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Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Tue, 02 Oct 2007 18:35:36 GMT

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danpaul88 wrote on Tue, 02 October 2007 11:42Jerad Gray wrote on Mon, 01 October 2007 18:37Okay 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?

NB: While LE will use virtual memory, because that memory is on the page file its access times are LOT slower than normal RAM (about 100x slower based on something I vaguely remember from POC lectures, but dont quote me on that xD), so it takes a hell of a lot longer for the pathfind generation to be completed. Better to keep as much of it in RAM as possible.

Oh, and USB sticks used as RAM (AKA: Vista Readyboost) WOULD work, as far as applications are concerned they are exactly the same as normal RAM, although they are still a lot slower than real RAM... but faster than a page file.

And LE does not allocate cores itself, if it actually created more than one thread for pathfind generation it would utilise more than one CPU core, but since there's only one thread the OS can't split the workload between multiple cores as there's only ever one thing to be done at a time. Well I was hoping someone would say readybost would work, as I bought a 8 GB flash drive just yesterday, if I get the out of memory error I will strangle my self.

As a side note: I set the paging files max to 10 GB and level edit doesn't even try to access it (as far as pathfind goes anyways).

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