInstance) 2401
{
    result.navLoc = srcLoc;
    result.collided = true;
    return;
}

if (delta.data.x == 0 && delta.data.z == 0)
{
    result.navLoc = srcLoc;
    result.collided = true;
    return;
}

int32 edge = -1;
VInt3 srcLocalPos, destLocalPos;
NavLoc destLoc = srcLoc + delta;
ConstNavNodePtr node = NULL;
const NavMeshHandle& navMesh = navMeshInstance->FindNode( 2402
entity->GetLayerFlag());
if (! node)
{
    result.navLoc = srcLoc;
    result.collided = true;
    return;
}

```

FIG. 24

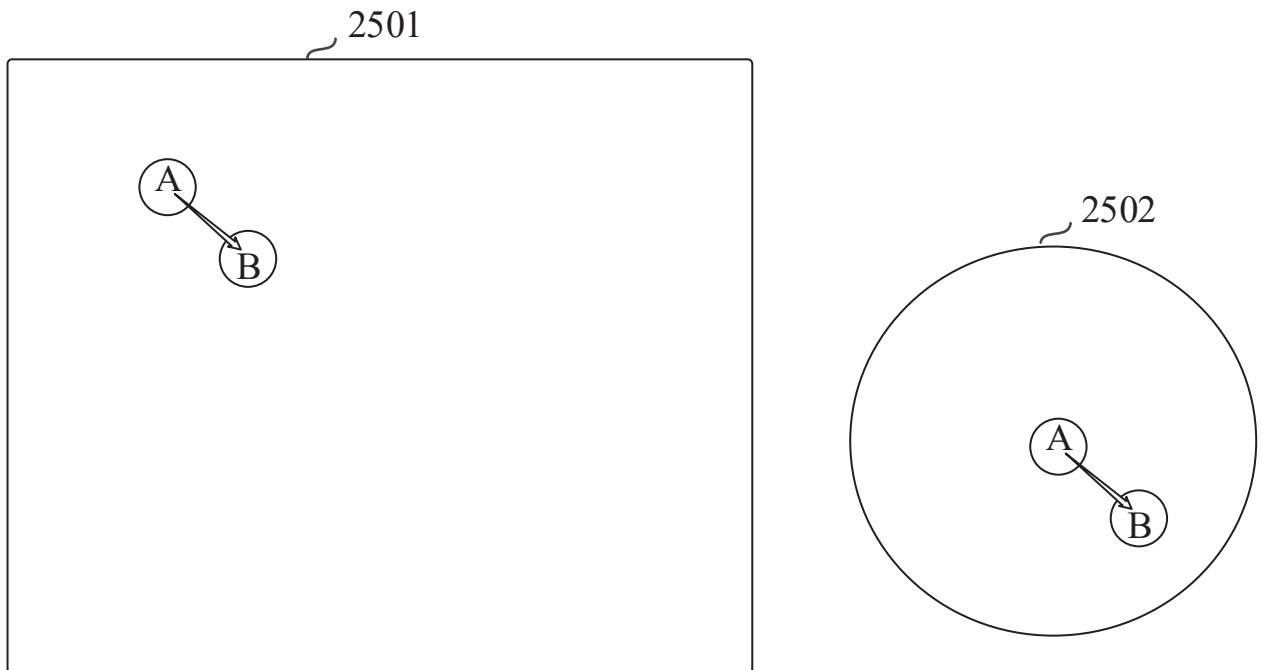


FIG. 25

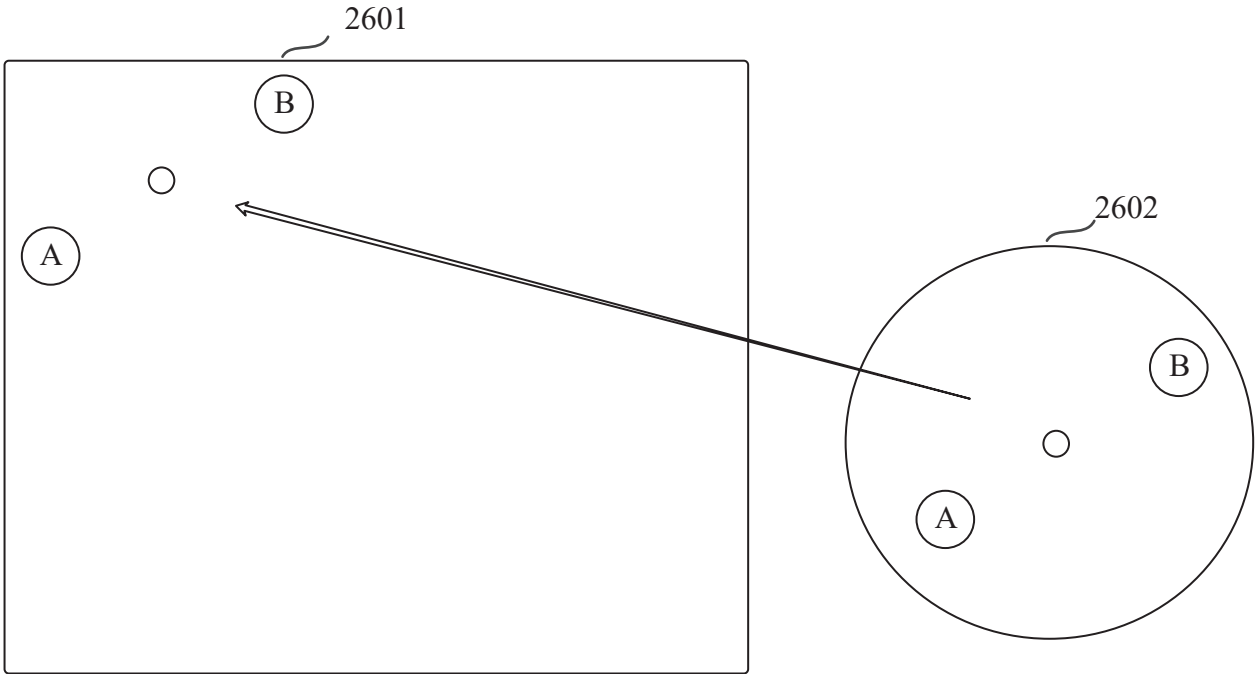


FIG. 26