Subject: pathfinding on dsapo objects
Posted by Veyrdite on Fri, 29 Jun 2007 06:18:59 GMT
View Forum Message <> Reply to Message

How is it done? I've tried using pathfind blockers as well but the sectors are non-existant. And yes i've put human pathfind generator.
p.s. when you click "Display portals" what are the red portals?

Subject: Re: pathfinding on dsapo objects
Posted by danpaul88 on Fri, 29 Jun 2007 09:09:53 GMT
View Forum Message <> Reply to Message

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.

Subject: Re: pathfinding on dsapo objects
Posted by Jerad2142 on Fri, 29 Jun 2007 20:14:25 GMT
View Forum Message <> Reply to Message

Red portals are usually things like door entry zones where the doors open.

Subject: Re: pathfinding on dsapo objects
Posted by Veyrdite on Sat, 30 Jun 2007 00:54:50 GMT
View Forum Message <> Reply to Message

i put a pathfind genarator ontop of the set of pathfind blockers, generated sectors, clicked "Display Sectors" And only the the sectors on the ground appear (there are human path genrators on the ground too for an obvious reason, but i dought it affects the top of the blockers
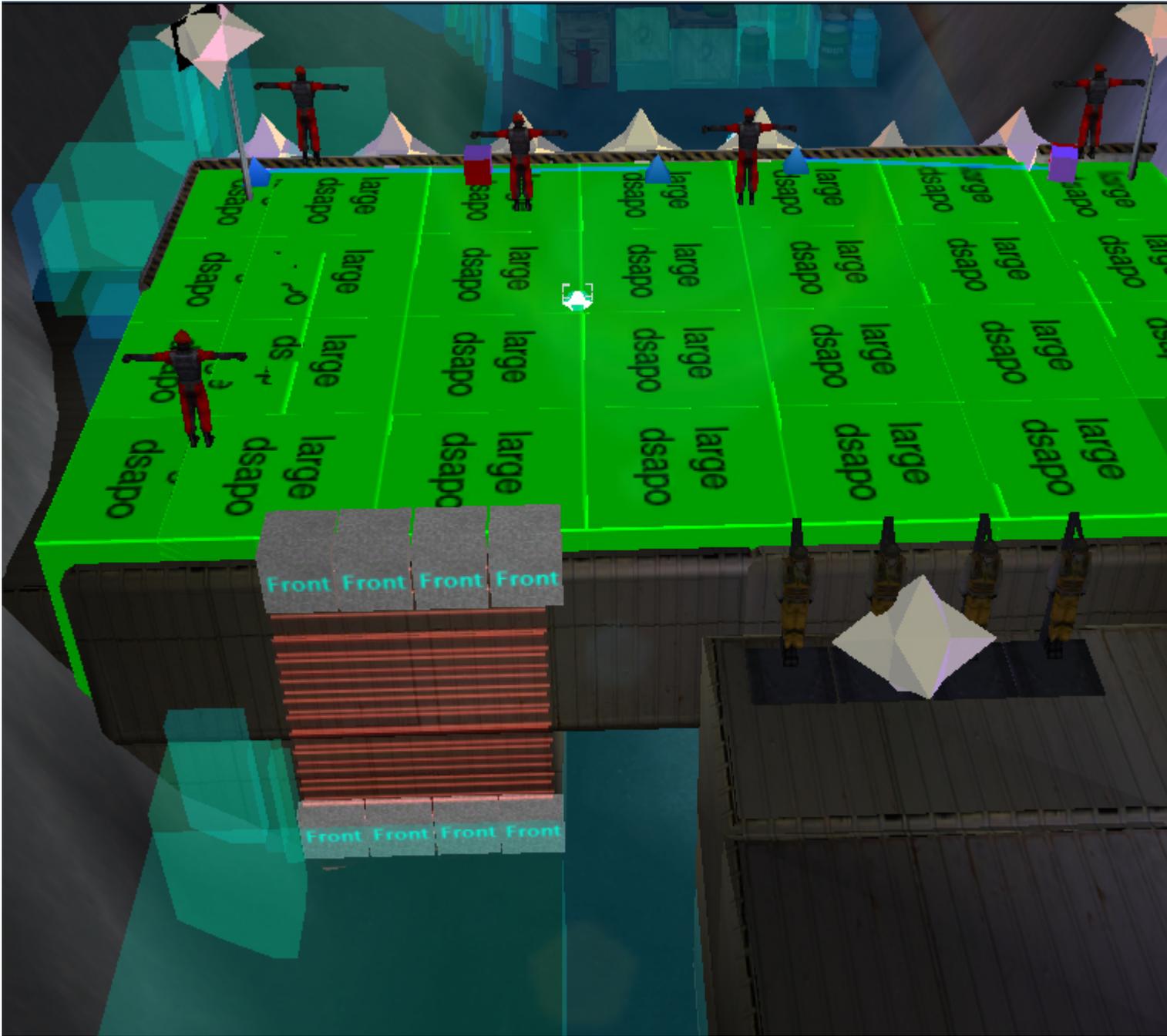
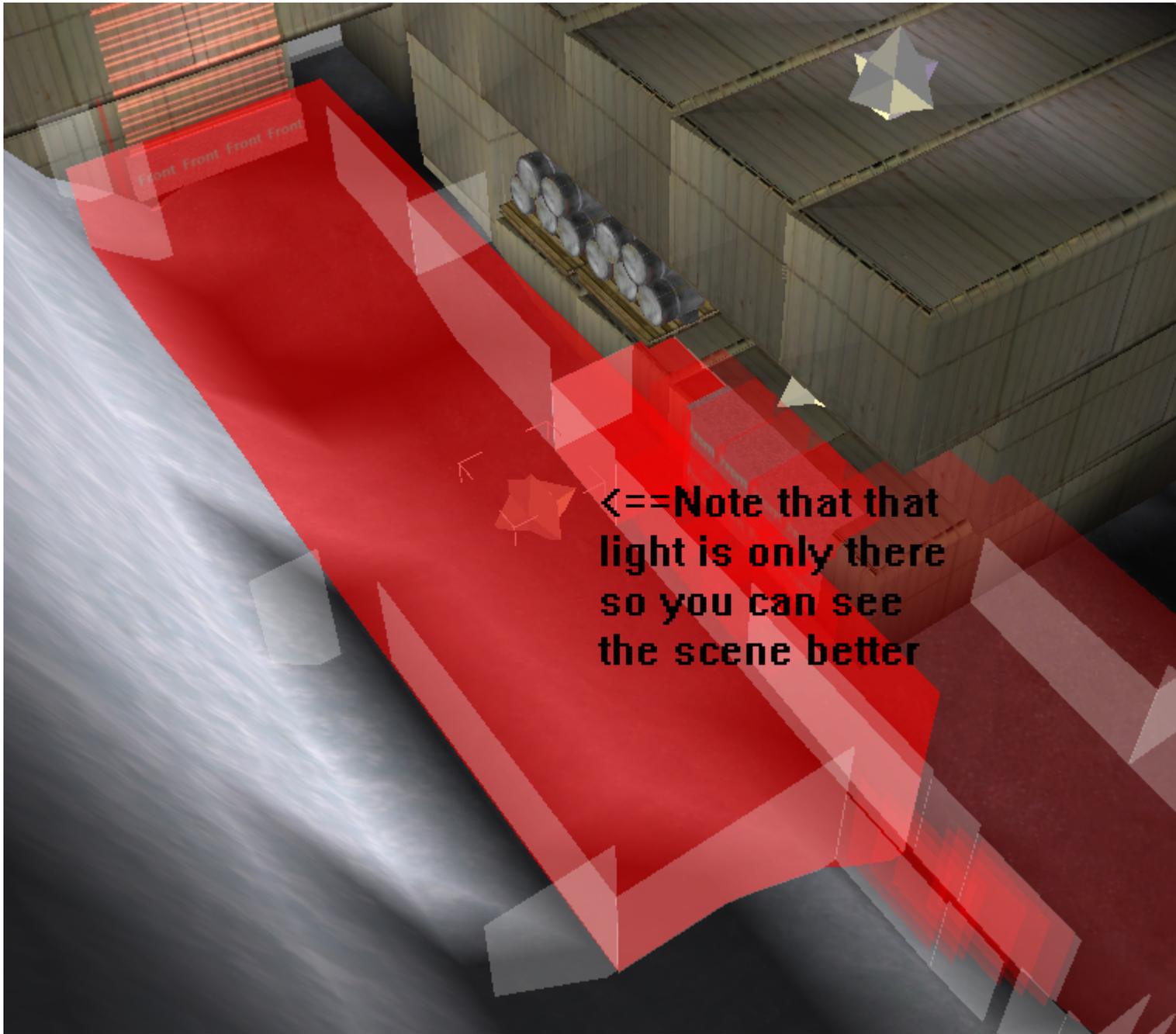This is after generating sectors

