
Subject: Ja2 800x600 resolution version
Posted by [S-Vertal](#) on Fri, 13 Aug 2004 20:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi guys, I duplicate the topic from source code debates for everyone who don't visit that part of a forum.

Our guy made Ja2.exe with enlarged to 800x600 screen resolution.

English version is available here:

http://kermi.pp.fi/JA_2/Mods_Vanilla/800x600_Resolution/

See description at the http://kermi.pp.fi/JA_2/Mods_Vanilla/800x600_Resolution/ReadMeNow.txt

By Russian Ja community & S-Vertal

[Ja2.ru](#)

[Ja2.org](#)

Edit by Scheinworld:

- updated links for JA2 800x600 screen resolution mod

Subject: Re: Ja2 800x600 resolution version
Posted by [Tyco](#) on Sat, 14 Aug 2004 04:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thats great, only I can't unpack the files. Says somthing about broken header and unknown methods.

Im using WinRAR 2.60.

Subject: Re: Ja2 800x600 resolution version
Posted by [Aecho](#) on Sun, 15 Aug 2004 01:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Upgrade to version 3.30 and you should be fine.

Subject: Re: Ja2 800x600 resolution version
Posted by [grindedstone](#) on Tue, 17 Aug 2004 06:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

WARNING: This will screw up uc

Subject: Re: Ja2 800x600 resolution version

Posted by [Aecho](#) on Tue, 17 Aug 2004 18:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ofcourse. It's mend for regular JA2, not for any mods. (yet)

Subject: Re: Ja2 800x600 resolution version

Posted by [Batman](#) on Tue, 17 Aug 2004 20:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I started playing with the source code to see if I could accomplish this 800x600 display and seeing how much work is involved I have to compliment your group on achieving it.

I'm surprised that Sir-Tech didn't stick to using variables for the screen display and constantly referred back to the actually 640 x 480 resolution. Just thought this was very odd.

I'm sort of committed to it now so I have to see if I can accomplish it, but if you're interested to see how much work is involved, search for "640" and "1280" in the source code to see what is involved in just getting the 800 x 600 display. After that, realize that if you elect to move any of the screens you have to do that manually too.

Again, great job to those involved.

Subject: Re: Ja2 800x600 resolution version

Posted by [Shanga](#) on Tue, 17 Aug 2004 20:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've made this a featured topic, so it would stay on top of the thread.

Good job on the 800x600 version! I've tested it and the game behaves very well. I've previously played around with a 1024x768 version made by our whitehats, but at that resolution the screen refresh was screwed-up.

Subject: Re: Ja2 800x600 resolution version

Posted by [Tyco](#) on Tue, 17 Aug 2004 22:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, MOD-wise, all you have to do is use this EXE file to compile new item data with (and this is only an example, see) West's weapon editor.

Im wondering, since we have such a lot of screen now in the stratigic overview screen, we can increase the maximum number of mercs one can hire without using a scroll interface. Assuming this can be done, ofcourse.

Not likely, is it? 18 mercs per game is probably hard-coded.

Subject: Re: Ja2 800x600 resolution version
Posted by [pheloncab](#) on Wed, 18 Aug 2004 05:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

actually, what i wondered was since there are slots for multiple vehicles... could an RPC or 2 be coded as a vehicle that could 'MULE' items...
of course this could apply to any of the modifying source for improvement threads.. but at least on my laptop the 8x6 version just works so much better that here is where i am commenting..

otherwise: Thank you for the great improvement, This MOD/EXE change is a really great piece of work.

@tyco: am i reading your post right- that the weapon offsets etc are the same, so its just a matter of inputing the data files into the correct EXE?

Subject: Re: Ja2 800x600 resolution version
Posted by [StoneCold316](#) on Wed, 18 Aug 2004 22:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

@Tyco

So you're saying you need West's weapon editor to get this mod working for UC?

Subject: Re: Ja2 800x600 resolution version
Posted by [Tyco](#) on Wed, 18 Aug 2004 23:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually Batman's Desktop editor would be a far better choice, since it uses the latest version of the aforementioned utility.

