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Subject: Level Edit Fun

Posted by [Jerad2142](#) on Mon, 01 Oct 2007 17:37:40 GMT

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Okay I am on level 12a of Renhalo, which is 20,000 x 20,000. While generating pathfind (and vis) I get the out of memory error. So I was wondering if there was a way to get level edit to only use virtual memory, if not, does anyone know if those ram usb sticks will do the job?

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