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Subject: Can you allocate more resources to 32bit apps on windows ME?

Posted by [flyingfox](#) on Thu, 22 Apr 2004 01:23:33 GMT

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^^ It's in the title. I'm having trouble running 32bit games on windows millenium. Performance trouble. I know that the problem is either the fact that I'm using windows millenium, or the radeon 9200 SE.

I heard someone talking about allocating more resources to 16bit applications on windows XP, so I was thinking windows millenium (older than XP) prefers 16bit applications over 32bit apps, since that was probably the colour depth favoured in 2000. I need to know if I can increase performance specifically for 32bit games. Americas army and Halo get FPS hits bad.

The latest games don't seem to allow 16bit mode, except call of duty (from what I've seen so far). On that note, is there a way to "force 16bit" on an application? Tried searching google, nothing doing.

It may be it's just a problem with graphics drivers.

Relevant spec:

1.8 ghz athlon

640mb SD

Windows ME

128mb Radeon 9200 SE

Direct memory access (or DMA) enabled on main drive.

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