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Subject: Re: Out of memory while generating pathfind

Posted by [rrutk](#) on Fri, 09 Jan 2009 08:58:55 GMT

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I cannot make it smaller. It's nearly complete and for me it was a big deal.

It's a large (and high/low) map, because it has naval units - a deep sea for submarines (the Ren-Vehicles from SP) is surrounding a large island.

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