
Subject: LSD file suddenly jumped to 22mb!

Posted by [Kamuix](#) on Thu, 28 Nov 2013 04:14:15 GMT

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My mix map is coming along so well, here i am all concerned about the file sizes of my little 3d models when suddenly my lsd file jumped from must of been 1mb or so to 18, I just want to check here to see how other LE uses may of did to resolve this issue. Is it the pathfinding?

Thanks for any help!

No acid jokes.. I did not consume the lsd

Ill throw this question in while i'm at it ;p

Take a look at this taken from LE:

Notice i tried to take the texture used on the red power plant and make it yellow, all I did was use programs like Paint.net/painshopro8 used the simple color changes features it has and with them it's easy to change to a solid color like.. blue or green, it doesn't like yellow, it quickly scrolls through from green to orange leaving you with a.. greenish yellow

File Attachments

1) [leadorbe.JPG](#), downloaded 990 times

