Subject: How do I slow down my computer to play an old game?

Posted by Starbuzzz on Mon, 12 Oct 2009 12:33:17 GMT

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The game Incoming was released in 1998 and it was uber graphics at the time. Even now it still looks awesome and hold it's place! Playing it is a pleasure!

I got the game and installed it on my Vista machine with Win 98 compatability settings but it way runs too fast. My hardware is quiet high-end. This is the first time I installed it in my upgraded comp. On my previous computers/laptops I had over the last 10 years, it worked perfectly at the right speed.

Now I did google "game speeders" and found quiet a few utilities but they either really mess your comp up or do some strange things.

Do you have any other way to slow down the game? I read that you have to slow down the processor? But how?

This is the original requirements to play the game:

Minimum Spec:
Pentium II 266
32 MB RAM
(16-bit) graphic card with 4 MB RAM
Windows compatabile sound card
160MB free hard disk space

Recommended Spec:
Pentium II 333
64MB RAM
3D-card (DirectX 7.0) with 125MB RAM
(16-bit) graphic card with 4MB RAM
160 MB free hard disk space

My Spec:
Intel Core 2 CPU 6600 2.40Ghz
2 GB RAM
ATI Radeon HD 4650 with 1 GB RAM
350 GB free hard disk space

It works perfectly but flying is SOOO damn fast. Everything is speeded up too much. I can still play but it's needs to be slowed down to be enjoyed.

!help mates!

File Attachments

Subject: Re: How do I slow down my computer to play an old game?
Posted by CarrierII on Mon, 12 Oct 2009 16:03:11 GMT
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Google "CPUKiller", works for some older DOS games, may do the trick.

http://www.cpukiller.com/download.html

Subject: Re: How do I slow down my computer to play an old game?
Posted by Omar007 on Mon, 12 Oct 2009 18:08:29 GMT
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IDK if DOSBox would be an option??

If you plan to play some other old games it's worth a shot anyway

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Subject: Re: How do I slow down my computer to play an old game?
Posted by slosha on Tue, 13 Oct 2009 02:14:48 GMT
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I can't offer any help, but I LOVE that game.

Subject: Re: How do I slow down my computer to play an old game?
Posted by danpaul88 on Tue, 13 Oct 2009 14:30:31 GMT
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Run it in a virtual machine and specify the processor speed that the game recommends? Or perhaps slightly higher to account for the lag caused by machine code translation.

Subject: Re: How do I slow down my computer to play an old game?
Posted by Caveman on Sat, 14 Nov 2009 12:09:16 GMT
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Easiest way to slow your computer down is to run something in the background... Encode a film while playing the game. Not the most practical way I know but it may help you

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Subject: Re: How do I slow down my computer to play an old game?
Posted by CarrierII on Sat, 14 Nov 2009 12:41:57 GMT
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Caveman wrote on Sat, 14 November 2009 12:09Easiest way to slow your computer down is to run something in the background... Encode a film while playing the game. Not the most practical way I know but it may help you

CPUKiller is designed to do that, but on purpose and with a control as to how many CPU cycles you want occupied, so it's more precise, right idea though.

Subject: Re: How do I slow down my computer to play an old game?
Posted by saberhawk on Sun, 15 Nov 2009 08:42:23 GMT
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Why not just try running with VSync *on*?

Subject: Re: How do I slow down my computer to play an old game?
Posted by Gen_Blacky on Mon, 07 Dec 2009 08:46:19 GMT
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Saberhawk wrote on Sun, 15 November 2009 02:42Why not just try running with VSync *on*?

No reason you would have to hender your cpu.

Subject: Re: How do I slow down my computer to play an old game?
Posted by saberhawk on Mon, 07 Dec 2009 11:30:39 GMT
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Gen_Blacky wrote on Mon, 07 December 2009 03:46Saberhawk wrote on Sun, 15 November 2009 02:42Why not just try running with VSync *on*?

No reason you would have to hender your cpu.

Huh? Turning VSync on would cap the frame rate at your current refresh rate. On old games, this usually has the nice effect of correcting frame-based mathematics and makes them actually playable (again, this depends on the game). If you didn't "hender" your CPU, the game would remain unplayable. Thankfully most game makers smartened up and are now using time-based mathematics...