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Subject: Pathfinding

Posted by [Obelisk](#) on Wed, 20 Apr 2005 17:04:50 GMT

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Why is it that when i generate pathfinding i get out of memory. I have 1GB of memory with 600mb available.

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Subject: Pathfinding

Posted by [WNxCABAL](#) on Wed, 20 Apr 2005 19:21:11 GMT

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Virtual Memory Low perhaps?

Not Physical memory

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Subject: Re: Pathfinding

Posted by [Raptor RSF](#) on Tue, 24 Jul 2007 18:08:12 GMT

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got the same ...I REALLY NEED HELP !! PLZ

i got a problem with level edit(renegade modding tool)

when i had made a simple map with all the buildings and setting inc. waypaths with it i needed to do the next thing:

from tutorial file : <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16>

pathfinding > generate sectors

but the a message will popup: out of memory

this is something with virtual memory (disk space that is used as RAM memory)

I Hope someone know how to fix the problem.....

i already have edited the amount of virtual memory to the option - manage by system -

and i have changed that on both of my partitions inc the one where leveledit is installed on. by now i got 3070 mb virtual mem

i changed this by: right click 'this computer' -- "properties"-- "advanced"-- by prestations "adjust" -- "advanced" -- at the bottom u see virtual memory and u can adjust it.

i realy wanted to know why and what that message means becozz i already tried all the things with virtual memory.

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i use windXP pro NL language  
on c drive i have 4,69 gb availble (not used)  
on f drive i have 10,2 gb availble (not used)  
leveledit and all programs are installed on the f drive  
1GB of RAM memory and a 2,2 GHTZ processor  
video memory is 128mb

grtz,  
Jasperbak\_nl

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Subject: Re: Pathfinding  
Posted by [Oblivion165](#) on Tue, 24 Jul 2007 19:13:55 GMT  
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Bah to you

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Subject: Re: Pathfinding  
Posted by [Genesis2001](#) on Wed, 25 Jul 2007 00:53:08 GMT  
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Answer!

-MathK1LL

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