Cpo64 wrote on Sun, 28 January 2007 19:19Simply put some path find blockers around the pathfind human generator. That way, you can still have them run around a bit, in an enclosed area, but it shouldn't kill your computer, I think thats how it works anyways, its been a while.

Okay even though I have over 8 GB of RAM here is how you could do it, do his idea, and then create your own waypaths with innate enabled connecting these areas. If it is done right they will follow the waypaths on their own.
But as a side note if you have no pathfind at all do not add bots, as much fun as it is to shoot ai that are stuck against walls.