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Subject: Different .exe's

Posted by [MagikGimp](#) on Mon, 15 Feb 2016 11:20:10 GMT

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Hi all, I could do with your expert opinions please.

I'm back to JA2, after watching an X-COM stream ironically, and I've chosen to play RR using the 1.13 2124 build .exe as recommended in the SCI readme file but am curious as to if I'm missing anything from not using the 2322 build. I know that the beta .exe's are best for if you don't want the new inventory so I can ignore them but after reading this (search for 2322) and the improvements to Russian names mentioned there, it begs the question why not use that one instead? I've read another topic post that this build adds things but also has disadvantages too so there's that to consider as well.

Lastly, will switching to the 'newer' build mess up my saved games at all? I'm guessing that if I switch I won't be able to go back. Personally, what I wanted was a larger selection of mercs (from UB, Wildfire etc.) which I'm sure I've had before with other 1.13 mods but that wasn't there unfortunately when I started my game. Many Mercs might be interesting but that "do at your own risk [three exclamation marks]" is very off-putting!

Thanks for any help offered, I am aware the mod is getting on now and the original creator isn't around any more.

The best RR exe to use(total votes: 1)

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2124 0/(0%)

2322 1/(100%)

b17 0/(0%)

b22 0/(0%)

Many\_Mercs\_2227 0/(0%)

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Subject: Re: Different .exe's

Posted by [sevenfm](#) on Mon, 15 Feb 2016 12:24:57 GMT

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r2124 is stable 2085 + all possible bugfixes without new features that are not supported and tested with RR anyway.

Starting from r2144, multiplayer is added, which introduces many bugs that are partially fixed in next revisions.

r2205 turns A\* on, which introduces many bugs that are partially fixed in next revisions.

Support for \*.russian files means you need those files to be made correctly to work with RR and tested.

RR was built to work with 2085, so r2124 is latest and most stable version available.

r2322 means more bugs and no features that can be used in existing mod, except maybe very

few interface improvements.

Many\_Mercs\_2227 is not tested well, try it if you want more mercs and possibly more problems in the game.

Other releases (b17, b22) are older, no need to use them, but Scorpion mentioned b17 to be stable with old inventory system.

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Subject: Re: Different .exe's  
Posted by [MagikGimp](#) on Sat, 20 Feb 2016 13:53:18 GMT  
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Thank you.

I was a bit worried that I was using the wrong version as I can't seem to even complete the first airfield mission! Things are happening (getting cutscenes etc.) but now that I've moved on to SAM sites, finding the pilot and taking over the next town I'm still not getting any new responses from Ilja in Wlad[...] and Iron isn't interested either.

As long as it's not the .exe that's the problem though; I expect I'm just overlooking something.

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