
Subject: Level Edit Fun

Posted by [Jerad2142](#) on Mon, 01 Oct 2007 17:37:40 GMT

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Okay I am on level 12a of Renhalo, which is 20,000 x 20,000. While generating pathfind (and vis) I get the out of memory error. So I was wondering if there was a way to get level edit to only use virtual memory, if not, does anyone know if those ram usb sticks will do the job?

Subject: Re: Level Edit Fun

Posted by [Oblivion165](#) on Mon, 01 Oct 2007 17:58:33 GMT

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I think your going to have to get more memory (Don't think LE was designed to work with anything else) or get someone else in the community to generate it for you.

I have 2gb of ram, soon 4gb and would be willing to generate pathfinds and etc if needed.

EDIT: What is with the downtime on this site again? Seems everytime i come here it quits out after i read a thread or two.

Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Mon, 01 Oct 2007 18:21:39 GMT

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Oblivion165 wrote on Mon, 01 October 2007 11:58I think your going to have to get more memory (Don't think LE was designed to work with anything else) or get someone else in the community to generate it for you.

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EDIT: What is with the downtime on this site again? Seems everytime i come here it quits out after i read a thread or two.

I have to get a new flash drive soon, so I am going to get one that is ready boost capable (vista option that basically turns the flash drive into ram) I will see if that works. Otherwise I will have to get someone with more then 2 GB of RAM I suppose. And yes, I am noticing the downtime as well.

Subject: Re: Level Edit Fun

Posted by [Oblivion165](#) on Mon, 01 Oct 2007 18:26:09 GMT

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Sounds like a plan.

(Also try it on XP, 2gb on vista is like 10mb of free ram)

Subject: Re: Level Edit Fun

Posted by [Zion](#) on Mon, 01 Oct 2007 19:43:44 GMT

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Oblivion165 wrote on Mon, 01 October 2007 18:58

EDIT: What is with the downtime on this site again? Seems everytime i come here it quits out after i read a thread or two.

Looking at the time you posted this it was 2 minutes before the forums are automatically backed up. This takes about 5 minutes and increases every backup (because there are more posts/topics).

The backups happen every other hour, on the odd hours (IE: 7pm, 9pm, 11pm, 1am, so-on and so-forth (GMT)).

Subject: Re: Level Edit Fun

Posted by [Canadacdn](#) on Mon, 01 Oct 2007 20:19:22 GMT

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Renforums: Goes down more than a cheerleader at homecoming.

Subject: Re: Level Edit Fun

Posted by [Ethenal](#) on Mon, 01 Oct 2007 22:06:14 GMT

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That explains why it suddenly stops working for several minutes at a time...

Subject: Re: Level Edit Fun

Posted by [Oblivion165](#) on Mon, 01 Oct 2007 23:58:02 GMT

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Yeah and at the exact time I want to use it every single time

EDIT: Like just now, Gah thats annoying.

Subject: Re: Level Edit Fun

Posted by [Goztow](#) on Tue, 02 Oct 2007 07:48:00 GMT

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Incremental backups ftw .

Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Tue, 02 Oct 2007 13:17:42 GMT

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The Merovingian wrote on Mon, 01 October 2007 13:43Oblivion165 wrote on Mon, 01 October 2007 18:58

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Ya that sounds right, because I came back to see if anyone had replied yet.

Subject: Re: Level Edit Fun

Posted by [luv2pb](#) on Tue, 02 Oct 2007 14:03:09 GMT

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I can do it for you. My system (4gb ram and 2.4 quad core) can handle it with no problems. If you want just catch me on IM or irc.

Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Tue, 02 Oct 2007 17:09:10 GMT

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luv2pb wrote on Tue, 02 October 2007 08:03I can do it for you. My system (4gb ram and 2.4 quad core) can handle it with no problems. If you want just catch me on IM or irc.

I am going to have plenty of RAM by the end of this week, and quad core won't help you much, as level edit will only allocate one of the cores.

Subject: Re: Level Edit Fun

Posted by [luv2pb](#) on Tue, 02 Oct 2007 17:14:15 GMT

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Just offering. I know the quad core doesn't matter. I just through it in there for the hell of it.

Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Tue, 02 Oct 2007 17:27:52 GMT

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luv2pb wrote on Tue, 02 October 2007 11:14Jerad Gray wrote on Tue, 02 October 2007 13:09luv2pb wrote on Tue, 02 October 2007 08:03I can do it for you. My system (4gb ram and 2.4 quad core) can handle it with no problems. If you want just catch me on IM or irc.

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Just offering. I know the quad core doesn't matter. I just through it in there for the hell of it.

Well thanks for the offer, I was just pointing out that it would not help much, and if you contradict me I would gain knowledge on how to make it allocate all 4 core, which would be very useful.

Subject: Re: Level Edit Fun

Posted by [danpaul88](#) on Tue, 02 Oct 2007 17:42:39 GMT

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Jerad Gray wrote on Mon, 01 October 2007 18:37Okay I am on level 12a of Renhalo, which is 20,000 x 20,000. While generating pathfind (and vis) I get the out of memory error. So I was wondering if there was a way to get level edit to only use virtual memory, if not, does anyone know if those ram usb sticks will do the job?

