



Loose Cannons Alliance Technical Bulletin [09-029] Configuring Your Computer for AHII 2.14

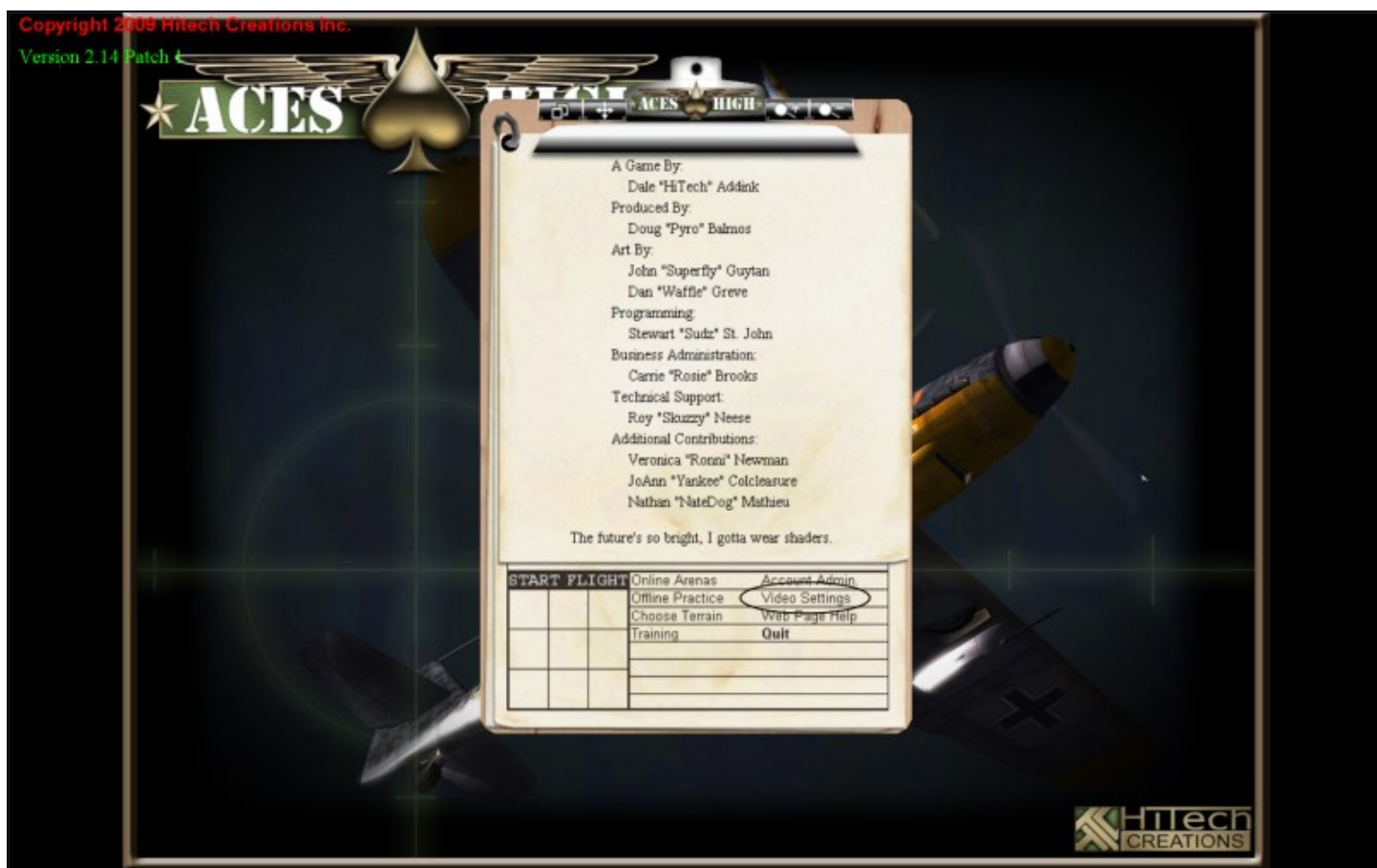
<http://www.lcasquad.org/> Author: Poolshot (source: LCAAF forum)

OK Guys, lets discuss the new (and old) graphics settings in the new version of Aces High!

