Warlords 3 Lag on Windows 8.1

Posted by Stroodle - 15 May 2016 23:05

I recently installed Warlords 3: Darklords Rising on my Windows 8.1 machine, along with installing the 1.02 patch, applying the wincursor settings, and installing dgVoodoo2 for the game. The game runs without crashing, but it remains extremely laggy - issuing any in-game command (selecting a stack, ordering movement/attacks, etc.) causes a several second delay per command, rendering the game largely unplayable. Interestingly, there is no such lag when opening menus, reports, etc.

Has anyone encountered this issue before? Are there any suggested fixes?

==========

Re: Warlords 3 Lag on Windows 8.1

Posted by KGB - 16 May 2016 00:52

What is dgVoodoo2? Is that some kind of emulator for the ancient Voodoo cards of the late 90s's? That may be your problem if you are trying to use that dgVoodoo2 instead of the default graphics driver for Win 8.

Others have posted here they run on Win 8 with no problems. I run the game in a virtual machine so I can't help you much with Win 8.

This person posted info on getting things running here along with some video's. I've never tried them so I am not sure if it works. But you might want to take a look.

www.warlorders.com/forum?func=view&catid=13&id=1429

KGB

==========