
Subject: Re: Level edit problem

Posted by [LR01](#) on Sun, 16 Jul 2006 14:28:03 GMT

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well, the sectors prevent AI from getting stuck against a wall.
and the waypaths, AI follow a waypatch by a script, and if they follow your waypatch they dont
need sectors as long as your waypatch isn't against a wall
and the "out of memory" I dont know, if your place enough patchfind sectors it supposes to work
