Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!
Posted by Jerad2142 on Wed, 26 Mar 2014 16:41:15 GMT
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Other things you can do:
*Delete all objects from the map excluding tiles and terrain.
*Clearing pathfind doesn't actually work correctly, it continues to use memory, so in order to clear an older pathfind gen (which steals memory from the new) export a map's pathfind that has never been generated before, then import it onto your level.
*Save the map with the view distance turned all the way down and the camera in a spot where it can't see anything, then exit and reopen.

Also generating it with no textures made it generate far faster than normal (normally its like a 4-8 hour task, this last time it was only 2).