Subject: Re: Out of memory while generating pathfind
Posted by rrutk on Thu, 08 Jan 2009 22:39:45 GMT

danpaul88 wrote on Thu, 08 January 2009 16:10Unfortunatly LevelEdit is rather memory intensive when generating pathfind. If your running a 32bit version of Windows then whats probably happening is it's hitting the 2gb virtual size limit for 32bit applications, and no amount of swap file will help you there. Short of installing a 64bit version of Windows your only other option is probably to simply make the map smaller.

But XP can manage up to 3,2 GB RAM?

So, may be, I can use the computer of my girlfreind, she has 3,2 GB installed?

Also, there are really large maps, like Last_Stand - I dont think, they had a 64 bit OS...

Or, I read something about pathfind blockers?