
Subject: The true lowest System Requirements?

Posted by [General Havoc](#) on Wed, 12 Mar 2003 17:00:30 GMT

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AGP aperture size shouldn't be set above 128 on most systems. If you own a 3D accelerator, which most people do nowadays and it has more than 16MB On board memory then there is no need for a high AGP aperture size. It's pretty false that you should set the AGP aperture size to half your ram because it's pointless, basically it controls how much memory the AGP bus can have for texturing in PCI mode (Nvidia Vanta/LT used it). If your running 3D games then it's unlikely your gonna be using the system ram for texturing as it's handled by the cards video memory. Unless your running an old card (talking Nvidia Vanta/LT, Cirrus Logic, SIS etc.) that were the first cards to use the AGP bus and had similar features to their PCI family then you won't need to change the aperture size above 64.

_General Havoc
