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Subject: Comando Editor

Posted by [Theatrrap](#) on Sat, 13 Sep 2003 05:21:12 GMT

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HELP I am having a problem. Everytime I try to run the generate pathfinding it chugs away for about two hours. After that, it tells me that it is "Out of Memory." I then have to shut down my computer in order for it to run with any effeciency and to get commando to work at all. When I start it up I have to start from scratch. It runs for two hours again and then messes up again. Anyone have any ideas

\*Note: I have my camera at -500, I do have the human pathfinde thing placed and touching the ground, I do have paths on my map.

Thanks a bunch,  
Bret

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Subject: Comando Editor

Posted by [Nightma12](#) on Sat, 13 Sep 2003 08:05:09 GMT

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how mch RAM have you ?

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Subject: Comando Editor

Posted by [Theatrrap](#) on Sat, 13 Sep 2003 18:28:11 GMT

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Nightma14how mch RAM have you ?

I only have 256 but I would think it would be enough. It hasnt been a problem so far even for hosting games. I dunno though. Is there a way to lessen the demand on the RAM? (BTW, I am trying to get a new computer with 512 and a 2.4 gighz but it hasn't fallen through yet. Wish me luck!)

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Subject: Comando Editor

Posted by [Halo38](#) on Sat, 13 Sep 2003 20:03:12 GMT

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Belive it or not i just had the same problem, I had 3 path find generators in my map and level edit froze

Try this, (this how i got it to work for me) close any programs your not using MSN, anti virus etc... now it's best to optimise the area which you want to generate path find for (so you don't generate

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path find for areas that don't need it, saving time).

In level edit make a path find blocker (editor objects -> editor only objects -> large\_pathfind\_blocker). then move it so that you block off the areas that your harvester isn't going to need to go (like infantry only tunnels) you'll need more than one so copy it many times, overlap the path find blockers to make sure that there are no gaps. i also made another 3 path find generators (total of 6 now) as the ww maps have about that many. now generate path find. it should take less time and be not so demanding on your system.

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Subject: Comando Editor

Posted by [laeubi](#) on Sat, 13 Sep 2003 21:07:27 GMT

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Your Problem is not enough free disk space for the Windows Swap file.

Free your Harddisk of some useless files or even put the Swapfile to a larger disk if you have 2 or more.

Large Maps can need a Swapfile around 3 or 4 Gigabytes.

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Subject: Comando Editor

Posted by [Theatrap](#) on Sat, 13 Sep 2003 23:10:49 GMT

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LaeubiYour Problem is not enough free disk space for the Windows Swap file.

Free your Harddisk of some useless files or even put the Swapfile to a larger disk if you have 2 or more.

Large Maps can need a Swapfile around 3 or 4 Gigabytes.

Um, no, that is not the problem. You see, I have an 80 gig drive and have used less than half of it for everything I have on my computer. I will try the above idea though (the one with the blockers and stuff) thanks for that info!

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Subject: Comando Editor

Posted by [laeubi](#) on Sun, 14 Sep 2003 08:57:17 GMT

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Yeah but that is all the vehicle blocker does!!

It decrease the ammount of data that wil lbe calculate, meaning the amount of needed disk space.

Have you maybe switch off or limited your Swap file?

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Subject: Comando Editor

Posted by [Theatrap](#) on Sun, 14 Sep 2003 17:11:10 GMT

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LaeubiHave you maybe switch off or limited your Swap file?

Um, I do not know what that is or how to do it. Can you help me check?

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Subject: Re: Comando Editor  
Posted by [Raptor RSF](#) on Tue, 24 Jul 2007 18:55:18 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.

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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: Comando Editor  
Posted by [Oblivion165](#) on Tue, 24 Jul 2007 19:01:15 GMT  
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Mega bump!

All that seems to be fine and it should be plenty. How massive is your map?

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Subject: Re: Comando Editor  
Posted by [Sn1per74\\*](#) on Tue, 24 Jul 2007 19:34:17 GMT  
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This guy needs to be gone.

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Subject: Re: Comando Editor  
Posted by [sadukar09](#) on Wed, 25 Jul 2007 00:47:56 GMT  
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a 4 YEAR BUMP??

+1

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Subject: Re: Comando Editor  
Posted by [Genesis2001](#) on Wed, 25 Jul 2007 00:55:05 GMT  
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Answer!

-MathK1LL

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Subject: Re: Comando Editor  
Posted by [OWA](#) on Wed, 25 Jul 2007 01:10:26 GMT  
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lol

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Subject: Re: Comando Editor  
Posted by [Raptor RSF](#) on Wed, 25 Jul 2007 15:14:25 GMT  
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my map isnt much.. i did all in the tutorial:

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

not much...