
Subject: Change Device

Posted by [boma57](#) on Wed, 04 Jun 2003 21:30:05 GMT

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Is there a way to change the rendering device LevelEdit uses after you install? When I reinstalled it, I accidentally chose 16-bit color instead of 24, and now it crashes everytime I try to change it back (View > Change Device) because the device is in use when it's trying to change it, but there's no way that I've found to change it outside of LevelEdit....anyone know?

And reinstalling doesn't do it either, the option doesn't pop up at startup.

Subject: Change Device

Posted by [vloktboky](#) on Wed, 04 Jun 2003 22:09:12 GMT

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I believe it's registry value is located at My Computer\HKEY_CURRENT_USER\Software\Westwood Studios\LevelEdit\Config\DeviceBitsPerPix. You can change it to 24 bit there, but only do this if you know what you are doing in RegEdit.. I don't want to get blamed for something

Subject: Change Device

Posted by [General Havoc](#) on Wed, 04 Jun 2003 22:15:22 GMT

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By the way 18 is 24 in binary if you didn't know. You may need it if your changing to 24 bit as that registry entry is going to be in binary format. Likewise 10 is 16 bit in binary.

It is pretty safe to do, the worst that you could do is probably screw up Leveledit, nothing a reinstall wouldn't fix. Well at least it isn't like my old 56K modem, On their support site it said editing the registry to mute your modem would void the warrenty. "Using any alternative ways to lower the volume of the data/voice modem can void your warrenty" and that was using the veloume control on the modem that didn't turn it off when it dialed.

_General Havoc

Subject: Change Device

Posted by [OrcaPilot26](#) on Wed, 04 Jun 2003 23:52:11 GMT

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Try setting your computer's display settings to 16 bit

Subject: Change Device

Posted by [boma57](#) on Thu, 05 Jun 2003 01:05:26 GMT

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Edit: Actually, it didn't work :S

It changed in the registry fine, but the textures are still 16-bit quality in LevelEdit (Bad)

Subject: Change Device

Posted by [boma57](#) on Thu, 05 Jun 2003 01:57:01 GMT

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Is there just a way to get that config box to pop up again? Like in RenX, if you add -h to the end of the command line it will, but I tried it with LevelEdit and had no such luck.

Subject: Change Device

Posted by [boma57](#) on Thu, 05 Jun 2003 02:50:09 GMT

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Um...okay, I reinstalled totally cleared out everything (folder, registry keys) and got the config box to come up again, and this time I set it to 24, but it reverted to 16...

I guess it could be a problem with my video card considering I just got a new one (ATI Radeon 9500 Pro), but I haven't had problems like that with anything else.

Subject: Change Device

Posted by [gendres](#) on Thu, 05 Jun 2003 04:56:02 GMT

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sorry, I couldnt delete this post from this thread

Subject: Change Device

Posted by [boma57](#) on Thu, 05 Jun 2003 11:27:33 GMT

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All the official WS textures look fine, though, it's just the ones that I've custom made.

Here, if somebody wants to try it you can download this and toss it into LevelEdit and see what happens, 'cause in mine it looks horrible. (Even though the texture's not so great to begin with ;P)

Subject: Change Device

Posted by [General Havoc](#) on Thu, 05 Jun 2003 16:17:35 GMT

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Even in photoshop it looks black, just a black tile. You need to zoon in 300% to see any detail on it. I'd get a better texture to use. Also 24 bit doesn't work for me either. I tested it on a GeForce 2 MX 400 and a GeForce 4 Ti 4200 bothe have errors like yours. I say it is a bug in LvelEdit.

_General Havoc

Subject: Change Device

Posted by [boma57](#) on Fri, 06 Jun 2003 04:14:55 GMT

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Yeah, that texture's not the greatest, but my brightness is probably higher than yours, so it doesn't look all black.

Anyway, I guess it is just a bug, then :S
