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Subject: Re: Out of memory while generating pathfind

Posted by [rrutk](#) on Fri, 09 Jan 2009 11:16:52 GMT

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danpaul88 wrote on Fri, 09 January 2009 05:11 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.

thx, if i finished the LE settings (needs a while, only renx work is nearly done) i will ask you for doing that!

but, may be, underwhile we found an other solution....

i saw some older topics concerning this problem too.

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