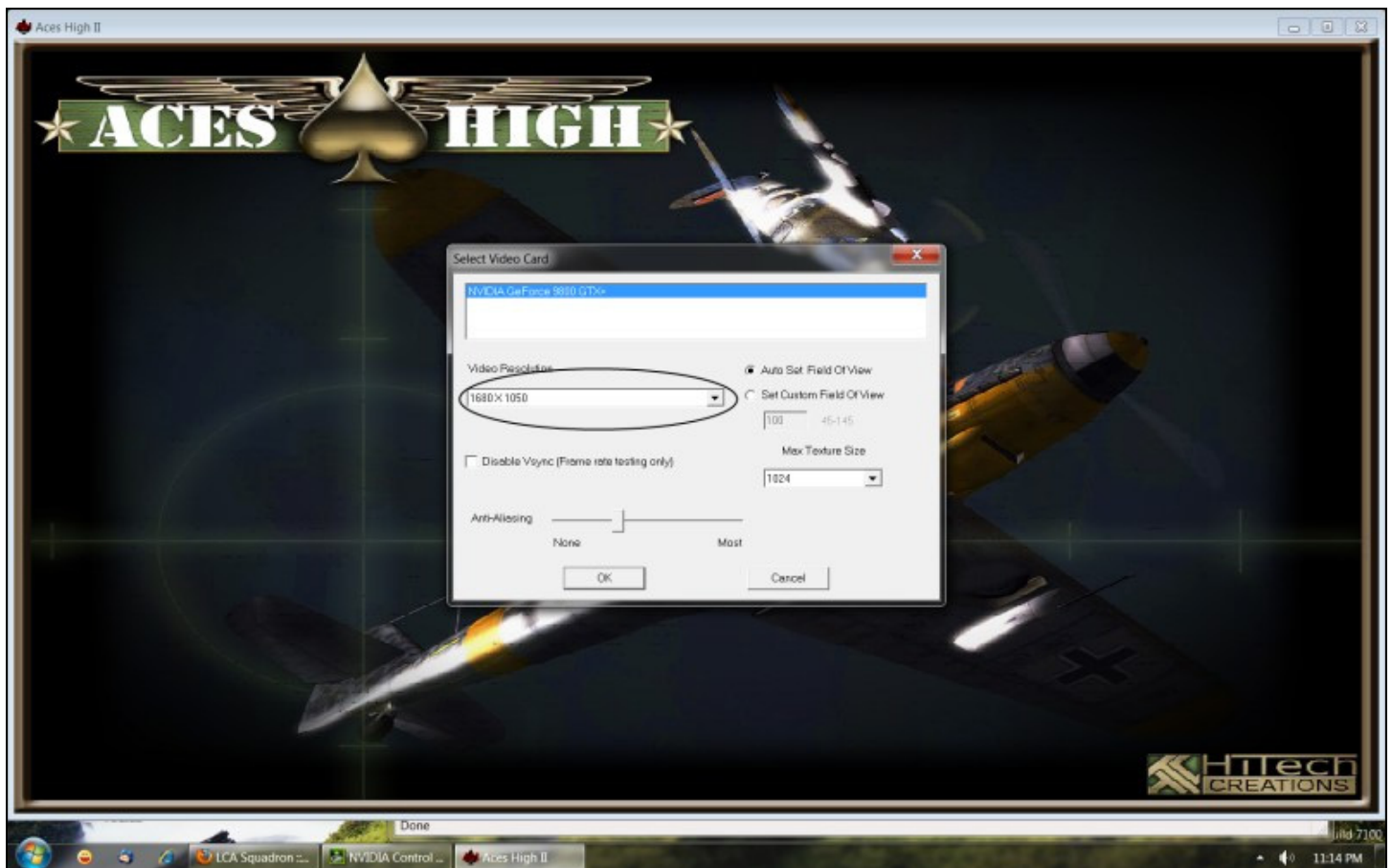
I know some of you have older hardware that doesn't like this new version, but I think a big reason for this is how it translated the old graphics settings into the new version. Basically, it's cranked up too high... turn off some of the eye candy, and I think you might be surprised...

OK First go into your graphics card options.. using your Nvidia or ATI control panel settings. Make sure all anti-aliasing, VSYNC, and Anisotropic filtering options are set to 'application controlled'.

