

apk betway app

Hello guys,

Been watching from the "shadows" for a while. I thought it's

about time I

post my first thread in " " here since I need some help decidin

g on some parts.

So question

is, I want to build a high performance and " " stable Windows 9

SE computer, mainly focused

on running old games and software.

I will try to make it as simple as " " possible.

- The

games I want to run are from the '95-'03 era.

- DirectX 8.1 compatibility is a must

since I " " want to run some games like Halo for example that n

eed it.

- No Windows XP, the

rig focuses on Win " " 98 only.

- I don't really care that much about DOS compatibility

since I only want to run some of the " " classics like Duke, Wo

lfenstein and Doom.

- AGP 8x

Support, I'm not fond of the idea of running PCI Graphic Cards "1

2516; with Windows 98.

- I

don't really care that much about period correctness but Socket 93

9 for example seems a

bit " " too much for Win98 imo.

I already have a Socket 462 Athlon XP 2200+ rig which runs

pretty stable. Games work " " alright but not exactly how I wou

ld like them to (Mainly) Tj T* BT /F1 12 Tf 50 276 Td (because of the GF

r parts also aren't necessarily

great.

There is also an Async between the CPU, Mobo and RAM FSB " " fre

quencies and this

annoying bug with the current Mobo: sound crackling in some games whic

h as far as I

have " " researched may come from some incompatibilities with t

he VIA KT400 Chipset. I

thought maybe another Socket A build (but " " this time with a) Tj T* BT

" " do the trick. I

have also found some pretty decent Socket 462 Mobo's I can start w

ith like: GIGABYTE

GA-7N400E, " " GA-7VA, GA-7N400SL, 7VT600P-RZ but only two of t

hem support 400 Mhz FSB for

the Barton 3200+ which is kind of " " mandatory for running eve