
Subject: Re: Out of memory while generating pathfind
Posted by [danpaul88](#) on Fri, 09 Jan 2009 00:28:23 GMT
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They are simply meant to block the AI from reaching certain areas of the map by acting as an invisible wall that exists only for the AI. This can be used to, for example, prevent the AI from entering buildings by placing pathfind blockers in all of the doorways into the building.

The number of sectors is based upon the size of the map, and possibly on it's height too, but I am not certain about that one. Hence why I suggested making the map smaller if possible.
