


## Warlords 2 Deluxe on WinXP

Posted by Vissavald - 06 Jan 2017 08:56

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Is it possible to run W2 Deluxe on WinXP right away, not using DOSBox? It seems I've read something somewhere that someone has managed to do it. Wargul16, maybe? 

I have W2 Deluxe ISO v.2.2.2 and I can't install the game. The small distributive that Warlorders offer also refuses to run with any possible compatibility options. In both cases I get identical error messages, something about memory IIRC.

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## Re: Warlords 2 Deluxe on WinXP

Posted by KGB - 06 Jan 2017 23:25

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Vissavald,

I have never heard of anyone getting War2 to run natively under XP. Googling around I can't see anyone mentioning it either. Every reference I find says to run it in DosBox.

The problem is going to be the game is 16 bit with a 16 bit installer and Win XP and later require 32 bit installers. Even if you get the game installed (ie use the download at this site) the problem is the game expects to write directly to the hardware (graphics and sound cards) and that's an absolute no-no in XP and later where a HAL (hardware abstraction layer) exists.

KGB


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## Re: Warlords 2 Deluxe on WinXP

Posted by Vissavald - 07 Jan 2017 07:07

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Thanks for a clarification. Yes, I might be wrong saying I've seen some comments about playing W2 on XP.

Well, it means I should try to enlight my own computer ignorance a little  and lay my hands onto DOSBox.

And if I'll try to play W2 via DOSBox with an image mounted, would it mean there would be music in game? W2 soundtrack is even better than W3's.

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## Re: Warlords 2 Deluxe on WinXP

Posted by KGB - 07 Jan 2017 20:59

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Vissavald,

DOSBox is free to download so there will be no problems getting a copy of it.

There is no 'image mounted' in DOSBox like there is in other virtual machines like VMWare. All you need is Warlords 2 installed someplace on your harddrive. Then when you start DOSBox you tell it where your Warlords 2 folder is and it treats that like a C: drive in DOS and you run the game. It's much simpler than virtual machines.

There is indeed sound / sound tracks played along with the voices.

KGB

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## Re: Warlords 2 Deluxe on WinXP

Posted by Vissavald - 08 Jan 2017 12:15

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Thanks, I got some DOSBox tutorial/help files, think I'd be capable to overcome it ☺

By the way, on Warlords 2 Downloads page there is a note about needing the disk image. I could link to a Russian old-gaming site that has 2 English versions of disk images of W2 Deluxe, 2.2.2 and 2.2.5, or I could put them on some file-sharing online storage site for you to get them to Warlords site. I think it wouldn't be illegal?

EDIT: O, and I have 19 original DLR tracks in WAV format ☺

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## Re: Warlords 2 Deluxe on WinXP

Posted by KGB - 08 Jan 2017 19:10

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Vissavald,

**Vissavald wrote:**

Thanks, I got some DOSBox tutorial/help files, think I'd be capable to overcome it ☺

Let me know if you have any questions. I run War2 in DOSBox with sound/music etc so I should be able to help you.

**Vissavald wrote:**

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Sure, that would be great. If you link to the Russian sites is it easy for me to figure what I need to get?

**Vissavald wrote:**

EDIT: O, and I have 19 original DLR tracks in WAV format ☺

If you look in the War3 downloads page you'll see I have all the sound tracks to ROH and DLR ☺

KGB

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## Re: Warlords 2 Deluxe on WinXP

Posted by Vissavald - 09 Jan 2017 06:10

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### KGB wrote:

Let me know if you have any questions. I run War2 in DOSBox with sound/music etc so I should be able to help you.

Well, I run W2Deluxe simply by drag-n-dropping War2.bat onto DOSBox shortcut on my WinXP desktop (that DOSBox tutorial indicates as the easiest way to do, and it really is!), the game runs flawlessly - but with no sound at all. I guess I should do something with Setup sound options but with which Setup, War2's or DOSBox's I haven't figured out yet ☺

### KGB wrote:

Sure, that would be great. If you link to the Russian sites is it easy for me to figure what I need to get?

So here's the link. You should look into two sections where you'd see 2.2.2 and 2.2.5 numbers along with BIN/CUE/IMG letters ☺  
Then you click on two blue links Скачать файл (i.e. 'Download file'), that redirects you to the page where you select between torrent or HTML downloading, then you go to the bot-prevention/captcha page where you play with road signs or something ☺, and your downloading starts. No fear of viruses, Old-Games dot ru is the biggest site over the whole Net with old games distributives, bigger than Abandonia, Myabandonware and others, and they guard their reputation, so feel easy to click anywhere there ☺

(and they collaborate with GOG for some time already, and games there which you might purchase on GOG have GOG's reference links)

[www.old-games.ru/game/download/305.html](http://www.old-games.ru/game/download/305.html)

NOTE: Do NOT click on the FIRST section where you see 2.2.4, it's a rip-version with no sound and music, you need second and third ones.

### KGB wrote:

If you look in the War3 downloads page you'll see I have all the sound tracks to ROH and DLR ☺

Oh, of course, I've already laid my greedy hands on it as soon as I've found it out but 19 tracks I got are in WAV format, not in compressed MP3, so they are of much better quality, so I thought some sound-lovers might be interested in it. These tracks were ripped from game resources by the infamous Russian hackers (tm) and it seems there are some difference in number of tracks and in tunes themselves between your version and mine

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**Re: Warlords 2 Deluxe on WinXP**

Posted by KGB - 13 Jan 2017 02:18

Vissavald,

Thanks for the spam tip. I was busy for a couple of days and didn't see that post.

Did you get the sound working in War2? The setup you have to change is the one in War2. You'll need to select SoundBlaster as that's the default sound card that Dosbox provides. I recall that's all I needed to do.

Also thanks for the help with the Russian site. I'll grab a copy.

I am not sure why there are differences in the War3 sound sets. I didn't do either rip. Maybe the difference is the US vs European copy or maybe someone made a mistake. In truth, the tracks / tunes are directly accessible on the CD itself since the music did not install on the harddrive (lack of space back in 1997) so it should be really easy for anyone to rip a copy so it's hard to understand why anyone would make a mistake.

KGB

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**Re: Warlords 2 Deluxe on WinXP**

Posted by Vissavald - 13 Jan 2017 07:56

**KGB wrote:**

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are directly accessible on the CD itself since the music did not install on the harddrive (lack of space back in 1997) so it should be really easy for anyone to rip a copy so it's hard to understand why anyone would make a mistake.

KGB

Well, of course, it's not a 'rip' (my mistake), it's just tracks in WAV format as they used to be on any game CD in those times.

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## Re: Warlords 2 Deluxe on WinXP

Posted by Vissavald - 18 Jan 2017 13:48

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### **KGB wrote:**

Did you get the sound working in War2? The setup you have to change is the one in War2. You'll need to select SoundBlaster as that's the default sound card that Dosbox provides. I recall that's all I needed to do.

Well, it seems I've failed to get the sound working. The only file that gives me some kind of setup options is INSTALL.BAT (or .EXE, don't remember correctly), and it doesn't have any way to set the sounds, 'cause it has all its buttons but Exit greyed out, saying I has no sound card.

As for soundtracks, now I have *8 tracks of Warlords 2, 19 of Warlords 2 Deluxe, 18 of Warlords 3 RoH and 19 of Warlords 3 DLR, all in MP3 format, and all of them are with original titles, some are just numbers or kinda Ambient* , and others have unique names given by Steve.

So if someone would be interested in it - you are welcome!

(Warlords 2 Deluxe and both Warlords 3 RoH/DLR tracks also are present in WAV format).

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