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Subject: pathfinding on dsapo objects  
Posted by [Veyrdite](#) on Fri, 29 Jun 2007 06:18:59 GMT  
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How is it done? I've tried using pathfind blockers as well but the sectors are non-existent. And yes I've put human pathfind generator.  
p.s. when you click "Display portals" what are the red portals?

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Subject: Re: pathfinding on dsapo objects  
Posted by [danpaul88](#) on Fri, 29 Jun 2007 09:09:53 GMT  
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I assume you did click 'Generate Sectors' to generate the pathfind information? Also the pathfind blockers are exactly that, blockers. They simply prevent any paths going through that area.

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Subject: Re: pathfinding on dsapo objects  
Posted by [Jerad2142](#) on Fri, 29 Jun 2007 20:14:25 GMT  
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Red portals are usually things like door entry zones where the doors open.

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Subject: Re: pathfinding on dsapo objects  
Posted by [Veyrdite](#) on Sat, 30 Jun 2007 00:54:50 GMT  
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I put a pathfind generator on top of the set of pathfind blockers, generated sectors, clicked "Display Sectors" And only the sectors on the ground appear (there are human path generators on the ground too for an obvious reason, but I doubt it affects the top of the blockers)

This is after generating sectors

These are the red portals

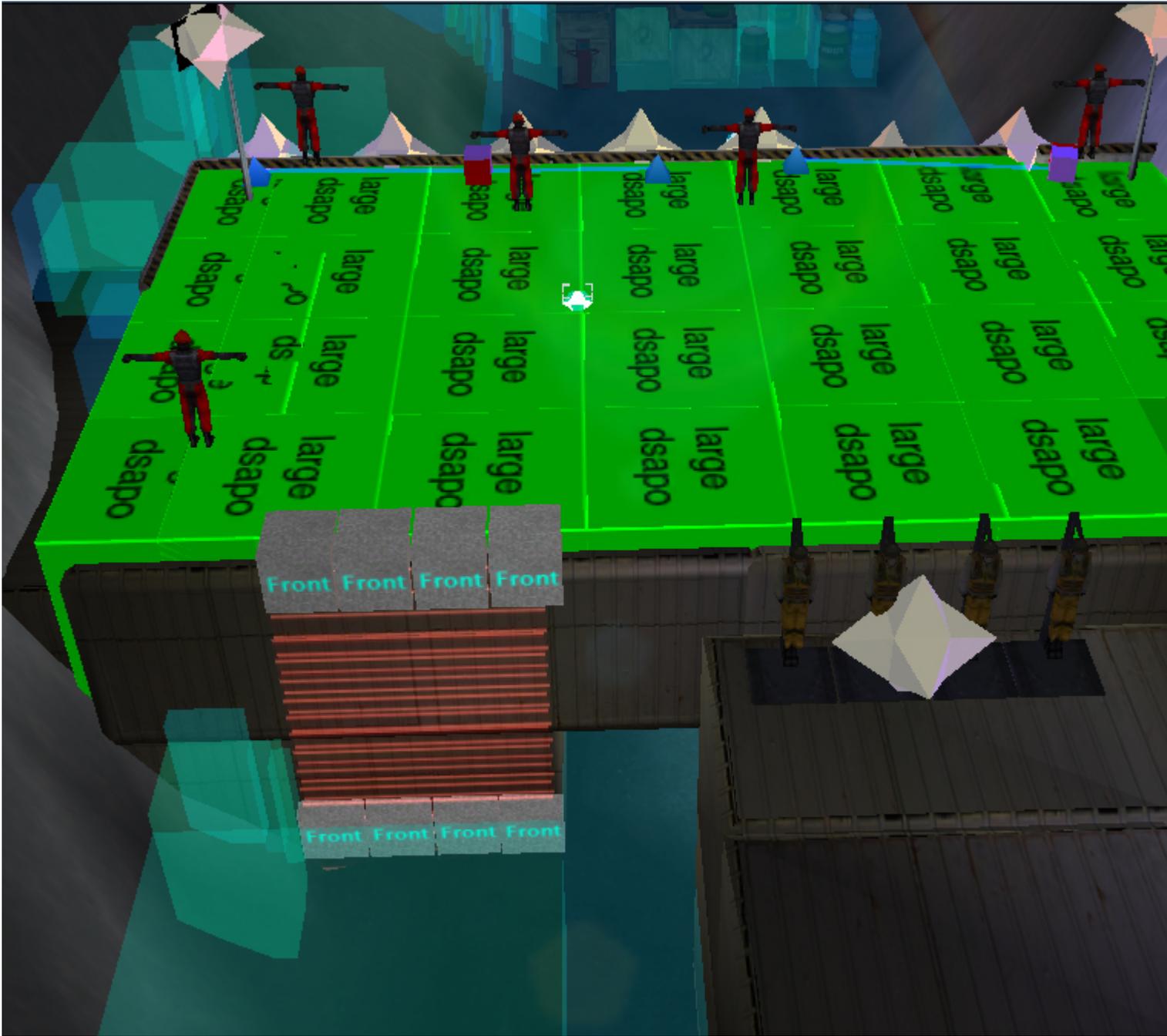
EDIT: also check the attached wav, I found it in always.dat

