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Subject: Too many LevelEdit crashes...

Posted by [TimeFX](#) on Wed, 14 Jan 2004 14:50:54 GMT

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Hello together

For some days I got a problem with my map...

Most functions for Vis/Pathfinding aren't working and causing LevelEdit to crash.

Functions:

Edit > Repartition Culling Systems: works

Edit > Verify Culling Systems: works

Vis > Discard Vis Data: works

Vis > Reset Dynamic Culling System: works

Vis > Run Manual Vis Points: CRASHES

Vis > Build Dynamic Culling System: CRASHES

Vis > Auto Generate Vis: works

Vis > Optimize Vis Data: works, but "final bit count" is always 1?!

Pathfinding > Generate Sectors: CRASHES

Pathfinding > Generate Flight Data: no crash - nothing happens

Walk-Thru-Mode: CRASHES TOO?!

Dunno why I have these problems now

BTW: What is the "(Dynamic) Culling System"?

BTW2: Vis not working correctly - when I fly through the map with apache many parts of the buildings are invisible

I hope you can help me.

Thx,  
TimeFX

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