Subject: Urgent! Pathfind Blockers - Problem
Posted by rrutk on Sat, 24 Jan 2009 01:37:32 GMT

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Urgent! Pathfind Blockers - Problem

How I have to set the Pathfindblockers, so that there is an effect?

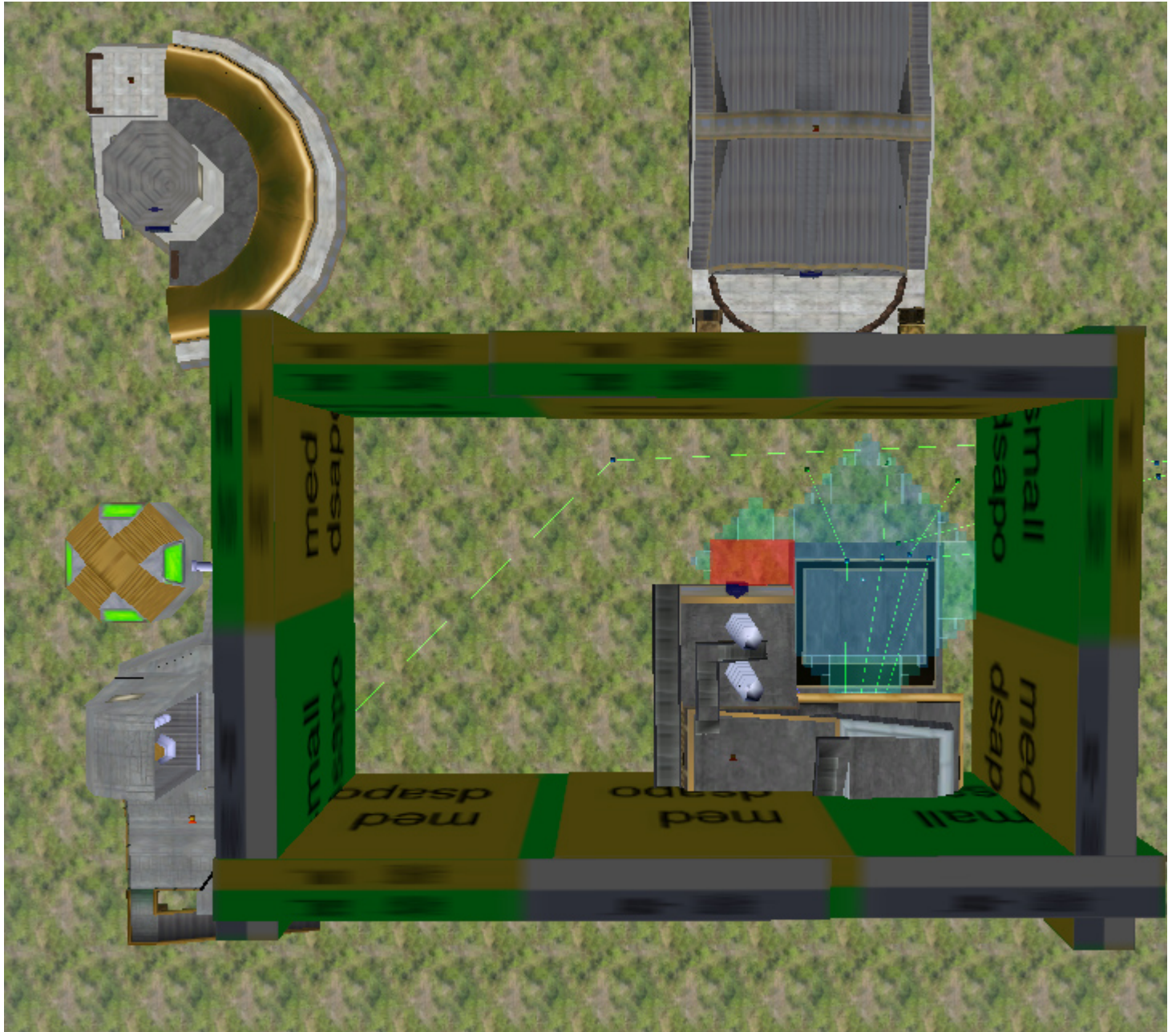I made a large blocker in RenX and set it up in LE as a pathfind blocker.

But there is no difference?!?! LE wants to calculate about 29,000,000 Boxen with and without them (what cause "Out of Memory" in XP).

I can make the blocked area bigger, so that the tiberium field would be included.

Its a flying map with HIGH and DEEP (naval map).

File Attachments
1) path.jpg, downloaded 143 times

so everything else should be blocked?

File Attachments

1) path2.jpg, downloaded 107 times

Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

lid texture size, scaling required. Texture: C:\Programme\RenegadePublicTools\LevelEdit\Virtual-Westwood-Museum-Mod\terrain\building interior tiles_multiplay\r

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