NB: While LE will use virtual memory, because that memory is on the page file its access times are LOT slower than normal RAM (about 100x slower based on something I vaguely remember from POC lectures, but dont quote me on that xD), so it takes a hell of a lot longer for the pathfind generation to be completed. Better to keep as much of it in RAM as possible.

Oh, and USB sticks used as RAM (AKA: Vista Readyboost) WOULD work, as far as applications are concerned they are exactly the same as normal RAM, although they are still a lot slower than real RAM... but faster than a page file.

And LE does not allocate cores itself, if it actually created more than one thread for pathfind generation it would utilise more than one CPU core, but since there's only one thread the OS can't split the workload between multiple cores as there's only ever one thing to be done at a time.

Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Tue, 02 Oct 2007 18:35:36 GMT

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danpaul88 wrote on Tue, 02 October 2007 11:42Jerad Gray wrote on Mon, 01 October 2007 18:37Okay I am on level 12a of Renhalo, which is 20,000 x 20,000. While generating pathfind (and vis) I get the out of memory error. So I was wondering if there was a way to get level edit to only use virtual memory, if not, does anyone know if those ram usb sticks will do the job?

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And LE does not allocate cores itself, if it actually created more than one thread for pathfind generation it would utilise more than one CPU core, but since there's only one thread the OS can't split the workload between multiple cores as there's only ever one thing to be done at a time. Well I was hoping someone would say readybost would work, as I bought a 8 GB flash drive just yesterday, if I get the out of memory error I will strangle my self.

As a side note: I set the paging files max to 10 GB and level edit doesn't even try to access it (as far as pathfind goes anyways).

Subject: Re: Level Edit Fun

Posted by [danpaul88](#) on Tue, 02 Oct 2007 18:55:37 GMT

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Don't forget any single application by default CANNOT have more than 2gb of memory, regardless of the amount of RAM actually available in the system. This could be the problem your having... there's some hacks and such you can use to make it access more RAM.

(NB: And this only applies to 32 bit, any 64 bit Windows operating system does not have this limitation)

Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Tue, 02 Oct 2007 19:11:15 GMT

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Do you have any suggestions of where I could get any of those hacks, or if the limitation applies to vista?

Subject: Re: Level Edit Fun
Posted by [CarrierII](#) on Tue, 02 Oct 2007 19:14:02 GMT
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If you're using 32 Bit Vista, I'd wager that the limitation is still in place due to 32 bit's max of 4 GB RAM and the fact that XP and Vista are both NT kernels. I could well be wrong.

@ post below this one -

WTF? I thought 64-bit would run 32-bit software at at least the same speed??

Subject: Re: Level Edit Fun
Posted by [Jerad2142](#) on Tue, 02 Oct 2007 19:19:38 GMT
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CarrierII wrote on Tue, 02 October 2007 13:14If you're using 32 Bit Vista, I'd wager that the limitation is still in place due to 32 bit's max of 4 GB RAM and the fact that XP and Vista are both NT kernels. I could well be wrong.

*I guessed as much, I suppose I could try to reinstall the operating system under 64 bit, but last time it took me hours to get it all set back up (this is because I am at school and forgot to bring all my driver disks). I originally installed it under 32 because I wanted it to run games fast, so if there is a hack that I could implement, post a link, or at least what to look for.

Never mind, after some reading it looks like a 32 bit program running under a 64 bit operating system would still be able only to access a max of 4 GB of ram, so I assume level edit is only 32 bit so it would be pointless to upgrade to 64 bit.

Subject: Re: Level Edit Fun
Posted by [luv2pb](#) on Tue, 02 Oct 2007 19:53:22 GMT
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I have 32bit XP and I can use more than 2 with some things. Supreme Commander and the C&C3 Worldbuilder are good examples.

Subject: Re: Level Edit Fun
Posted by [Jerad2142](#) on Tue, 02 Oct 2007 19:54:46 GMT

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Are the programs drawing more than 2 GB of ram to them selves alone?

Subject: Re: Level Edit Fun

Posted by [danpaul88](#) on Mon, 08 Oct 2007 08:37:12 GMT

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Sorry for the slow response, as for the 'hacks' I mentioned before, here's the instructions for how to apply it to Supreme Commander, you can try to apply the same fix to LevelEdit's exe, I think it should work fine.

<http://forums.gaspowered.com/viewtopic.php?t=2382>

Also ensure you have this (<http://support.microsoft.com/kb/940105>) Windows update installed (its a recommended one, but Windows Update will NOT install it by default), as it reduces the RAM used by applications and might let you generate pathfind without needing to apply the fix to the exe.

Subject: Re: Level Edit Fun

Posted by [Ryu](#) on Mon, 08 Oct 2007 09:25:31 GMT

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You could choose how much ram Half-Life took up. v v

Subject: Re: Level Edit Fun

Posted by [The Elite Officer](#) on Mon, 08 Oct 2007 12:36:02 GMT

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danpaul88 wrote on Mon, 08 October 2007 04:37 Sorry for the slow response, as for the 'hacks' I mentioned before, here's the instructions for how to apply it to Supreme Commander, you can try to apply the same fix to LevelEdit's exe, I think it should work fine.

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The perfect answer to the perfect question. Good Job.
