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Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!

Posted by [Jerad2142](#) on Wed, 26 Mar 2014 07:16:43 GMT

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danpaul88 wrote on Mon, 24 March 2014 05:52Jerad Gray wrote on Wed, 12 March 2014 02:49  
\*Pathfind has been redone on the main map, be on your guard!

I'm surprised you were able to pathfind an area that big considering the 3gb (with /LAA) cap on LevelEdits memory usage...

I've had it push up to 3.5GB, I also have to remove all textures on the map and add blockers to keep it from trying to pathfind the water, in the end we have the main landmass path finded and parts of the desert.

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