
Subject: Dynamic Culling System (Sorry to bother you Greg, can you he
Posted by [Anonymous](#) on Sun, 28 Apr 2002 14:13:00 GMT

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I have found that all my problems with pathfinding boil down to just one problem. LevelEdit is not creating the sectors. The "Build Dynamic Culling System" when invoked on my level skips floodfilling sectors and goes directly to the compressing sectors (there are not as the first step failed) it then crashes around 2-3 seconds later. I have reset the Dynamic Culling System but this does not make the problem go away. It does not crash however on any of the supplied mutliplayer levels (.lvl) Is this happening to anyone else? Does anyone know why or know how to correct it. The level file is available to look at greg but only as a last resort (dont want my ideas copied too soon - esp by westwood) If you can help me I would be very grateful

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Posted by [Anonymous](#) on Sun, 28 Apr 2002 14:15:00 GMT

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I dont think LevelEdit can generate any sector unless you have created a Human Pathfind Generator (in Editor Objects) and you have to make sure it is not in a wall but is out in the open so it knows where to make your sectors.

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Posted by [Anonymous](#) on Sun, 28 Apr 2002 14:19:00 GMT

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Yep have done, did check for that again a while ago but it seems to be in the right base. Could this be caused by the fact that the base is underground while the city is on top? Greg, Any ideas?

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Posted by [Anonymous](#) on Sun, 28 Apr 2002 14:22:00 GMT

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Try making more than one pathfind generator, i noticed that some of WW maps (like Islands) have 6 or 8 generators in different places! Maybe you could try one below and one above ground.

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Posted by [Anonymous](#) on Sun, 28 Apr 2002 14:25:00 GMT

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Yes, thanks everyone - It was becuase it was on the lower level of the base. I needed one up top in the city. Thanks, Thanks, Thanks. 5 stars for all those I havent rated that answered, you have saved me and I can finally finish my map. ayes!!!
