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

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

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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.

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