
Subject: Re: Out of memory while generating pathfind
Posted by [danpaul88](#) on Thu, 08 Jan 2009 22:10:43 GMT
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Unfortunately LevelEdit is rather memory intensive when generating pathfind. If your running a 32bit version of Windows then whats probably happening is it's hitting the 2gb virtual size limit for 32bit applications, and no amount of swap file will help you there. Short of installing a 64bit version of Windows your only other option is probably to simply make the map smaller.
