

GAME SETUP

STANDARD 4:3

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

- Resolution:** SELECT 32 Bit, dropdown menu set to 1280x1024 32 Bit (marked with a red '1').
- Windowed:** (marked with a red '2').
- Widescreen:** .
- Tex Bit Depth:** SELECT 32 Bit, dropdown menu set to 32 Bit RGBA 8888 (marked with a red '3').
- 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.