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Subject: Re: Force 256 colours

Posted by [saberhawk](#) on Sun, 03 Aug 2008 08:38:49 GMT

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Dthdealer wrote on Sun, 03 August 2008 03:37Saberhawk wrote on Sun, 03 August 2008

15:05Dthdealer wrote on Sat, 02 August 2008 01:12According to the game manual (word document) the games lowest colour setting is 8-bit (256 colours)

Wondering what this would look like, I set windows to 256 colours. Renegade still ran with the normal colour count, so I tried to change it using WWconfig. Unfortunately its lowest setting was 16 bit, so I had to reg-edit to set the game at 256 colours.

Again the game still had 32 bit colours. I've also tried running the game in windowed-mode, but then it just crashes it on start-up.

D3D8 and shaders.dll have been renamed as my computer does not support them and presents me with a black screen. Does anyone know how to force 256 colours?

You don't, the manual is wrong.

Because of all of the 3rd-party patches?

Nope, because of the lack of 256 color mode

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