

GAME SETUP

WIDESCREEN

The screenshot shows a game setup window with the following settings:

- Resolution:** SELECT 32 Bit. A dropdown menu shows "1280x720 32 Bit".
- Windowed:** Checked (indicated by a red "2").
- Widescreen:** Checked (indicated by a red "2").
- Tex Bit Depth:** SELECT 32 Bit. A dropdown menu shows "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.