Can't unpack campaigns?

Posted by Fug - 15 May 2012 01:21

Hey there, glad I found this website. I first played DLR from a demo disk I got with a magazine back in the day - I think it was 1999-2000. Loved the game back then and recently when I was trying to find a way to play it again I was about ready to give up until I found this site and the download link at last citadel.

I've had remarkably few problems running the game under vista 64 bit - the graphics bug out sometimes on start up and it has crashed once. This game has really withstood the test of time and it is even better than I remember. The only thing that doesn't seem to work is unpacking custom campaigns. I downloaded a couple from this website but whenever I try to unpack them nothing happens - I just click the button and nada, zilch.

Has anyone else had this problem? I am just running the game from my documents folder because that is where it downloaded to, do I need to move the game files? It would be a shame if installing custom campaigns wasn't an option, because I've been fooling around with the editor and it seems very easy to use... I feel like I must be missing something. I've tried extracting the .w3c file to the main warlords directory and the campaign folder but it just doesn't seem to detect it.

Thanks for any help you can provide!

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Re: Can't unpack campaigns?

Posted by KGB - 16 May 2012 11:48

Fug,

How do you know they don't unpack? What are you running to unpack them? In your DLR folder you should see a program called war3cmpn. When you run that it should prompt you to unpack a campaign (which must be in your DLR folder). This is different from the War3ed program used to edit/unpack scenarios.

DO NOT move DLR from your My Documents folder. DLR needs to write data into it's folder. If you move it to Program Files it will fail because Vista does not allow programs to save save in the Program Files folder.

KGB

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Re: Can't unpack campaigns?
Posted by Fug - 17 May 2012 23:02

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KGB wrote:

Fug,

How do you know they don't unpack? What are you running to unpack them? In your DLR folder you should see a program called war3cmpn. When you run that it should prompt you to unpack a campaign (which must be in your DLR folder). This is different from the War3ed program used to edit/unpack scenarios.

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KGB

Right, I'm using the campaign editor. I extracted the .w3c file for the campaign to the darklords rising folder. Thing is, when I launch the campaign editor and click on the option to unpack, nothing happens. There are no prompts or status bar or anything, and the campaign does not show up in the game. The campaign editor seems to work fine for its other functions, but does not seem to detect the .w3c files it needs to unpack.

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Re: Can't unpack campaigns?
Posted by KGB - 18 May 2012 08:56

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Fug,

Fug wrote:

Thing is, when I launch the campaign editor and click on the option to unpack, nothing happens. There are no prompts or status bar or anything, and the campaign does not show up in the game. The campaign editor seems to work fine for its other functions, but does not seem to detect the .w3c files it needs to unpack.

In XP64 when I click on the unpack button I get a browse menu that starts in my Warlords folder. From there I select the w3c file of choice then unpack it.

The fact you are not getting the browse menu is the problem.

Now one thing I have done is place my DLR folder in the root directory. As in C:DLR. This may be important because when DLR was release long file names didn't exist so the 'My Documents' folder maybe an issue. You can try moving the folder and trying again. If that still doesn't get the browse button then you'll need to unpack on an XP machine and copy back using a thumb drive.

KGB

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