

Halo Guide

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Halo PC = Halo: Combat Evolved

Halo CE = Halo: Custom Edition

Server list not showing? Graphics a little bland? Feel like a lonely Spartan? Read on!

Update Your Video Card, Audio Card, And Network Drivers

Essential, do not skip

Install The Latest Version Of Halo PC/CE

No previous patches required

Official Copy

[Halo PC v1.10 Patch](#)

[Halo CE v1.10 Patch](#)

Unofficial Copy

<http://halo-fixes.findforum.net/t6-manual-1-10-update-for-players-with-unofficial-copies>

Force Your Video Card To Recognize Halo CE (haloce.exe)

NVIDIA does not recognize the .exe of Halo CE meaning that any custom set options in the "Manage 3D" are ignored. To fix this open NVIDIA control panel, go to "Manage 3D settings" tab, click "Program Settings", click "Add", then find your Halo CE .exe

Force Halo PC/CE To Recognise Your Video Card

If your video card was made post-2006, Halo PC/CE will recognise it as "Unknown" in config.txt located within your Halo PC/CE directory. To fix this:

1. Double click Halo PC/CE, immediately hold down ctrl
2. A small widow will appear with a code such as "0x05e2"
3. Copy this code and open "config.txt"
4. Under your video card vendor, before Unknown = "Unknown", create a new entry named as your video card, e.g 0x05e2 = "GeForce GTX 260". Consider adding the following underneath:

UseAnisotropicFilter Improves quality of oblique textures. After force to x16 in your video control panel for max quality

DisableBuffering Eliminates mouse lag by forcing the video card to render each frame. Expect an FPS hit

DisableAlphaRenderTargets Eliminates scope blur in a fashion superior to HAC 2 (see below), makes some textures very shiny, breaks active cammo, breaks night vision. Optional

Repeating step 1 should now show a window stating your current video card, not "unknown" as before

Install HAC 2, Compatible With Halo PC And Halo CE

HAC 2 is an unofficial patch for Halo PC/CE by Btcc22. Read all about it <http://modacity.net/forums/showthread.php?24960-HAC-2-Release>

Install by extracting <http://client.haloanticheat.com/release.zip>

Into C:\Program Files (x86)\Microsoft Games\Halo [(AND Halo Custom Edition)]\controls

Install OpenSauce, Compatible With Halo CE Only

Open Sauce v4 released! This mod adds post processing, advanced shading techniques and support for HD .yelo maps. **OpenSauce and HAC 2 are not fully compatible, see [this](#) post for news**

<https://bitbucket.org/KornnerStudios/opensauce-release/downloads>

Now you can enjoy the two finest maps ever produced on the Blam engine! Their calibre is up there with Halo Anniversary! Not frickin' bad for a 13 year old mammoth! Download the .yelo version!

<http://forum.halomaps.org/index.cfm?page=topic&topicID=47823>

<http://halomods.com/ips/index.php?/topic/449-release-cmt-spv3-the-truth-and-reconciliation>

Install The Universal User Interface

This UI replacement for Halo CE removes the redundant update check making joining multiplayer games faster. It includes menus for many community made singleplayer maps. To install, drop into your Halo CE maps folder creating a backup of "ui.map" fist

<http://modacity.net/forums/showthread.php?25459-Universal-UI-Version-1.1-Release-Thread>

Enable Antialiasing

Standard AA does not work on Halo PC/CE

NVIDIA users, force FXAA in their video control panel

AMD users, force MLAA in their video control panel

Highest AA quality possible: <http://www.neogaf.com/forum/showthread.php?t=509076>

SweetFX listed below may also be used to inject SMAA/FXAA

HAC 2 Tweaks

Set A Custom Field of View

Press F6 in game to adjust

Reduce Scope Blur

See below on how to enable the console. Open console, execute "scope_blur 0" to reduce scope blur

Correct Widescreen HUD Scaling

Execute "hac_widescreen 1". Disable if using Sauce, looks better on some maps off

Enable Custom Chat

Replace Halo's garish white chat console with a Reach-style replacement. Execute "custom_chat 1"

Bookmark Servers

Press F4/F5 in game

Improve Input Lag And Online Performance

Set Halo network settings according to your internet upload speed. Use <http://Speedtest.net> as a guide or login to your router. Speedtest reports lower upload speeds than actual, so select next highest setting in Halo if upload results are slightly lower than what is available. Use CAT6/5e cables, don't use wireless or Homeplugs. Turn off bandwidth eaters like phone wifi and Steam. To lower WAN pings, ask your ISP to disable interleaving.

