
Subject: Dynamic Culling System (Sorry to bother you Greg, can you he
Posted by [Anonymous](#) on Sun, 28 Apr 2002 14:15:00 GMT

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I dont think LevelEdit can generate any sector unless you have created a Human Pathfind Generator (in Editor Objects) and you have to make sure it is not in a wall but is out in the open so it knows where to make your sectors.