All you have to do is painstakingly copy every item record from UC to the 800x600 EXE. I think theres an Export/Import in Batman's Desktop Editor that would make life easier.

Subject: Re: Ja2 800x600 resolution version
Posted by [Batman](#) on Thu, 19 Aug 2004 00:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't think this will work...

Subject: Re: Ja2 800x600 resolution version
Posted by [Tyco](#) on Thu, 19 Aug 2004 04:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well I tried to create a .txt using West's 4.1, but it doesn't recognise the 800x600 exe. I thought it might work because it supports JA2 1.12, but apparently the changes in the .exe are too much for the utility.

So Batman is absolutely right. It won't work.

Subject: Re: Ja2 800x600 resolution version
Posted by [Tyco](#) on Wed, 01 Sep 2004 02:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Speaking as someone who doesn't know how to work with a source code, how do I go about implementing 800x600 resolution in my own mod? Im asking because apparently this tweak causes the exe file to be unrecognisable by West's weapon editor, which means I can't mod the 800x600 exe file itself.

Subject: Re: Ja2 800x600 resolution version
Posted by [Vegeta2300](#) on Sat, 04 Sep 2004 02:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think the easiest solution would probably be to modify West's Editor, rather than go about additionally tweaking the exe. W4st's editor came with the source code, or at least the version I have here did. So if you know how to code (FYI I don't) it should be possible to modify it to recognize the exe and find the item data locations.

Regards,

Tobias

Subject: Re: Ja2 800x600 resolution version
Posted by [Tyco](#) on Wed, 08 Sep 2004 19:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I don't know how to modify the JA2.exe I sure as hell can't modify West's editor, now can I?

It is easier to get the editor to recognise a different game version, but then its only easy to someone who knows what to do, doesn't it?

Subject: Re: Ja2 800x600 resolution version
Posted by [Dagger](#) on Thu, 14 Oct 2004 04:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I couldn

Subject: Re: Ja2 800x600 resolution version
Posted by [atman](#) on Tue, 02 Nov 2004 07:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

working path:
http://www.ja2.org/files/ja2_800x600_setup_1.2_eng.rar

Subject: Re: Ja2 800x600 resolution version
Posted by [salparadise_coj](#) on Wed, 22 Dec 2004 05:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would someone mind walking this computer illiterate down through the process of getting the game fit the whole screen? I have the file listed above, I have WinRAR, I installed the above file, but what do I do now?

Subject: Re: Ja2 800x600 resolution version
Posted by [salparadise_coj](#) on Wed, 22 Dec 2004 05:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

NM! I worked it out, and I have to say that I am wicked impressed with the Hi-Res version of this game! Many thanks to those people who are far too good with computers for anyone's good

Subject: Re: Ja2 800x600 resolution version
Posted by [Fabre](#) on Sat, 08 Jan 2005 09:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, looking for a way to increase the res of JA2 I came accross this thread.

I installed the ja2_800x600_setup_en.rar on a JA2 gold patched to 1.12, seems to be working except that killed enemies doesn't drop any items anymore.

I tried emailing the author but the email bounced back.

Does any of you guys have any idea how to fix this?

Cheers

Subject: Re: Ja2 800x600 resolution version
Posted by [Snipe](#) on Sun, 09 Jan 2005 15:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would just like to say that the link to http://www.ja2.org/files/ja2_800x600_setup_en.rar is not

working. Where can I download this patch?
Thanx

Subject: Re: Ja2 800x600 resolution version
Posted by [dzeller](#) on Sat, 15 Jan 2005 19:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Downloaded it and it works perfectly. I don't think I will be able to play to JA2 in 640x480 resolution any more. Great job! :ok:

PS: I installed it on the French version of the game and most of the texts are part in French, part in English and part in Russian. I love globalisation

Subject: Re: Ja2 800x600 resolution version
Posted by [dzeller](#) on Mon, 17 Jan 2005 04:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by Fabre:

Hi, looking for a way to increase the res of JA2 I came accross this thread.

