Subject: LSD file suddenly jumped to 22mbs! Posted by Kamuix on Thu, 28 Nov 2013 04:14:15 GMT

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My mix map is coming along so well, here i am all concerned about the file sizes of my little 3d models when suddenly my lsd file jumped from must of been 1mb or so to 18, I just want to check here to see how other LE uses may of did to resolve this issue. Is it the pathfinding?

Thanks for any help!

No acid jokes.. I did not consume the Isd

Ill throw this question in while i'm at it ;p

Take a look at this taken from LE:

Notice i tried to take the texture used on the red power plant and make it yellow, all I did was use programs like Paint.net/painshopro8 used the simple color changes features it has and with them it's easy to change to a solid color like.. blue or green, it doesn't like yellow, it quickly scrolls through from green to orange leaving you with a.. greenish yellow

File Attachments

1) leadorbe.JPG, downloaded 836 times



Subject: Re: LSD file suddenly jumped to 22mbs! Posted by iRANian on Thu, 28 Nov 2013 08:36:02 GMT View Forum Message <> Reply to Message

Good map, is MPF running it?

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by Kamuix on Thu, 28 Nov 2013 09:46:41 GMT

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Thanks I doubt he would approve but when i fix all the bugs and inprove it i was thinking ill show it to him see if he approves but you can't see anything from what I showed here's the nod base:

I know the map needs work i'm trying to make a classic C&C style level.. as of now there's only 1 Obelisk and 1 AGT, the broken obelisk is just there for show

Bashing defence system: I just made this in a few days by the way it's no attempt at a professional map i'm just doing it for fun and for my little server ill be running, i use gmax but i don't even know how to blend textures, so you can see my bad attempt at classes c&c style ridges. Anyway its a work in progress and any suggestions are greatly appreciated

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by jonwil on Thu, 28 Nov 2013 13:38:11 GMT

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If you get me your lsd file, I can identify whats making it big.

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by Kamuix on Thu, 28 Nov 2013 21:37:54 GMT

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you do too much work jonwil lol but if youre really not too busy here it is feel bad having you look at kind of lol

I wont get in the habit of asking for things I just posted questions here seeing the forum could use some posts

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by jonwil on Fri, 29 Nov 2013 00:36:41 GMT

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I dont see any lsd file

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by Kamuix on Fri, 29 Nov 2013 06:11:51 GMT

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http://198.100.147.226/

fudforum glitch whoops

EDIT: So far on the map shown here each team only has 1 Obel/advgt each, the brokan over obel one you see is just for show to... give it a sense of mystery.. lol

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by jonwil on Fri, 29 Nov 2013 09:29:14 GMT

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I can confirm that yes, the pathfind data is what makes your level file so big. No I dont know why its the size it is.

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by Gen_Blacky on Fri, 29 Nov 2013 13:47:00 GMT

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pathfinder blockers will fix that problem. aka walls

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by jonwil on Fri, 29 Nov 2013 14:16:47 GMT

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Yeah you probably need pathfind blockers around a few places like the gun turrets and anywhere else special (including any areas where units cant get to but where pathfinding might try to go anyway)

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by Kamuix on Sat, 30 Nov 2013 07:03:34 GMT

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thanks guys!

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by jonwil on Sat, 30 Nov 2013 08:00:34 GMT

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FYI, I suggest you download the .lvl files for the stock multiplayer maps (not sure where to get them these days) and see where Westwood map designers placed pathfind blockers.

Subject: Re: LSD file suddenly jumped to 22mbs! Posted by zunnie on Wed, 19 Feb 2014 11:21:08 GMT

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Are you still working on this map or nope?