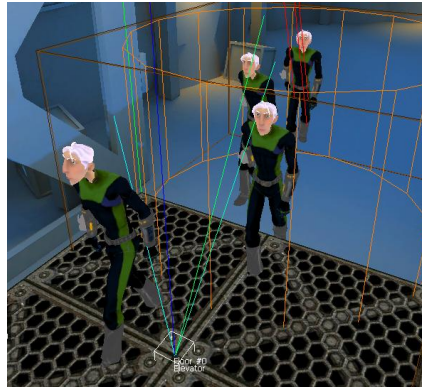


## Autodesk Kynapse 2012 Middleware Screenshot Caption

kynapse\_path\_objects.png



With the 2012 version, "path objects" — items in a game level, such as doors, elevators and ladders, that a nonplayer character might interact with — are now easier to use.

*Autodesk and Kynapse are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document. © 2011 Autodesk, Inc. All rights reserved.*