DLR: Weird text glitch on Win 7 64-bit Posted by Asfaloth - 21 Sep 2012 14:02

I was able to play the game with the help of some compatibility batch file, which is hosted on a different

right before starting a game the text gets blurred whenever I scroll down.

For example, in the army section the first unit I want to be able to produce is peasants. So when I click on it and scroll down in order to activate peasants, the text doesn't stay in its line, but somehow mixes with the other text lines, so that I get one blurred white box. I can still select a blurred text line, but I can't read what it says anymore. The same issue appears in-game inside the textbox on the lower right-hand side of the corner of the screen...

forum. The colors are fixed, it doesn't freeze, BUT in the game menu where you can edit your own army

Does anybody know this problem? Any suggestions/help/ideas?

Re: DLR: Weird text glitch on Win 7 64-bit Posted by Asfaloth - 21 Sep 2012 16:17

Nevermind, I found a workaround by using the batch file from the other thread.