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Subject: Re: x64

Posted by [Sven](#) on Thu, 12 Oct 2006 11:47:18 GMT

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I'm just wondering what's so difficult in replacing a 16bit call with a 32bit one?

I mean: If the problem is known and it's just this call that is preventing RG from working in a x64 environment...

I think everyone would even be happy if it was a, let's say RG1.03b or 1.03x64 version and not a full 1.04 release.

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