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Subject: Re: Level edit problem

Posted by [Spetz5](#) on Sun, 16 Jul 2006 14:17:39 GMT

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I thought you did, I know that generating sectors makes AI know what the terrain is like, but does it tell them where waypaths are to? I know that WF and airstrip vehicles follow the paths to leave without generating. All well, we will just have to see what others say

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