These are the red portals

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

File Attachments
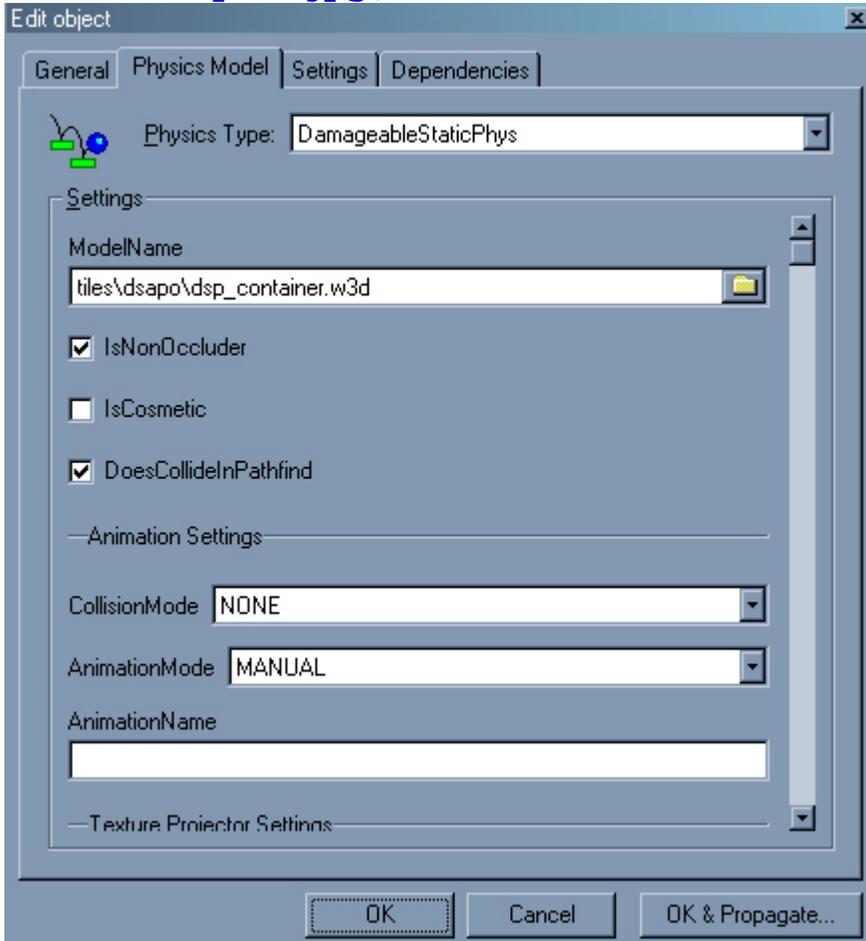1) LE_1.jpg, downloaded 573 times

2) LE_2.jpg, downloaded 539 times

3) `enlist.wav`, downloaded 153 times

Subject: Re: pathfinding on dsapo objects
Posted by Veyrdite on Sun, 01 Jul 2007 03:03:28 GMT
View Forum Message <> Reply to Message

Me so stuipid, me so dum!

File Attachments

```
Edit object                                              [x]

 General | Physics Model | Settings | Dependencies |

          Physics Type:  DamageableStaticPhys                [v]

  ┌ Settings ─────────────────────────────────────────┐
  │  ModelName                                         │
  │  tiles\dsapo\dsp_container.w3d               [📁]  │
  │                                                    │
  │  [✓]  IsNonOccluder                                │
  │                                                    │
  │  [ ]  IsCosmetic                                   │
  │                                                    │
  │  [✓]  DoesCollideInPathfind                        │
  │                                                    │
  │  ┌ Animation Settings ───────────────────────────  │
  │                                                    │
  │  CollisionMode  NONE                         [v]   │
  │                                                    │
  │  AnimationMode  MANUAL                       [v]   │
  │                                                    │
  │  AnimationName                                     │
  │  [                                          ]      │
  │                                                    │
  │  ┌ Texture Proiector Settinos                      │
  └────────────────────────────────────────────────── ┘

       [    OK    ]    [  Cancel  ]   [ OK & Propagate... ]
```

Subject: Re: pathfinding on dsapo objects
Posted by Veyrdite on Sun, 01 Jul 2007 07:40:27 GMT
View Forum Message <> Reply to Message

Come across another problem,

you see the ladders, how can i blcok 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?

Subject: Re: pathfinding on dsapo objects
Posted by Veyrdite on Sun, 01 Jul 2007 09:56:34 GMT
View Forum Message <> Reply to Message

---

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

Subject: Re: pathfinding on dsapo objects
Posted by Zion on Sun, 01 Jul 2007 11:39:52 GMT
View Forum Message <> Reply to Message

It's for light files. Files that contain info on lights. You know?

Subject: Re: pathfinding on dsapo objects
Posted by Veyrdite on Sun, 01 Jul 2007 23:19:08 GMT
View Forum Message <> Reply to Message

No, i dont know, but i dont really need to anyways, just wanted to know what it is.

Subject: Re: pathfinding on dsapo objects
Posted by Raptor RSF on Tue, 24 Jul 2007 18:25:00 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

Subject: Re: pathfinding on dsapo objects
Posted by Oblivion165 on Tue, 24 Jul 2007 19:13:00 GMT
View Forum Message <> Reply to Message

Only post in one topic please...they all come to the top.