DxWnd and Warlords 3 DLR

Posted by Vissavald - 01 May 2017 13:11

I stumbled across this little program a couple of days ago. Did anyone experiment with it?

Honestly, I personally find virtual machines cumbersome and not very handy, so I'll try DxWnd instead (recently I gave up finally and installed Win7 on my old-school gaming desktop PC, mainly because the external 2Tb harddrive I got for storing games distributives doesn't work with WinXP).

sourceforge.net/projects/dxwnd/

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Re: DxWnd and Warlords 3 DLR

Posted by Vissavald - 03 May 2017 14:46

Well, seems it works perfectly so far (with -wincursor though, but there are so many settings in DxWnd, so I'll try to experiment with them to get the full-colored cursors maybe). And it may work fullscreen despite the screenshot.

I had not much time to give it a full walkthrough, so I'll keep the community informed about my trials.

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Re: DxWnd and Warlords 3 DLR

Posted by Vissavald - 05 May 2017 13:51

So, the mighty Italian sorcerer Ghotik (creator of DxWnd) has condescended to our prayers and manifested his power:

sourceforge.net/p/dxwnd/discussion/gener...hread/d149fdba/#65f7

All the few remaining sane and sober warlords are invited to witnessing and testing.

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Re: DxWnd and Warlords 3 DLR

Posted by Batz - 27 Aug 2017 23:11

Great job guys!

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Re: DxWnd and Warlords 3 DLR

Posted by Molotov - 29 Aug 2017 20:15

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thanks alot for finding this program

works like a charm

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