I installed the ja2_800x600_setup_en.rar on a JA2 gold patched to 1.12, seems to be working except that killed enemies doesn't drop any items anymore.

I tried emailing the author but the email bounced back.

Does any of you guys have any idea how to fix this?

Cheers I got the same problem using v1.2. I installed it on JA2 Gold v1.12. Problem is, if the enemies don't drop anything when killed, this makes the game extremely difficult...

Subject: Re: Ja2 800x600 resolution version
Posted by [Mravac Kid](#) on Mon, 31 Jan 2005 07:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am also unable to download the file.

I was able to download the Russian version after rummaging through the site a bit, but I still can't download the English version.

Is the filename correct?

Subject: Re: Ja2 800x600 resolution version
Posted by [Fabre](#) on Thu, 10 Feb 2005 12:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

file uploaded here

http://home.ripway.com/2005-2/258067/ja2_800x600_setup_1.2_eng.rar

sadly only 10 MB of daily transfer usage, so if you can get it wait 24h and try again.

/edit

if the above doesn't work try this

<http://data.over-blog.com/a../lib/3/1/19413/files/ja2-800x600-setup-1.2-eng.rar>

Subject: Re: Ja2 800x600 resolution version

Posted by [Nater](#) on Sun, 13 Feb 2005 01:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

i installed it last night and got an error... so I had to uninstall. Really sux for me. At the time JA2 came out you woulda thought they would have the option for 800x600 or even 1024x768, oh well.

Subject: Re: Ja2 800x600 resolution version

Posted by [KaraBenNemsi](#) on Thu, 03 Mar 2005 08:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry for crossposting but I posted this into another thread where it didn't really fit in. :naughty:

Subject: Re: Ja2 800x600 resolution version

Posted by [redfox_dm](#) on Tue, 15 Mar 2005 21:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uff.. I have offsets table and diff for WEdit 2.41, calculated for this 800x600 executable..

--- 2.41/ja2wedit.c Tue Mar 15 21:50:56 2005

+++ ja2wedit.c Tue Mar 15 22:31:29 2005

@ @ -1,11 +1,11 @ @

#include

-#define VERSION "V2.41"

+#define VERSION "V2.41+"

#define OLDHEADINGS 72

#define OLDHEADINGS2 73

#define HEADINGS 69

-#define MAXVERSIONS 17

```

#define MAXVERSIONS 18
#define MAXATTACH 8
#define MAXSUBDATA 7
#define DESC_SIZE 0x0448e0
@@ -36,6 +36,26 @@
};

struct offsets offsets[] = {
+   "V1.12/1.20HR (JA2 Gold - High Resolution)",
+   "data/binarydata/itemdesc.edt",
+   "data/binarydata/braydesc.edt",
+   0xA53F80FC,0xE15EEEEAF,0xE15EEEEAF,0xE15EEEEAF,
+   2732063,
+   0x221074,
+   0x22134c,
+   0x2213bc,
+   0x2213e8,
+   0x221448,
+   0x2215f0,
+   0x221618,
+   0x221664,
+   0x221680,
+   0x223b8c,
+   0x223c04,
+   0x24ccc4,
+   0x221f8a,
+   17,17,
+
+   "V1.12 (JA2 Gold)",
+   "data/binarydata/itemdesc.edt",
+   "data/binarydata/braydesc.edt",
@@ -388,6 +408,15 @@
};

struct attribtype attribtype[] = {
+/*   "V1.20", */
+   0x221680,0x0000,0x0045,0x001a,"Weapons",
+   0x21f450,0x0000,0x015e,0x0014,"All Items",
+   0x221d9c,0x0047,0x0076,0x0003,"Ammo Clips",
+   0x221e28,0x00a1,0x00c6,0x0003,"Armour",
+   0x221e99,0x0083,0x00a0,0x0007,"Explosives",
+   0x2638e0,0x0000,0x015e,0x0002,"Bobby Ray's",
+   0x263ba0,0x0000,0x0045,0x0002,"Bobby Ray's 2",
+
+/*   "V1.12", */
+   0x223610,0x0000,0x0045,0x001a,"Weapons",
+   0x2213e0,0x0000,0x015e,0x0014,"All Items",