To reduce input lag: disable vsync, enable "game mode" on your monitor, use VGA, make sure "maximum pre-renderd frames" is set to app-controlled or 0 in your video card control panel, set mouse polling rate to maximum, and set your monitor to its highest refresh rate. Research HPET, I have it disabled.

In multiplayer servers, type "/lead" or "/info" into chat ingame to check if the server uses nolead. Nolead, part of SAPP server software, patches Halo PC/CE's notorious netcode problem whereby players must apply "shot leading". One must shoot his target slightly farther than one would do naturally, this worsens the higher your ping. Nolead fixes this and for new/inexperienced players especially, a server that implements nolead is highly preferable to servers which do not

Take advantage of Halo's many glitches <http://thehaloforum.com/halo-1/140298-halo-multiplayer-applicable-guide-h1-xbox.html>

Improve Graphics With SweetFX

Use [SweetFX](#) for post processing effects. Incompatible with Xfire ingame.

[Youtube tutorial](#)

Sweetfx's successor is in the works: <http://reshade.me/>

Fix Assault Rifle HUD Glitch

1. Download [Halo Mapping Tools v3.5](#)
2. Read [this post](#)
3. Open a map (not bitmaps.map) with HMT
4. Navigate to ui\hud\bitmaps\combined\hud_ammo_meters
5. Replace the old bitmap with the new .dds file from the post
6. Decline to update image size

Don't apply this to CE, you will be booted from servers. CE has a .map checking system to prevent cheating. Patch will apply to all maps when done

Force Highest Quality Shaders

Works for Halo PC, works for Halo CE singleplayer maps only.

<http://modhalo.net/index.php?/topic/31894-that-had-detail-how-to-make-halo-look-nicer>

Texture Mods

Multiplayer texture packs are only compatible with Halo PC

Halo FTW

[Halo: Revolution BETA](#)

This is Halo CE compatible due to using TexMod, editing textures in real-time

<http://youtube.com/watch?v=fvF-SYFYiTO>

Command Line Parameters and Key Commands

Right clicking on Halo's shortcut, adding them to the "target" field. A space is required before each

- console Activate by pressing the tilde key (Left of 1) in-game
- nowinkey Disables Windows keys
- nojoystick Disables joystick detection, improving FPS
- novideo Disables intro movies
- screenshot Press "print screen" in-game to take HD .tga screenshots saved in your Halo directory
- use21 Improves shader quality

Press: ALT Enter to minimize the game

ALT F4 to quit to desktop

CTRL F12 to view your Frames Per Second (FPS)

To execute these commands each Halo launch, create " init.txt " within your Halo PC/CE directory and paste them there without quotes

Execute: "rasterizer_fps 1" in the console to display an FPS counter of higher detail
"rasterizer_fog_atmosphere 0" to disable fog on any map
"multiplayer_hit_sound_volume 1" to make the hit sound louder in Halo CE
"mouse_acceleration 0" to increase mouse accuracy.
"fov x" to set FOV at launch (part of HAC 2)
"about" to see HAC 2 version number
"cls" to clear screen of any lingering code

Fix Audio Hardware Acceleration, Enable EAX

For Creative Sound cards, use [Creative ALchemy](#) to enable Hardware Acceleration/EAX, drastically improving Halo's sound quality

For Realtek onboard, [these drivers](#) will enable EAX. I use these

Hackjobs like Realtek 3D SoundBack and Creative ALchemy Universal are awful, don't use them

Community

For its age Halo PC/CE has one heck of a community. Players use <http://classic.xfire.com> to contact other players. My Xfire is [zetrenix](#)

Listed below are the more popular forums

<http://halomaps.org>
<http://opencarnage.net>
<http://modacity.net>
<http://halomods.com>
<http://modhalo.net>

Aus <<https://www.bungie.net/sr/Forum/Post/3066503/0/0/1>>