Subject: Too many LevelEdit crashs...
Posted by TimeFX on Wed, 14 Jan 2004 14:50:54 GMT
View Forum Message <> Reply to Message

Hello together

For some days I got a problem with my map...
Most functions for Vis/Pathfinding aren't working and causing LevelEdit to crash.

Functions:
Edit > Repartition Culling Systems: works
Edit > Verify Culling Systems: works

Vis > Discard Vis Data: works
Vis > Reset Dynamic Culling System: works
Vis > Run Manual Vis Points: CRASHES
Vis > Build Dynamic Culling System: CRASHES
Vis > Auto Generate Vis: works
Vis > Optimize Vis Data: works, but "final bit count" is always 1?!

Pathfinding > Generate Sectors: CRASHES
Pathfinding > Generate Flight Data: no crash - nothing happens

Walk-Thru-Mode: CRASHES TOO?!

Dunno why I have these problems now

BTW: What is the "(Dynamic) Culling System"?
BTW2: Vis not working correctly - when I fly through the map with apache many parts of the buildings are invisible

I hope you can help me.

Thx,
TimeFX

Subject: Too many LevelEdit crashs...
Posted by General Havoc on Wed, 14 Jan 2004 17:55:36 GMT
View Forum Message <> Reply to Message

Yeah - you are doing things in the wrong order and are missing something. Try this:

Vis > Discard Vis Data

Vis > Reset Dynamic Culling System
Edit > Repartition Culling Systems

Editor Objects > Pathfinding > Human Pathfind Generator (Place 1 in each base for starters)

Pathfinding > Generate Sectors
Pathfinding > Generate Flight Data (maps with air units?!)

Vis > Build Dynamic Culling System
Vis > Auto Generate Vis
Vis > Run Manual Vis Points
Vis > Optimize Vis Data
Edit > Verify Culling Systems

EDIT: changed order of processes

Subject: Too many LevelEdit crashs...
Posted by TimeFX on Wed, 14 Jan 2004 22:40:15 GMT
View Forum Message <> Reply to Message

Thanks for your answer.
I didn't list them in the order I use them - just posted which functions are crashing.

I tried in your order - but not working
Still crashes at "Pathfinding > Generate Sectors".
(I see that he starts pathfinding with "compressing sectors" and not with "floodfilling world" oO)

TimeFX

Subject: Too many LevelEdit crashs...
Posted by General Havoc on Wed, 14 Jan 2004 23:00:02 GMT
View Forum Message <> Reply to Message

Did you place a human pathfind generator in each base?

Subject: Too many LevelEdit crashs...
Posted by TimeFX on Wed, 14 Jan 2004 23:02:04 GMT
View Forum Message <> Reply to Message

Yes, and before some weeks it worked

Subject: Too many LevelEdit crashs...
Posted by Deafwasp on Thu, 15 Jan 2004 01:33:18 GMT

View Forum Message <> Reply to Message

It's "Crashes" not "Crashs".

Subject: Too many LevelEdit crashs...
Posted by TimeFX on Thu, 15 Jan 2004 11:16:59 GMT

View Forum Message <> Reply to Message

Thank you
I'm German but learning English

Subject: Re: Too many LevelEdit crashs...
Posted by Raptor RSF on Tue, 24 Jul 2007 18:44:02 GMT

View Forum Message <> Reply to Message

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"-- "ädvanced"-- 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 languegue

---

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