Next load Aces High... before clicking in the game (online or offline) you'll find a 'Video Settings' option on the right side of the menu. Click on it:

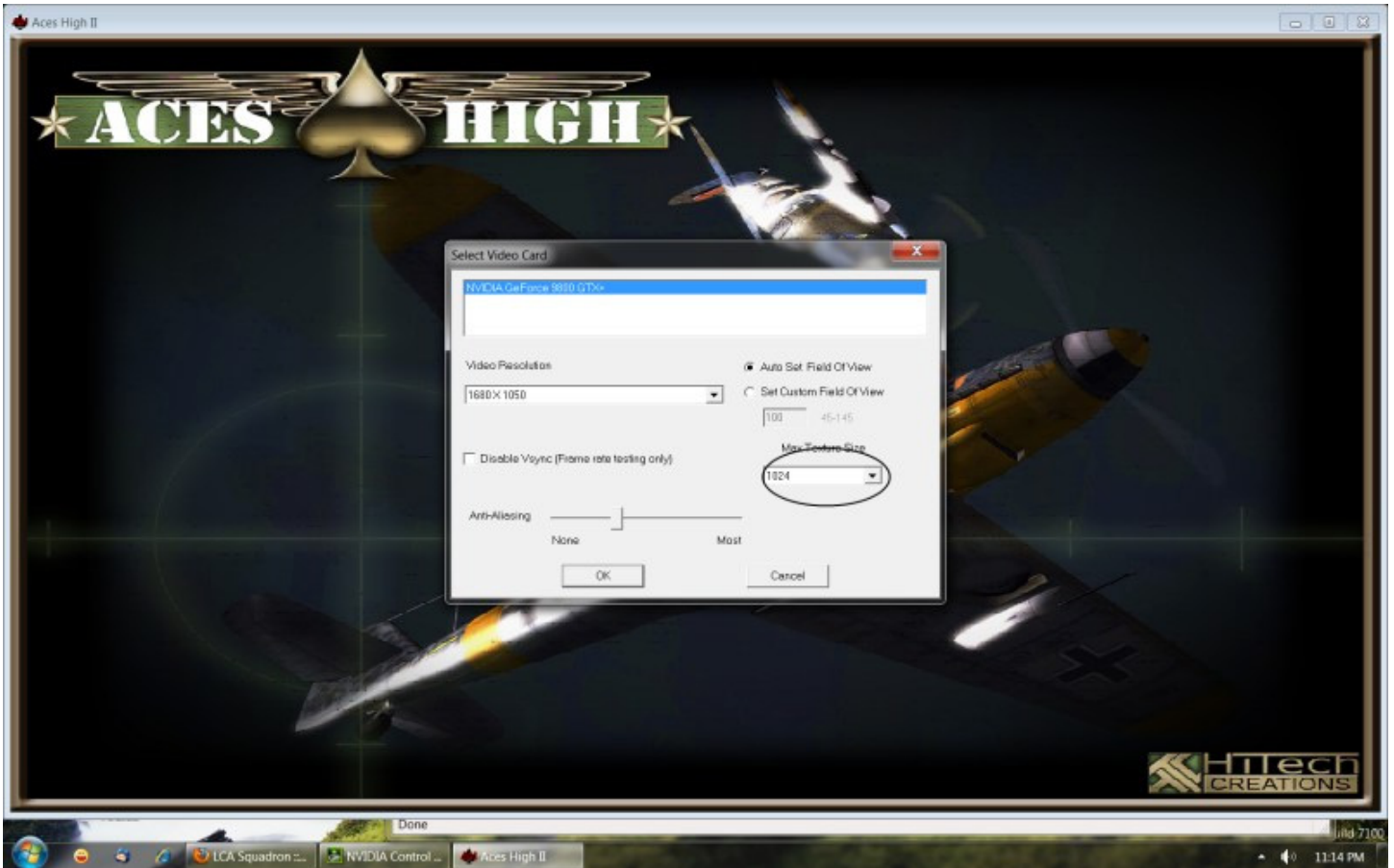


Now select the proper resolution... lower resolutions usually yield better frames per second, BUT decrease image quality (especially if you use an LCD). If you are computer hardware-challenged, I recommend using the lowest resolution you can stand:

