# Partroxis Maze Helper

File: Partroxis\_Maze.xml

Took Littleman’s Partroxis script and ran with it a bit. Here are the additions:

* Remembers the path to the furthest solved room (can speedwalk to any room once it is solved up to that point)
* Automatically scans in rooms with multiple exits
* Can filter to the mob list to quickly find the room you’re looking for
* Automatically loads the next move into the command bar if it is known