
Subject: Re: Out of memory while generating pathfind
Posted by [danpaul88](#) on Fri, 09 Jan 2009 11:11:34 GMT
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If you want you can pack your LevelEdit level folder into a .zip or .rar file and I will try and pathfind it for you, I have a 64bit OS with 4gb of RAM, so if yours nearly manages it on 2gb then 4gb should easily handle it. Depends if your OK with giving me the level edit files or not. If you want to do that and need somewhere to upload it send me a PM and I will set something up.

Or you could upload it to rapidshare or something, I assume they still work.
