
Subject: Generating Pathfind Sectors

Posted by [CnCsoldier08](#) on Sun, 21 Mar 2004 23:53:43 GMT

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I know this usually takes a long time, but should it take an entire day to do half of it, then after it gets to the halfway point, it freezes? I was wondering if I did anything wrong, or is my map just too big(1000x1000)

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Posted by [Oblivion165](#) on Mon, 22 Mar 2004 00:48:17 GMT

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thats a standard size map, it will never take a day and a half to pathfind a map that big, more like 3 or 4 minutes.

What kind of system are you running?

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Posted by [CnCsoldier08](#) on Mon, 22 Mar 2004 01:21:09 GMT

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Windows XP pro service pack 1 build 2600

AMD Athlon XP 1900+

512 ram

radeon 9000 pro 128mb

Subject: Generating Pathfind Sectors

Posted by [Oblivion165](#) on Mon, 22 Mar 2004 01:59:31 GMT

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Those specs should allow you to do it with np.

Can you upload your mod folder? i wont realease or steal anythinj.

Ususally i can see what the problem is that way.

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Posted by [Bidbood](#) on Mon, 22 Mar 2004 11:23:21 GMT

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i think your comp was frozing a little bit or you were doing too much things at the same time.... or else you are pretty screwed >_<
