

The Halo PC/CE Ultimate Enhancement Guide. Updated 25/7/2015

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Halo PC = Halo Combat Evolved

Halo CE = Halo Custom Edition

Update Video Card, Audio Card, And Network Drivers
JUST DO IT

Install The Latest Version Of Halo PC/CE
No previous patches required

Official Copy

<http://halo.bungie.net/images/games/halopc/patch/110/halopc-patch-1.0.10.exe>

<http://halo.bungie.net/images/games/halopc/patch/110/haloce-patch-1.0.10.exe>

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 haloce.exe

Force Halo PC/CE To Recognise Your Video Card

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

1. Double click Halo PC/CE, 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". Add the following:

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

DisableBuffering Eliminates input lag

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

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

Install HAC 2

HAC 2 is a unofficial patch for Halo PC/CE by Btcc22 compatible with Halo PC and CE. Features include bug fixes, automatic map downloading and engine upgrades. Download

here: <http://client.haloanticheat.com/release.zip>

Video <https://youtube.com/watch?v=9rRaVEDX>

HAC 2 Tweaks

Set A Custom Field of View

Press F6 in game

Reduce Scope Blur

See below on how to enable the console. Execute "scope_blur 0"

Correct Widescreen HUD Scaling

Execute "hac_widescreen 1". Disable if using OpenSauce as its widescreen scaling is better. Scaling looks better on some maps when turned off.

Enable Custom Chat

Replace Halo's ugly chat console with a Reach style replacement. Execute "custom_chat 1", adjust with "font_size x"

Bookmark Servers

Press F4/F5 in game

Copy Server IP Address

To share server addresses, execute "copy". This will copy the server's IP and password onto your clipboard. Right click to paste in Halo's console

Install OpenSauce

Compatible with Halo CE only, developed by Kornman00 and TheFieryScythe, Open Sauce v4 adds post processing, advanced shading and support for HD .yelo maps. **OpenSauce and HAC 2 are not fully compatible, see [here for news](#)**

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

Now go play the two finest maps ever produced on the Blam engine!

<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 by MooseGuy removes update checks making joining multiplayer games faster. It includes menus for custom made singleplayer maps. To install, drop into your Halo CE maps folder

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

Play The Original Campaign in Halo CE

Thanks to the work of austen1000 and Renamon, playing the original campaign on Halo CE's engine is possible. Open Sauce will improve graphics and the UUI will unlock all levels automatically

<http://forum.halomaps.org/index.cfm?page=topic&topicID=47079&start=1>

Enable Antialiasing

Standard AA does not work on Halo PC/CE

NVIDIA users force FXAA in your video control panel

AMD users force MLAA in your 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

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-rendered frames" is set to app-controlled or 1 in your video card settings, 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 "/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 it is highly preferable to servers that don't. Take advantage of Halo's glitches:<http://web.archive.org/web/20140827140412/http://www.thehaloforum.com/halo-1/1402>

98-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 Halo PC map (not bitmaps.map) with HMT
4. Navigate to ui\hud\bitmaps\combined\hud_ammo_meters
5. Replace old bitmap with new .dds file from the post
6. Decline to update image size

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

This is Halo CE compatible due to using TexMod, editing textures in real-time: <http://youtube.com/watch?v=fvF-SYFYiIQ>

Command Line Parameters and Key Commands

Right click 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
- window Launches in a window. Press ALT Enter while windowed to enter **borderless window mode**
- timedemo Launches in benchmark mode, the results of which are saved as timedemo.txt in your Halo directory

Press: ALT Enter to minimize the game if in fullscreen mode

ALT F4 to quit to desktop

CTRL F12 to view your Frames Per Second (FPS)

To execute the following at each Halo launch, create init.txt within your Halo PC/CE directory and paste them there without quotes

Executing: 'rasterizer_fps 1' in the console displays a higher detail FPS counter

'multiplayer_hit_sound_volume 1' loudens hit sound in Halo CE

'mouse_acceleration 0' increases mouse accuracy

'fov x' sets FOV (HAC 2)

'cls' clears console

'show_hud 0' disables HUD

'about' shows HAC 2 version

'devcam 1' activates devcam. Hold left-click to move, hold down middle mouse button and scroll to adjust speed (HAC 2)

To properly use a controller, paste the following within init.txt

player_magnetism 1
player_autoaim 1
set_pitch_rate .1
set_yaw_rate .1

Fix Audio Hardware Acceleration, Enable EAX

For Creative cards, use [Creative ALchemy](#) to enable Hardware Acceleration/EAX, drastically improving Halo's sound quality. For Realtek onboard, [these drivers](#) enable EAX. I use these. Realtek 3D SoundBack/Creative ALchemy Universal are awful, don't use them

Halo On Linux With Wine

<https://appdb.winehq.org/objectManager.php?sClass=version&iid=32019>

Community

For its age Halo PC/CE has one heck of a community. Players use <https://www.evolvehq.com> to contact others (RIP Xfire). Add me @ <https://www.evolvehq.com/players/zetren>

Join us in the forums

<http://halomaps.org> most popular

<http://opencarnage.net>

<http://modacity.net>

<http://halomods.com>

Be sure to check our annual show on all that is Halo CE

<http://haloce3.com/>

From <<https://www.bungie.net/en/Forum/Post/3066503/>>