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Subject: Hyper Latency

Posted by [Sanada78](#) on Mon, 21 Feb 2005 22:11:54 GMT

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Have you generated the Pathfinding?

I don't know if you have a Harvester or any AI in your map but I think you have to do it anyway. You have to place the Editor Objects > Pathfind Generator > Human (in the presets) on any spot of flat terrain, except elevated areas like walls/cliffs. Dunno if it makes a difference. Then in the Pathfinding menu do the first two "Generate..." options. You also have to do this before doing VIS otherwise it crashes.

If you did that already, then maybe doing the VIS if you haven't might fix it.

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