
Subject: Re: pathfinding on dsapo objects
Posted by [Raptor RSF](#) on Tue, 24 Jul 2007 18:25:00 GMT
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I REALLY NEED HELP !! PLZ

i got a problem with level edit(renegade modding tool)

when i had made a simple map with all the buildings and setting inc. waypaths with it i needed to do the next thing:

from tutorial file : <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16>

pathfinding > generate sectors

but the a message will popup: out of memory

this is something with virtual memory (disk space that is used as RAM memory)

I Hope someone know how to fix the problem.....

i already have edited the amount of virtual memory to the option - manage by system -

and i have changed that on both of my partitions inc the one where leveledit is installed on. by now i got 3070 mb virtual mem

i changed this by: right click 'this computer' -- "properties"-- "advanced"-- by prestations "adjust" -- "advanced" -- at the bottom u see virtual memory and u can adjust it.

i realy wanted to know why and what that message means becozz i already tried all the things with virtual memory.

i use windXP pro NL language
on c drive i have 4,69 gb availble (not used)
on f drive i have 10,2 gb availble (not used)
leveledit and all programs are installed on the f drive
1GB of RAM memory and a 2,2 GHTZ processor
video memory is 128mb

grtz,
Jasperbak_nl
