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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

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#### File Attachments

1) [leadorbe.JPG](#), downloaded 985 times

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Subject: Re: LSD file suddenly jumped to 22mb/s!  
Posted by [iRANian](#) on Thu, 28 Nov 2013 08:36:02 GMT  
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Good map, is MPF running it?

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [Kamuix](#) on Thu, 28 Nov 2013 09:46:41 GMT  
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Thanks I doubt he would approve but when i fix all the bugs and inprove it i was thinking ill show it to him see if he approves but you can't see anything from what I showed here's the nod base:

I know the map needs work i'm trying to make a classic C&C style level.. as of now there's only 1 Obelisk and 1 AGT, the brokan obelisk is just there for show

Bashing defence system: I just made this in a few days by the way it's no attempt at a professional map i'm just doing it for fun and for my little server ill be running, i use gmax but i don't even know how to blend textures, so you can see my bad attempt at classes c&c style ridges Anyway its a work in progress and any suggestions are greatly appreciated

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [jonwil](#) on Thu, 28 Nov 2013 13:38:11 GMT  
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If you get me your lsd file, I can identify whats making it big.

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [Kamuix](#) on Thu, 28 Nov 2013 21:37:54 GMT  
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you do too much work jonwil lol but if youre really not too busy here it is feel bad having you look at kind of lol

I wont get in the habit of asking for things I just posted questions here seeing the forum could use some posts

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [jonwil](#) on Fri, 29 Nov 2013 00:36:41 GMT  
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I dont see any lsd file

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [Kamuix](#) on Fri, 29 Nov 2013 06:11:51 GMT  
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<http://198.100.147.226/>

fudforum glitch whoops

EDIT: So far on the map shown here each team only has 1 Obel/advgt each, the brokan over obel one you see is just for show to... give it a sense of mystery.. lol

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [jonwil](#) on Fri, 29 Nov 2013 09:29:14 GMT  
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I can confirm that yes, the pathfind data is what makes your level file so big.  
No I dont know why its the size it is.

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [Gen\\_Blacky](#) on Fri, 29 Nov 2013 13:47:00 GMT  
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pathfinder blockers will fix that problem. aka walls

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [jonwil](#) on Fri, 29 Nov 2013 14:16:47 GMT  
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Yeah you probably need pathfind blockers around a few places like the gun turrets and anywhere else special (including any areas where units cant get to but where pathfinding might try to go anyway)

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [Kamuix](#) on Sat, 30 Nov 2013 07:03:34 GMT  
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thanks guys!

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [jonwil](#) on Sat, 30 Nov 2013 08:00:34 GMT  
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FYI, I suggest you download the .lvl files for the stock multiplayer maps (not sure where to get them these days) and see where Westwood map designers placed pathfind blockers.

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Subject: Re: LSD file suddenly jumped to 22mb!  
Posted by [zunnie](#) on Wed, 19 Feb 2014 11:21:08 GMT  
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Are you still working on this map or nope?

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