Subject: 16 bit mode no longer available in the game.
Posted by flyingfox on Tue, 13 Mar 2007 22:52:08 GMT
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Can I just ask WHY 16 bit mode was removed from WWConfig with the new d3d8.dll file? Who's doing was this, why, and what scripts version do I have to roll back to to re-enable 16 bit mode in WWConfig?

Alternatively can someone just provide a d3d8.dll file that supports 16 bit mode, and is compatible with the current bhs.dll?

The problem is I am getting serious performance hits with the new shaders, and a factor in this is me playing in 32 bit mode, which has a significant impact on my FPS. If I could use the shaders in 16 bit mode, then MAYBE the framerate spikes and other performance losses wouldn't be as bad.. possibly non-existant.

Subject: Re: 16 bit mode no longer available in the game.
Posted by Goztow on Wed, 14 Mar 2007 07:34:21 GMT
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Version 2.9.2 of scripts is the last stable release before the 3-series who include this.

Subject: Re: 16 bit mode no longer available in the game.
Posted by jonwil on Wed, 14 Mar 2007 11:30:18 GMT
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3.2 will contain some performance improvements over 3.1.x. Plus, it will bring back 16 bit mode.

What graphics card do you have?

Subject: Re: 16 bit mode no longer available in the game.
Posted by flyingfox on Thu, 15 Mar 2007 03:38:34 GMT
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Ok, i'll just wait for it to come out.

My card is a GeForce 6600, but I have a dodgy processor, which is AMD Sempron 2800 and only runs at 2ghz. Furthermore, the shop I go to might have given me a dodgy motherboard, and my PC seems to keep lagging in intervals, you know, slight pauses which happen roughly every second. This happens outside of games, too.

Subject: Re: 16 bit mode no longer available in the game.
Posted by jonwil on Thu, 15 Mar 2007 07:17:42 GMT

I suggest checking your computer for viruses and/or spyware. You may have something running in the background taking up your CPU time.

Subject: Re: 16 bit mode no longer available in the game.
Posted by Jonty on Sun, 18 Mar 2007 12:29:05 GMT

flyingfox wrote on Thu, 15 March 2007 03:38Ok, i'll just wait for it to come out.

My card is a GeForce 6600, but I have a dodgy processor, which is AMD Sempron 2800 and only runs at 2ghz. Furthermore, the shop I go to might have given me a dodgy motherboard, and my PC seems to keep lagging in intervals, you know, slight pauses which happen roughly every second. This happens outside of games, too.
I have a 6200, which is worse, and a Sempron64 3400, which is better, so I guess i'll probably get about the same speed as you.

I can run at 50fps @ 1280x1024 with no shaders and 30fps @ 1024x768 with shaders.