Okay, I didn't understand the reference to the 'wincursor switch' (like I said, I'm not very technically-minded!), but I did everything else in that thread and now it works perfectly (almost - one unexplained crash in two hours of play)

Thank you Spiderman (I never thought I'd get to say that!), and also to whoever explained it so well in that other thread (I didn't note your name, sorry!)

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Re: Problems running the game under Win7 Posted by Spiderman - 15 Jun 2012 21:05
I'm not sure what the wincursor exactly does either, but on OSes like Vista or Win2000, you'd create a shortcut pointing to the Warlords executable and put "-wincursor" after it. I think it has to do with mouse cursor stability or something. But anyway, if you didn't do any of that batch file stuff where it's mentioned in that thread, don't worry about it since it seems to be working for you.
Re: Problems running the game under Win7 Posted by The Other - 15 Jun 2012 21:42
Hmmm, I might investigate the wincursor thing then - I've noticed since my last post that the game tends to freeze if I move the cursor too fast.
Do you mean that I literally just add the word -wincursor to the end of the filename of the shortcut's target?
Re: Problems running the game under Win7 Posted by KGB - 16 Jun 2012 08:07
The Other,
Yes. Just be sure to leave a space between the end of the name and the -wincursor part.
KGB
Re: Problems running the game under Win7 Posted by The Other - 16 Jun 2012 18:09

I tried this, but Windows won't let me do it for some reason - I tried every possible permutation of spacing, upper/lowercase, adding or removing speech marks around the file name. In every case, Windows rejects it, saying that the filename or path is not valid.

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Weirdly, it works fine if I use task manager's 'New Task' to start the game - in this case, for some reason it allows the -wincursor, even though the name/path/whatever is identical to the one that gets rejected by Shortcut Properties. So it seems that Task Manager is my new best friend...

I hate computers - I thought they were supposed to be flawlessly logical, but obviously Windows doesn't agree!

EDIT: I really hate computers...

For some reason the game now crashes and exits if I try to start a new campaign or scenario. This happens no matter how I start the game, whether by shortcut, New Task or the original .exe file. But I can still play random maps and load saved games, both of which work just fine. I haven't changed or moved any of the game files, or altered any properties of anything. The only change is that I installed Molotov's editor - in a separate folder, and I haven't even run it yet, let alone changed anything.

Any ideas?
Re: Problems running the game under Win7 Posted by KGB - 16 Jun 2012 23:19
The Other,
You must have done something wrong then in the shortcut. Mine looks like this:
E:DLRDarklord.exe -wincursor
Sometimes I have seen people do this "E:DLRDarklord.exe" -wincursor which is not right. Other times they have accidentally typed Darklords.exe instead of Darklord.exe.

Campaigns/Scenarios: This is normal. Under XP, you must go to the Compatibility tab and enable compatibility for Win 98/Win ME. Otherwise in XP the game hangs forever when trying to access the list of campaigns/scenarios. I assume the same issue exists for Win 7.

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Glad everything's working for you!

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