```

Subject: Re: Ja2 800x600 resolution version
Posted by [redfox_dm](#) on Wed, 16 Mar 2005 09:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

New incarnation of WEdit 2.41 is done
HighRes executable now supported (for ex., I play with edited hires exe now:))

[url=http://fluffy_khv.narod.ru/wedit241p.zip]WEdit 2.41+ [/url]
Compiled with Borland CBuilder6 as static win32 console application, with pentium optimisation.

Subject: Re: Ja2 800x600 resolution version
Posted by [Shadow21](#) on Wed, 16 Mar 2005 17:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice dude but the link does not work

Subject: Re: Ja2 800x600 resolution version
Posted by [redfox_dm](#) on Thu, 17 Mar 2005 05:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by Shadow21:
nice dude but the link does not work It's a free hoster

Link to my home machine (slow, but it works)
WEdit2.41+

Subject: Re: Ja2 800x600 resolution version
Posted by [Shadow21](#) on Thu, 17 Mar 2005 06:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry to bother you again but the file seems to be corrupted? or is it just me?

Subject: Re: Ja2 800x600 resolution version
Posted by [Shadow21](#) on Thu, 17 Mar 2005 07:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

it works now was a problem related to winrar

Subject: Re: Ja2 800x600 resolution version
Posted by [redfox_dm](#) on Thu, 17 Mar 2005 08:26:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Shadow21, please refetch file. It was my fault.

I upload broken archive to my homepage (uff, naturally, here was a 6:23AM)

Correct file contains source and exe, and has 54509 bytes lenght. It's a ZIP archive

I have plans to support JA2:Wildfire ans Linux 1.06 versions. May be, in couple of days this work will be done ^)

Subject: Re: Ja2 800x600 resolution version

Posted by [KaraBenNemsi](#) on Thu, 17 Mar 2005 20:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks a lot redfox!

Will test it once I get time to play again. Too much work atm

Subject: Re: Ja2 800x600 resolution version

Posted by [Tyco](#) on Fri, 01 Apr 2005 17:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Redfox, you're a saint!

Only, I can't figure out how to use the file. Do I unpack it on a Wedit 2.41 install like an add-on or what?

Subject: Re: Ja2 800x600 resolution version

Posted by [redfox_dm](#) on Fri, 08 Apr 2005 07:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tyco, yes, it's only main executable, for replace original WEdit 2.41 exe.

Subject: Re: Ja2 800x600 resolution version

Posted by [Tyco](#) on Fri, 08 Apr 2005 18:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks, Redfox!

Now for another problem. The small images (mdguns.sti) are all mixed up if I use a MyWeapons.txt file from any other version. It works alright, and even the big images are correct, but the wrong small images are used. Anyone know why and how to fix this?

Subject: Re: Ja2 800x600 resolution version
Posted by [awatz](#) on Wed, 13 Apr 2005 04:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

can someone please make one for UC?

Subject: Re: Ja2 800x600 resolution version
Posted by [awatz](#) on Wed, 13 Apr 2005 04:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Ja2 800x600 resolution version
Posted by [Mravac Kid](#) on Mon, 18 Apr 2005 04:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The version Fabre posted installs, but points to a non-existent exe file... and the only change I see is the laptop wallpaper that says it's the hi-res version... did I miss something?

