
Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!

Posted by [danpaul88](#) on Mon, 24 Mar 2014 11:52:46 GMT

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Jerad Gray wrote on Wed, 12 March 2014 02:49

*Pathfind has been redone on the main map, be on your guard!

I'm surprised you were able to pathfind an area that big considering the 3gb (with /LAA) cap on LevelEdits memory usage...
