Subject: Force 256 colours
Posted by Veyrdite on Sat, 02 Aug 2008 06:12:19 GMT
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According 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?

Subject: Re: Force 256 colours
Posted by saberhawk on Sun, 03 Aug 2008 05:05:26 GMT
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Dthdealer wrote on Sat, 02 August 2008 01:12According to the game manual (word document) the games lowest colour setting is 8-bit (256 colours)
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You don't, the manual is wrong.

Subject: Re: Force 256 colours
Posted by Veyrdite on Sun, 03 Aug 2008 08:37:20 GMT
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Saberhawk 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)
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You don't, the manual is wrong.
Because of all of the 3rd-party patches?

Subject: Re: Force 256 colours
Posted by saberhawk on Sun, 03 Aug 2008 08:38:49 GMT
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Nope, because of the lack of 256 color mode