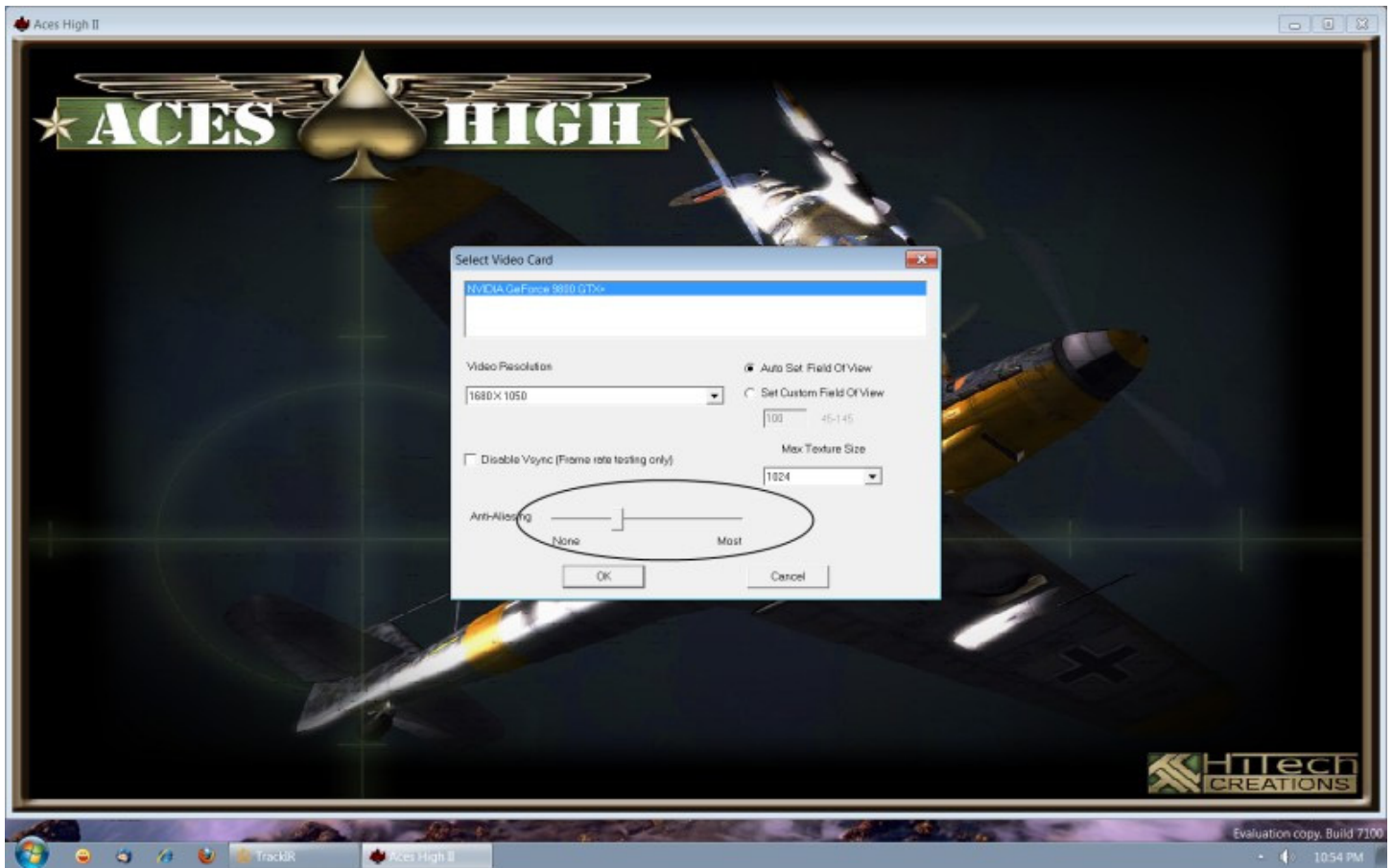


Next is the maximum texture size. Your options are 128, 256, 512, or 1024. Even though you select it, if you haven't downloaded the hi-resolution pack, 1024 is really the same as 512. Higher values look better, but lower values perform better. Don't even try to run 1024 unless you have very high end hardware:

If you are hardware limited, start with 128. If your frame rate is 'pegged' (the same as the monitor's refresh rate - typically 60 or 75 FPS), then change it to 256 and try again. Once you find a value that you are happy with, leave it there:

