

How can you explain the slowdowns I encounter when playing Giants Citizen Kabuto?

To avoid graphical bugs, the 3D Prophet 4500 drivers contain presets for Giants, which force the use of an external Z-buffer, while Kyro II chipset is built with an internal Z-buffer. Therefore it requires more bandwidth and cycles from the card and the CPU. If you want to gain some frames, it is possible to force texture compression in the control panel.