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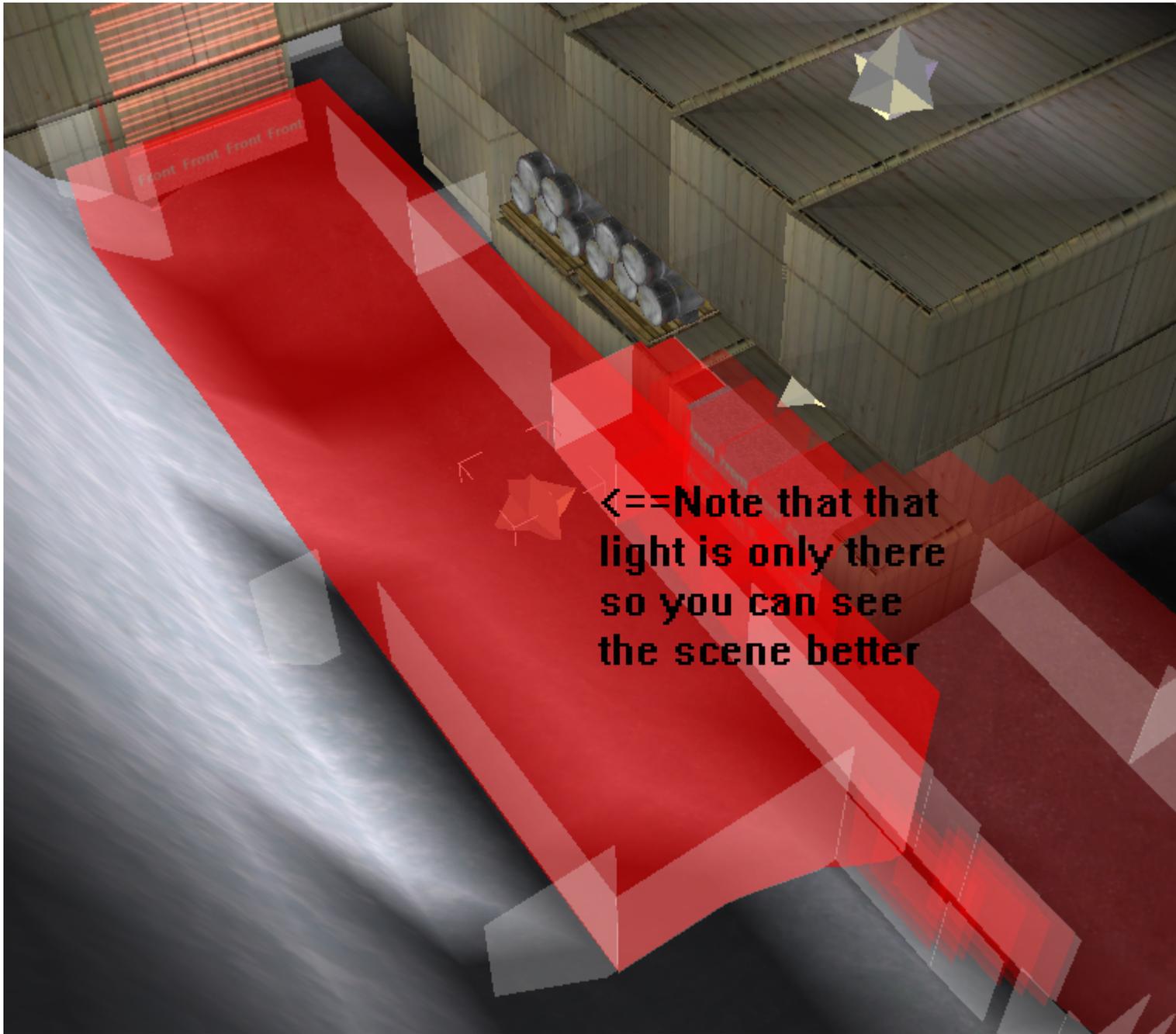
### File Attachments

1) [LE\\_1.jpg](#), downloaded 698 times

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2) [LE\\_2.jpg](#), downloaded 661 times