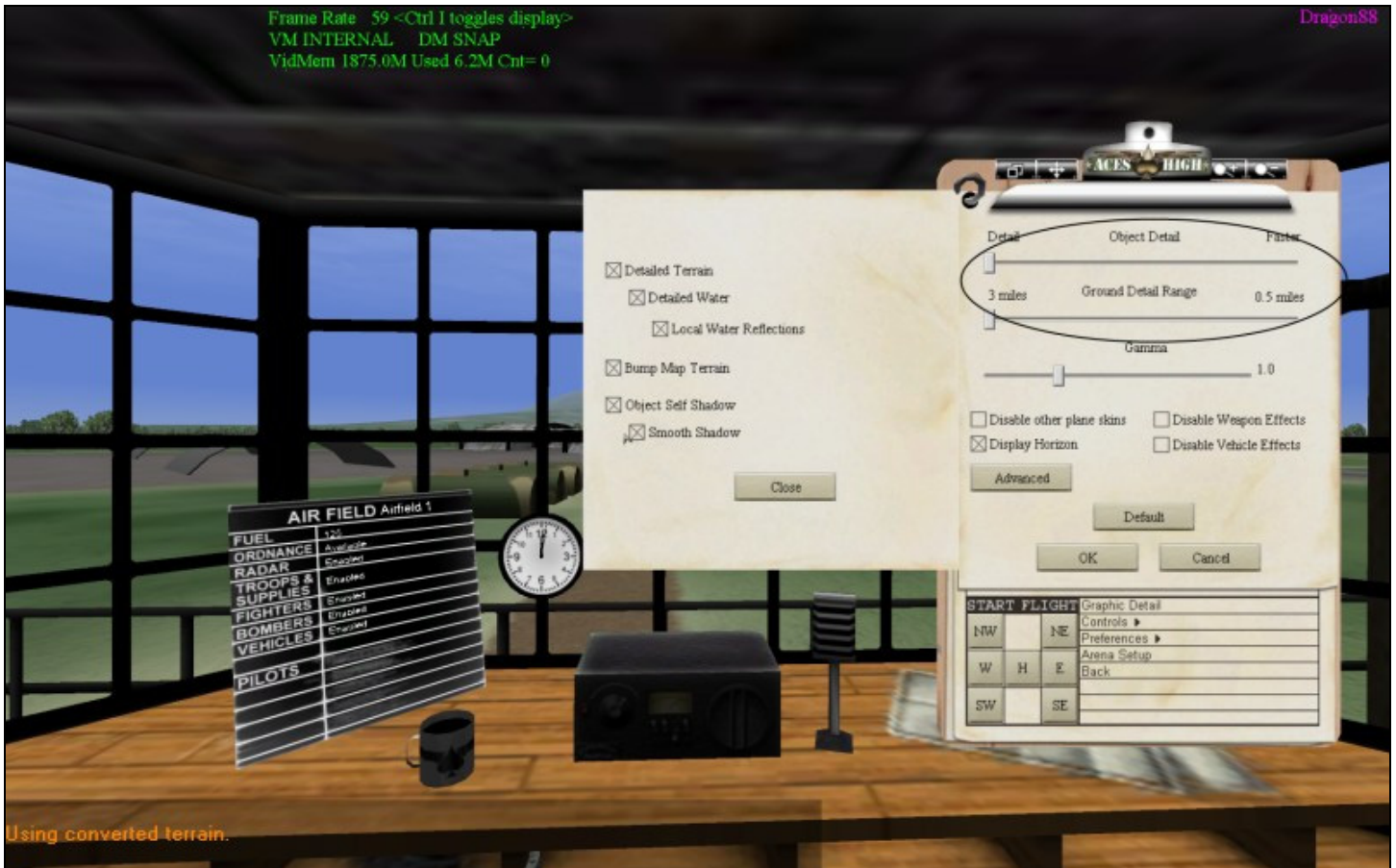


The bottom slider here is your Anti-Aliasing slider. This smooths 'jagged' lines at a sometimes extreme performance hit. I would leave this turned off (set to none) until you get the other settings tuned in: (Leave 'field of view' set to auto.)



OK Lets move on to In-Game Settings...

Now, we're all familiar with the Detail sliders.. if you really need to know, feel free to ask:



