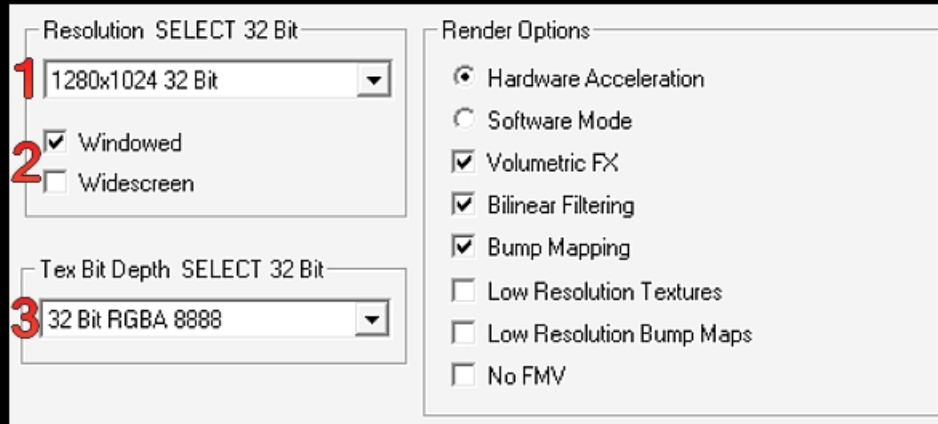


# GAME SETUP

## STANDARD 4:3



Resolution SELECT 32 Bit

1 1280x1024 32 Bit

2 ☒ Windowed  
☐ Widescreen

Tex Bit Depth SELECT 32 Bit

3 32 Bit RGBA 8888

Render Options

- ☒ Hardware Acceleration
- ☐ Software Mode
- ☒ Volumetric FX
- ☒ Bilinear Filtering
- ☒ Bump Mapping
- ☐ Low Resolution Textures
- ☐ Low Resolution Bump Maps
- ☐ No FMV

**1. Choose your resolution always with 32 Bit.**

**2. Activate Windowed if you like. Do not activate Widescreen.**

**3. Always select 32 Bit RGBA 8888.**

**Activate everything else as shown above.**