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Subject: Re: Level Edit Fun

Posted by [Jerad2142](#) on Tue, 02 Oct 2007 19:19:38 GMT

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CarrierII wrote on Tue, 02 October 2007 13:14If you're using 32 Bit Vista, I'd wager that the limitation is still in place due to 32 bit's max of 4 GB RAM and the fact that XP and Vista are both NT kernels. I could well be wrong.

\*I guessed as much, I suppose I could try to reinstall the operating system under 64 bit, but last time it took me hours to get it all set back up (this is because I am at school and forgot to bring all my driver disks). I originally installed it under 32 because I wanted it to run games fast, so if there is a hack that I could implement, post a link, or at least what to look for.

Never mind, after some reading it looks like a 32 bit program running under a 64 bit operating system would still be able only to access a max of 4 GB of ram, so I assume level edit is only 32 bit so it would be pointless to upgrade to 64 bit.

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