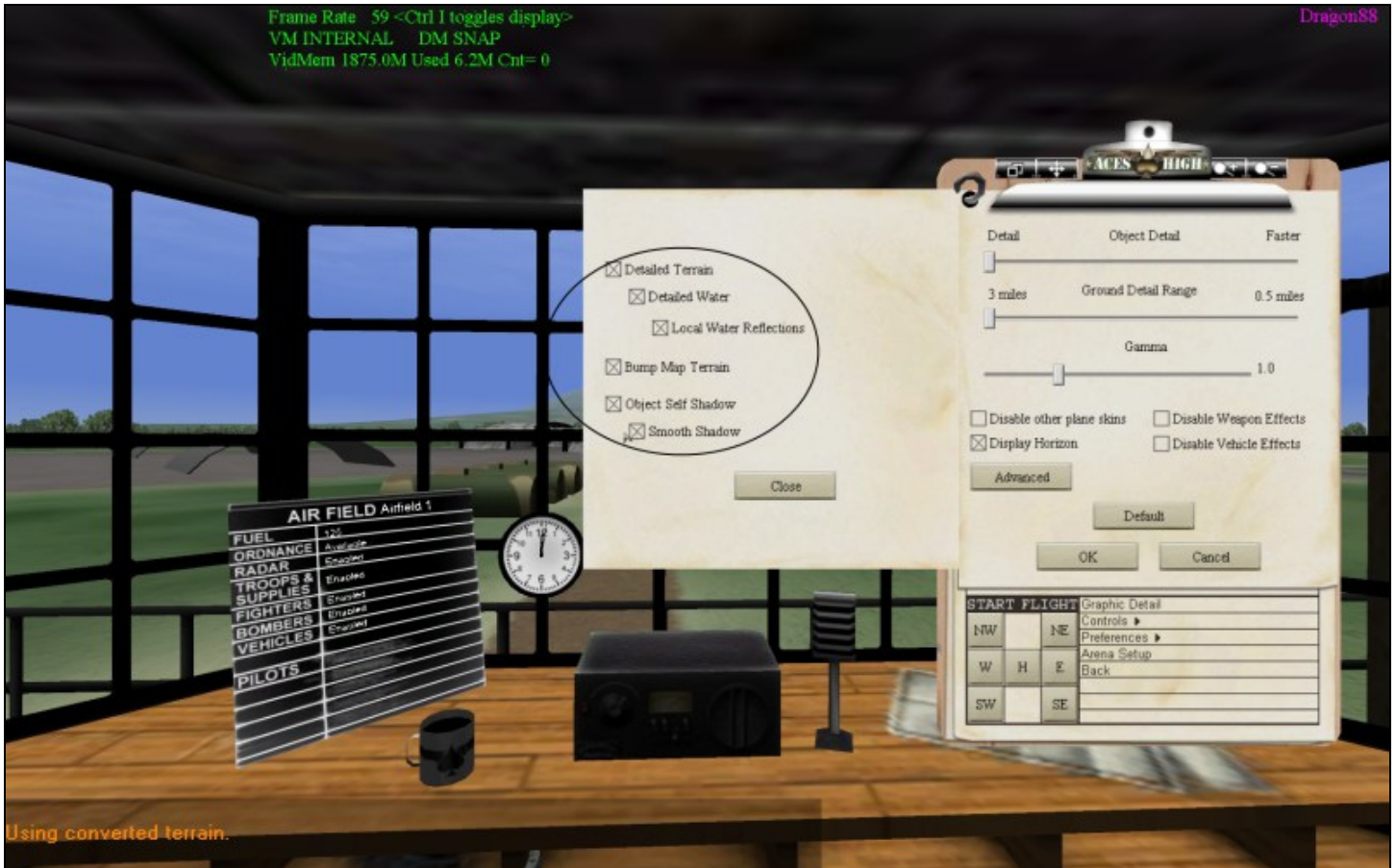
What you might not be familiar with is the new ADVANCED menu, which allows you to enable or disable the new 'eye-candy' effects. Click on it:



Do yourself a favor... uncheck the 'self shadow' and 'smooth shadow' options. While these look very neat, if you're seriously reading this then your computer likely can't handle them.

Also uncheck Detailed Water and Local Water Reflections, as both of these seem to cause a pretty good performance hit. You can uncheck all of these if you wish, but the terrain might look a little on the bland side.. but if you have an older computer, you might not have any other options.

Keep in mind the X in the box means it is enabled... in my example, all of my advance options are Enabled (59FPS... look at that! It's amazing how much money you can save when you don't have a woman to pay for LOL):



ADDENDUM 1: 07.29.09

Additional resources can also be freed up for the game by making sure that the "Disable other plane skins" has an 'X' in it. This will keep the game from displaying custom skins present on other planes you encounter and will reduce or eliminate the stuttering. All planes will display only the default skin for that aircraft/vehicle.



Next we need to blow out some files in your HTC game directory.

1 - Navigate your Windows Explorer to: C:\Program Files\HTC\Aces High II

2 - You will find a bunch of bitmap screen captures (if you've created any). Delete or move them to another folder. The filenames for these screen caps follow the same naming convention: ahss01.bmp, (aces high screen shot xx.bmp)

3 - Open up the "films" folder and also delete or move the films you've created into another folder (red circle)

