Subject: Can you allocate more resources to 32bit apps on windows ME?
Posted by liberator on Thu, 22 Apr 2004 01:51:20 GMT
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WinME is a 32-Bit OS, but it's crippled compared to either 98se or XP so it's likely the problem.

Could we have some more specifics as to the problem, you systems specs, and such, you were a little vague.

BTW, Halo has horrible memory management.

After reflection, try this:

Go into the Advanced tab in your display properties and set the color depth to 16bit. This will help with Windows performance, but most games, including Halo have separate color depth controls, usually related to the screen resolution. Get the info I asked for above and I'll try to provide a better diagnosis.

2nd Edit:
The problem might be the SD RAM, you've got plenty, but the speed might holding things up or one of the sticks may be going bad. Before you do anything drastic try either updating or rolling back your video drivers and see if that has any effect. I remember when Nvidia releast the 45.23 Detonators I had to keep the 44.03s until very recently because the performance of my GF4MX was lousy with newer versions and ATI doesn't have as good a rep as far as drivers go so that might be the problem.