

# GAME SETUP

## WIDESCREEN

Resolution SELECT 32 Bit

1 1280x720 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 Widescreen (and Windowed if you like).**

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

**Activate everything else as shown above.**