

---

Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME  
RANDY

Posted by [CarrierII](#) on Sat, 03 Apr 2010 18:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The data generated by the 64-bit exe would be for the 32-bit renegade engine, but the 64-bit exe would be able to address the extra ram required to store all of the working variables etc.

I wonder if Yrr could shed light on the data format, because he's known to have looked into it (LevelRedit)

---