3) [enlist.wav](#), downloaded 182 times

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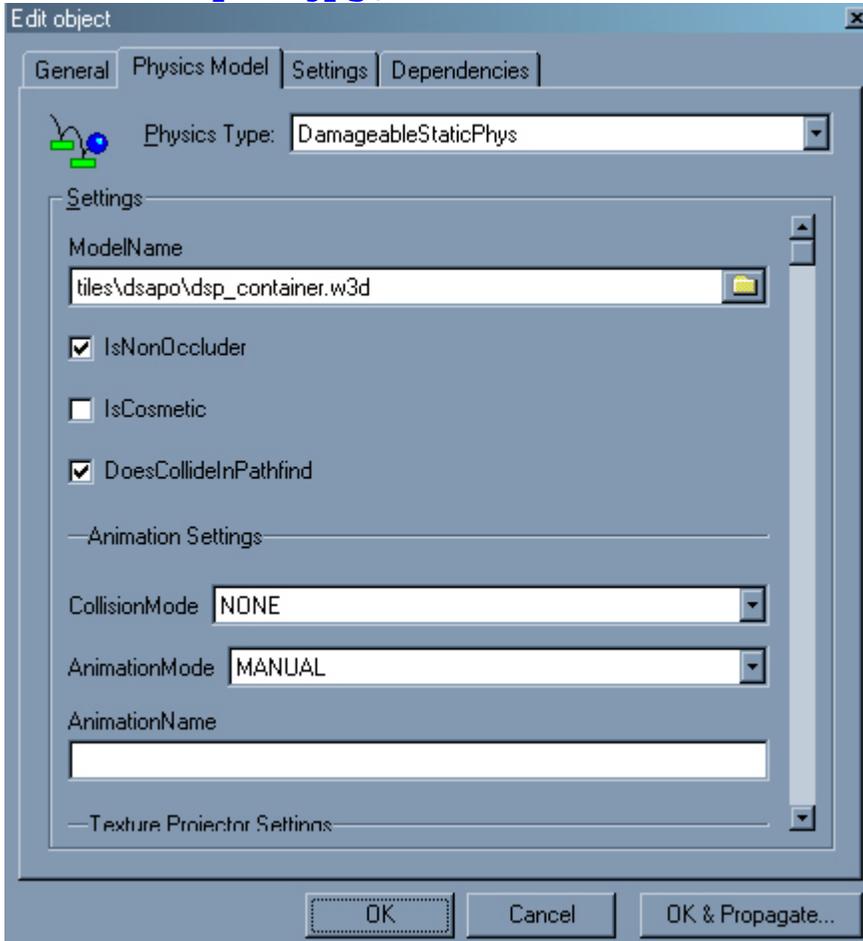
Subject: Re: pathfinding on dsapo objects  
Posted by [Veyrdite](#) on Sun, 01 Jul 2007 03:03:28 GMT  
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Me so stupid, me so dum!

## File Attachments

1) [sostuipod.jpg](#), downloaded 623 times



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Subject: Re: pathfinding on dsapo objects

Posted by [Veyrdite](#) on Sun, 01 Jul 2007 07:40:27 GMT

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Come across another problem,

you see the ladders, how can i block one unit from coming out of the hole (look at the bottom of the container stack) and going up the ladder, without putting a pathfind blocker on the ladders (i still want other ai to use them) or one at the opening (i still want him to come out when you get down there). Would i have to make a script zone on the ground, which kills an object that is in the middle of him (eg crate) when it's entered, and if so, what script?

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Subject: Re: pathfinding on dsapo objects

Posted by [Veyrdite](#) on Sun, 01 Jul 2007 09:56:34 GMT

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also, always wondered what a lightfilename is. I'm guessing it's just unfinished scrap from ww at the moment.

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Subject: Re: pathfinding on dsapo objects  
Posted by [Zion](#) on Sun, 01 Jul 2007 11:39:52 GMT  
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It's for light files. Files that contain info on lights. You know?

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Subject: Re: pathfinding on dsapo objects  
Posted by [Veyrdite](#) on Sun, 01 Jul 2007 23:19:08 GMT  
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No, i dont know, but i dont really need to anyways, just wanted to know what it is.

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Subject: Re: pathfinding on dsapo objects  
Posted by [Raptor RSF](#) on Tue, 24 Jul 2007 18:25:00 GMT  
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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 really 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 available (not used)  
on f drive i have 10,2 gb available (not used)  
leveledit and all programs are installed on the f drive  
1GB of RAM memory and a 2,2 GHz processor  
video memory is 128mb

grtz,  
Jasperbak\_nl

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Subject: Re: pathfinding on dsapo objects  
Posted by [Oblivion165](#) on Tue, 24 Jul 2007 19:13:00 GMT  
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