

# Legacy Direct3D Resolution Hack

There are older games, that use [DirectX](#) 7 and older. These games all have one problem in common: If they let you select a resolution, that exceeds 2048 pixels in X or Y direction, the game *will* crash. This is a problem of DirectX 7 and older, and has nothing to do with the actual game. Apparently back then, resolutions of that magnitude were not an issue. There is a workaround for that problem, the [Legacy Direct3D Resolution Hack](#). You simply place the dll files inside your game's base folder (or wherever it's exe is located) and start the game. The game now allows for higher resolutions than 2048 pixels in any direction.

[Back to the games database](#)

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Last update: **2022-04-01-22-30**

