## Pre-built VirtualBox VM w/ Win2000 & W3:DLR Posted by Batz - 01 May 2011 16:09 I have spent some time to build a clean install of Windows 2000 Pro (no service packs or updates). I removed programs that are not required and installed JZip (to allow Zip/Unzip). I chose Windows 2000 because: 1. It is the smallest version of Windows that can run properly on Virtual Box 2. Microsoft are unlikely to get too upset at the distribution of a 12 year old OS! 3. It is not possible to run Windows 98 on Virtual Box properly (it works on VMWare workstation though) Warlords 3: Darklords Rising is installed and then patched with the US v1.02 patch and then the 'No CD crack' is installed. I have compressed the resulting virtual hard disk file as much as I can and it comes to 372MB. I am prepared to share this on a request basis (preferably via a private torrent) and/or upload it to this site if admins are agreeable. All you need is to install Virtual Box and install it (on any current version of Windows). I have been testing it and it works great. There are a number of advantages to running in a VM. If people are excited by this idea then I will write some instructions and hints and tips into a page for this site.

Re: Pre-built VirtualBox VM w/ Win2000 & W3:DLR Posted by Klarote - 28 Dec 2011 21:02

Batz

Batz

When I try to check the eventlog in-game the game crashes to desktop. Is there a file that is corrupt or something that I would be able to replace without reinstalling the whole thing? I don't know if I'll actually be able to install it again either. I don't feel totally comfortable in the vm environment yet.

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Re: Pre-built VirtualBox VM w/ Win2000 & W3:DLR

Posted by Asgeir - 22 Mar 2012 19:47

I suggest setting at least 32mb video memory and 256mb ram (W2k2 settings). Default is 16/64.

Warlorders - warlorders.com

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Re: Pre-built VirtualBox VM w/ Win2000 & W3:DLR Posted by Batz - 23 Mar 2012 03:37
Hi guys, glad the VM I put together is proving useful to people. I have no problem with the Zip file being hosted at tihlde.org by Asgeir.
I never had any issues with the RAM, mine is set at 96MB with 16MB video (which I think is the default in my VM).
Aznagroth - are the issues you are getting with my VM or another one?
The crash when viewing the event log is a common bug that seems to have emerged over the last few years along with more custom scenarios like Divine Right and Myth. Whether these custom scenarios cause the problem is not clear. At one point I wondered whether it was caused by particular player's installs of W3 and I was hoping it would be possible to find out by playing a game with all players using my VM, if there were no crashes then it might explain something. To be honest, I quite like it when a game gets the 'corrupt event log' bug because I can not worry about checking it (which I tend to forget to do anyway!)
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