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Subject: 16 bit mode no longer available in the game.

Posted by [flyingfox](#) on Tue, 13 Mar 2007 22:52:08 GMT

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Can I just ask WHY 16 bit mode was removed from WWConfig with the new d3d8.dll file? Who's doing was this, why, and what scripts version do I have to roll back to to re-enable 16 bit mode in WWConfig?

Alternatively can someone just provide a d3d8.dll file that supports 16 bit mode, and is compatible with the current bhs.dll?

The problem is I am getting serious performance hits with the new shaders, and a factor in this is me playing in 32 bit mode, which has a significant impact on my FPS. If I could use the shaders in 16 bit mode, then MAYBE the framerate spikes and other performance losses wouldn't be as bad.. possibly non-existent.

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