
Subject: Comando Editor

Posted by [Halo38](#) on Sat, 13 Sep 2003 20:03:12 GMT

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Belive it or not i just had the same problem, I had 3 path find generators in my map and level edit froze

Try this, (this how i got it to work for me) close any programs your not using MSN, anti virus etc... now it's best to optimise the area which you want to generate path find for (so you don't generate path find for areas that don't need it, saving time).

In level edit make a path find blocker (editor objects -> editor only objects -> large_pathfind_blocker). then move it so that you block off the areas that your harvester isn't going to need to go (like infantry only tunnels) you'll need more than one so copy it many times, overlap the path find blockers to make sure that there are no gaps. i also made another 3 path find generators (total of 6 now) as the ww maps have about that many. now generate path find. it should take less time and be not so demanding on your system.
