

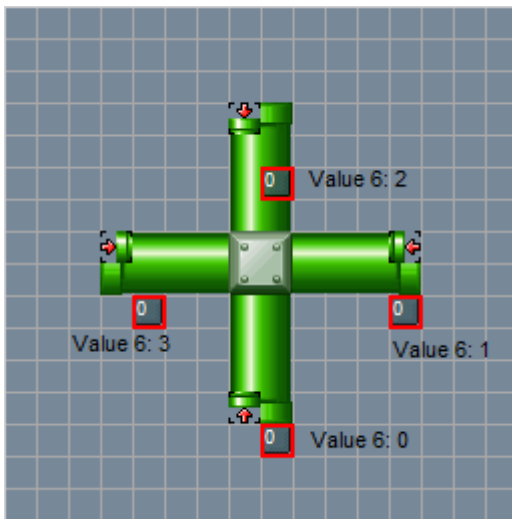
Connected Pipes

Each end of the pipe needs an Entrance. Both must have the same connected pipe ID. Set area 0 in one end and area 1 in the other end.

Make a Path with the same ID as the entrance's "Connected Pipe ID".

Each node on the path must be placed and "Value 6" in the node numbered as below:

Image of how to place the node in each pipe with its value:



If value 6 does not show up for you, then try using the [original NSMBe](#).

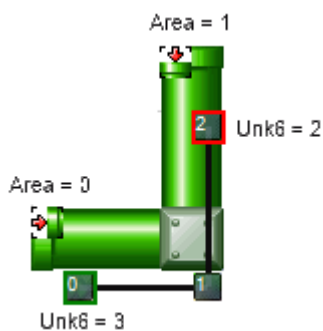
The path must be connected from one end of the pipe to the other; this is just to show the placement.

You can place more nodes on the path if you need, only the first and last need the above value 6 number.

World 7-A area 2 is good for more information.

Example shapes:

Reverse L



Setting a pipe as "exit only" also works, and is used in retail (eg 7-A).

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