

# Extracting Shortest Path using TRANSIT and CPDs in Video Game Maps

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## 1 Introduction

bla bla

## 2 Conclusions

bla bla [1]

## References

1. Holger Bast, Stefan Funke, and Domagoj Matijevic. Transit ultrafast shortest-path queries with linear-time preprocessing. In *In 9th DIMACS Implementation Challenge*, 2006.