
Subject: Level edit problem

Posted by [Spetz5](#) on Sun, 16 Jul 2006 05:14:20 GMT

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Ok, well, I've been having this problem with level edit.

See, being a total amateur at anything to do with modeling, or making a map in RenX, I make height field maps instead, some of which are pretty nice in my opinion to. Anyways to the point. I get all of my terrain and everything done, do all the other crap you need to do, like adding those little editor object things in. But, the problem occurs when I go to "Generate sectors". I receive the message "Out of Memory", and it will not generate. I honestly have no clue why it does this, or how to fix it. If possible, can I get a bit of help on this?

Thanks

-spetz

P.S - Please don't call me a n00b for making height field maps, honestly you'd call me more of one if you say my modeling work.

Subject: Re: Level edit problem

Posted by [Sn1per74*](#) on Sun, 16 Jul 2006 14:12:23 GMT

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I don't think you need to generate sectors on a heightfield map.

Subject: Re: Level edit problem

Posted by [Spetz5](#) on Sun, 16 Jul 2006 14:17:39 GMT

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I thought you did, I know that generating sectors makes AI know what the terrain is like, but does it tell them where waypaths are to? I know that WF and airstrip vehicles follow the paths to leave without generating. All well, we will just have to see what others say

Subject: Re: Level edit problem

Posted by [LR01](#) on Sun, 16 Jul 2006 14:28:03 GMT

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well, the sectors prevent AI from getting stuck against a wall.
and the waypaths, AI follow a waypatch by a script, and if they follow your waypatch they dont need sectors as long as your waypatch isn't against a wall
and the "out of memory" I dont know, if your place enough patchfind sectors it supposes to work

Subject: Re: Level edit problem

Posted by [R315r4z0r](#) on Fri, 21 Jul 2006 07:31:11 GMT

I think it means that your computer just dosnt have enough virtual memory to complete the task

Subject: Re: Level edit problem

Posted by [Raptor RSF](#) on Tue, 24 Jul 2007 17:46:02 GMT

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I REALY 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.

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

Subject: Re: Level edit problem
Posted by [Oblivion165](#) on Tue, 24 Jul 2007 19:14:55 GMT
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Do it one more time! I swear!
