Subject: Out of memory while generating pathfind
Posted by rrutk on Thu, 08 Jan 2009 22:03:15 GMT
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Out of memory while generating pathfind:

I made a new map for version 3.0 of my Mod.
It's large, but not sooo large (1000x1000 Meters).

I wanted to generate the pathfinding, but got "out of memory"!
It stopped arround 26.000.000 Boxes (from about 29.000.000).

I have 2 GByte RAM. Raising the Windows swap file from 6 GByte to 9 GByte changed
nothing???

How can I solve this problem?

Subject: Re: Out of memory while generating pathfind
Posted by mrÃ£Ã§Ä·z on Thu, 08 Jan 2009 22:04:36 GMT
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Try this:

Nero wrote on Wed, 07 January 2009 15:10Do this:
- Right click leveledit.exe
- Go to 'Properties'
- Go to 'Compatibility'
- Check 'Disable all visual themes for this application.'

It's a known bug, this should fix it.

Subject: Re: Out of memory while generating pathfind
Posted by rrutk on Thu, 08 Jan 2009 22:07:56 GMT
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I have this setting on the leveledit-link. I can try to disbale my complete theme-service...

Subject: Re: Out of memory while generating pathfind
Posted by danpaul88 on Thu, 08 Jan 2009 22:10:43 GMT
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Unfortunatly LevelEdit is rather memory intensive when generating pathfind. If your running a
32bit version of Windows then whats probably happening is it's hitting the 2gb virtual size limit for

32bit applications, and no amount of swap file will help you there. Short of installing a 64bit version of Windows your only other option is probably to simply make the map smaller.

Subject: Re: Out of memory while generating pathfind
Posted by rrutk on Thu, 08 Jan 2009 22:39:45 GMT
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danpaul88 wrote on Thu, 08 January 2009 16:10Unfortunatly LevelEdit is rather memory intensive when generating pathfind. If your running a 32bit version of Windows then whats probably happening is it's hitting the 2gb virtual size limit for 32bit applications, and no amount of swap file will help you there. Short of installing a 64bit version of Windows your only other option is probably to simply make the map smaller.

But XP can manage up to 3,2 GB RAM?

So, may be, I can use the computer of my girlfreind, she has 3,2 GB installed?

Also, there are really large maps, like Last_Stand - I dont think, they had a 64 bit OS...

Or, I read something about pathfind blockers?

Subject: Re: Out of memory while generating pathfind
Posted by danpaul88 on Thu, 08 Jan 2009 23:59:10 GMT
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No, it's not about the amount of RAM in the computer, under a 32bit operating system a single program can only address up to 2gb of RAM, regardless of how much exists and is available to use.

Pathfind blockers are possibly another option, if you want to block off certain areas to the AI. Whether it will actually reduce the memory load enough to get you through the pathfind generation is anyone's guess, try it and see.

Subject: Re: Out of memory while generating pathfind
Posted by rrutk on Fri, 09 Jan 2009 00:11:29 GMT
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danpaul88 wrote on Thu, 08 January 2009 17:59No, it's not about the amount of RAM in the computer, under a 32bit operating system a single program can only address up to 2gb of RAM, regardless of how much exists and is available to use.

Pathfind blockers are possibly another option, if you want to block off certain areas to the AI. Whether it will actually reduce the memory load enough to get you through the pathfind generation is anyone's guess, try it and see.

I dont know, how to use them. Even if I put them complete around the pathfind-generator, the numvber of sektors is the same

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Subject: Re: Out of memory while generating pathfind
Posted by danpaul88 on Fri, 09 Jan 2009 00:28:23 GMT
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They are simply meant to block the AI from reaching certain areas of the map by acting as an invisible wall that exists only for the AI. This can be used to, for example, prevent the AI from entering buildings by placing pathfind blockers in all of the doorways into the building.

The number of sectors is based upon the size of the map, and possibly on it's height too, but I am not certain about that one. Hence why I suggested making the map smaller if possible.

Subject: Re: Out of memory while generating pathfind
Posted by rrutk on Fri, 09 Jan 2009 08:58:55 GMT
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I cannot make it smaller. It's nearly complete and for me it was a big deal.

It's a large (and high/low) map, because it has naval units - a deep sea for submarines (the Ren-Vehicles from SP) is sourrounding a large island.

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.

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 05:11If 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.

Subject: Re: Out of memory while generating pathfind
Posted by Slave on Fri, 09 Jan 2009 17:36:43 GMT
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Box of the area's that don't need pathfinding with pathfind blockers to reduce the area leveledit has to render.

Subject: Re: Out of memory while generating pathfind
Posted by rrutk on Fri, 09 Jan 2009 18:45:26 GMT
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i would have to set hundreds of pathfind-blockers one near one?

Subject: Re: Out of memory while generating pathfind
Posted by Slave on Fri, 09 Jan 2009 19:35:23 GMT
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Or create 1 suitable big one in gmax. Remove it when done.

Subject: Re: Out of memory while generating pathfind
Posted by Canadacdn on Fri, 09 Jan 2009 21:05:57 GMT
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Why not just block half of the level off with an invisible wall in RenX, pathfind that half, and then do

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the same for the other side?

Subject: Re: Out of memory while generating pathfind
Posted by danpaul88 on Fri, 09 Jan 2009 21:31:07 GMT
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Because when you generate pathfind it discards any existing data before it starts, so you would end up with only half of the map processed.

Subject: Re: Out of memory while generating pathfind
Posted by rrutk on Sat, 10 Jan 2009 00:01:17 GMT
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what must be included in the area with blockers?

in the level-files for C&C_Islands you can see, that the area infront of GDI WF is completly blocked.

i tried the same thing with the airstrip, but then wayfinding doesnt work.

Subject: Re: Out of memory while generating pathfind
Posted by Slave on Sat, 10 Jan 2009 02:47:58 GMT
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The front of the weapons factory has pathfind blockers to create a bridge between the delivery pad, and the map.

The runlight square needs to be bridged, because pathfinding cannot be rendered on it. In this case a bridge is made with blockers. Sounds slightly odd, but blockers function as connectors here.

The airstrip does not need such thing.