
Subject: Urgent! Pathfind Blockers - Problem
Posted by [rrutk](#) on Sat, 24 Jan 2009 01:37:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urgent! Pathfind Blockers - Problem

How I have to set the Pathfindblockers, so that there is an effect?

I made a large blocker in RenX and set it up in LE as a pathfind blocker.

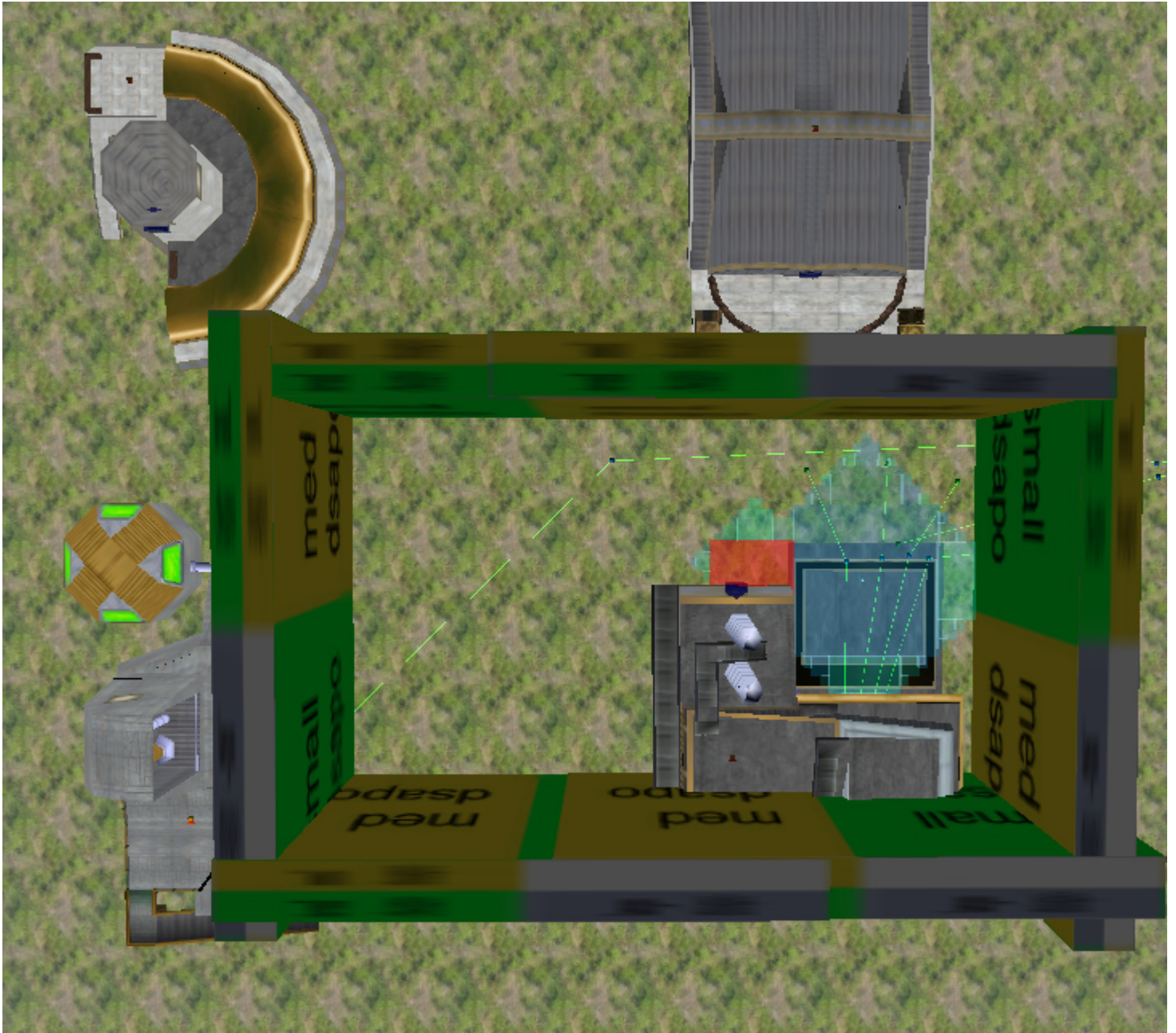
But there is no difference?!?! LE wants to calculate about 29,000,000 Boxen with and without them (what cause "Out of Memory" in XP).

I can make the blocked area bigger, so that the tiberium field would be included.

Its a flying map with HIGH and DEEP (naval map).

File Attachments

1) [path.jpg](#), downloaded 355 times

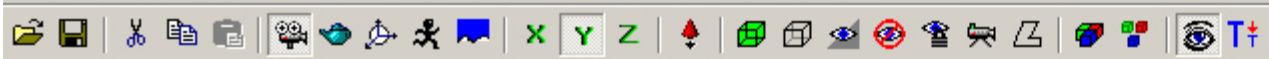


Subject: Re: Urgent! Pathfind Blockers - Problem
Posted by [rutk](#) on Sat, 24 Jan 2009 01:44:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

so everything else should be blocked?

File Attachments

1) [path2.jpg](#), downloaded 254 times



20



lid texture size, scaling required. Texture: C:\Programme\RenegadePublicTools\LevelEdit\Virtual\Westwood-Museum-Mod\terrain\building interior tiles_multiplay\...
lid texture size, scaling required. Texture: C:\Programme\RenegadePublicTools\LevelEdit\Virtual\Westwood-Museum-Mod\terrain\building interior tiles_multiplay\...