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

Posted by [flyingfox](#) on Thu, 22 Apr 2004 19:20:26 GMT

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What further system specs are actually relevant to performance problems in games?

I know what you mean about setting windows to use 16bit depth. But I can tell Halo isn't using 16bit too, because when you are running windows in 16 bit, and alt + tab to minimise Halo, the screen blanks for a moment to switch back to 16bit. So I'm pretty sure it's running in either 24bit or 32bit color depth.

I might try backdating the drivers, but updating ATI drivers can be a pain sometimes. The last time I tried to install the latest drivers straight from atitech.com instead of the CD that comes with the card (after re-inserting the chipset), there was a whole host of problems.

Thanks for trying to help. If you can tell me what other system information you need that's cool. The game actually ran okay last night in safe mode. It could always be a problem with a certain asset, for example shading or lighting. This Radeon 9200 SE seems to have trouble rendering flames/smoke up close without performance drops.

Also, someone on another forum told me windows ME was designed for a maximum of 512mb ram and runs better with that amount. I'm pretty sure it's an OS problem as suspected. The RAM sticks aren't very old, but anything's a possibility.

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