Subject: Too many LevelEdit crashs...
Posted by General Havoc on Wed, 14 Jan 2004 17:55:36 GMT

Yeah - you are doing things in the wrong order and are missing something. Try this:

Vis > Discard Vis Data
Vis > Reset Dynamic Culling System
Edit > Repartition Culling Systems

Editor Objects > Pathfinding > Human Pathfind Generator (Place 1 in each base for starters)

Pathfinding > Generate Sectors
Pathfinding > Generate Flight Data (maps with air units?!)

Vis > Build Dynamic Culling System
Vis > Auto Generate Vis
Vis > Run Manual Vis Points
Vis > Optimize Vis Data
Edit > Verify Culling Systems

EDIT: changed order of processes