Subject: Dynamic Culling System (Sorry to bother you Greg, can you he
Posted by Anonymous on Sun, 28 Apr 2002 14:13:00 GMT
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I have found that all my problems with pathfinding boil down to just one problem.LevelEdit is not creating the sectors.The "Build Dynamic Culling System" when invoked on my level skips floodfilling sectors and goes directly to the compressing sectors (there are not as the first step failed) it then crashes around 2-3 seconds later.I have reset the Dynamic Culling System but this does not make the problem go away.It does not crash however on any of the supplied mutliplayer levels (.lvl)Is this happening to anyone else? Does anyone know why or know how to correct it.The level file is available to look at greg but only as a last resort (dont want my ideas copied too soon - esp by westwood)If you can help me I would be very grateful