Subject: Re: Ja2 800x600 resolution version
Posted by [Fabre](#) on Mon, 18 Apr 2005 14:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mravac Kid you probably have the gold version, the patch was designed for the standard version. That's why it's pointing to a different exe.

if the patch worked and changed your ja2 to 800x600, your main menu would have a large red frame around it, like this

And if you do have the gold version, you should know that with this patch enemies don't drop items anymore.
Only work around I know of is to get the standard JA2

Subject: Re: Ja2 800x600 resolution version
Posted by [Mravac Kid](#) on Tue, 19 Apr 2005 06:02:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nope, I have an ancient 1.03 or something version.
I discovered I had a wrong file, I have no idea why. I installed it again, but now I get an error:
ja2.exe - Entry Point Not Found

The procedure entry point _AIL_set_3D_sample_float_distances@20 could not be located in the dynamic link library mss32.dll.

edit Nevermind, I realised I was trying to run the old exe file instead of the 800x600 one. Everything works just fine now, thanks.

Subject: Re: Ja2 800x600 resolution version
Posted by [Majek](#) on Tue, 26 Apr 2005 20:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i patched UC exe with this resolution patch and it kinda works. it's Ja2 with uC maps but still better than nothing.

Subject: Re: Ja2 800x600 resolution version
Posted by [Mr Green](#) on Sun, 03 Jul 2005 22:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey all, I'm kinda new to this forum but not new to Jagged Alliance.

Firstly I got the resolution patch to work and talk about insanely cool but I've had this constant problem with cracking JA2.exe.

I never need the cd to play, and on the cd is a patch called 1.07 so maybe i have 1.7 but it DOES say i have version 1.6 on the splash screen but i cant use weedit properly or anything else that requires ja2.exe to be cracked.

I've tried Weedit the old version, the updated one for the larger resolution size and the program batman made but then...

I've managed to view the weapon stats from the old ja2 resolution size exe file using weedit. But when i try to edit them and use them for the 800X600 version nothing has changed. I've downloaded the new weedit exe file and used that but theres still no difference in the stats.

Can someone help me here?

Subject: Re: Ja2 800x600 resolution version
Posted by [Mr Green](#) on Sun, 03 Jul 2005 22:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh and sorry, where is the file im supposed to crack using the "unsafedisc" utility? I've looked everywhere I don't have a clue

Subject: Re: Ja2 800x600 resolution version
Posted by [Druaga](#) on Mon, 18 Jul 2005 05:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

For all of those who complained that v1.12 (gold) when combined with the 800x600 patch caused enemies to stop dropping equipment, I have found a fix. Well, not really a fix, more of a blatant option that wasn't properly selected. In the preferences/options menu, at the bottom left of the options, is an option called "Drop all items". Either the enemy drops nothing, or you can select this and have him drop everything.

Now to wait for someone to figure out how to get Dvornik's CTH calculator and various fixes patch working with the 800x600 version.

Subject: Re: Ja2 800x600 resolution version
Posted by [dzeller](#) on Mon, 18 Jul 2005 17:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Originally posted by Druaga:

For all of those who complained that v1.12 (gold) when combined with the 800x600 patch caused enemies to stop dropping equipment, I have found a fix. Well, not really a fix, more of a blatant option that wasn't properly selected. In the preferences/options menu, at the bottom left of the options, is an option called "Drop all items". Either the enemy drops nothing, or you can select this and have him drop everything. I've already tried that but it completely ruins the balance of the game, particularly with the weapons...

Subject: Re: Ja2 800x600 resolution version
Posted by [Druaga](#) on Tue, 19 Jul 2005 02:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Simple. Just don't pick them all up. Make an oath to yourself to pick up every third enemy's items. Or throw all of the weapons in the water so you can't ever get any. Or just leave them on the ground. Or just pick up the ammo. Just because it drops doesn't mean you have to use it all, remember. Personally, I like how they drop everything, it makes it more fun for me to organize all of the loot and equip my squad.

Subject: Re: Ja2 800x600 resolution version
Posted by [dzeller](#) on Wed, 20 Jul 2005 00:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

You want me to leave a C7 or a FN-FAL on the ground and not pick it up???? Are you insane???
:headbanger:

Subject: Re: Ja2 800x600 resolution version
Posted by [Maddog](#) on Mon, 15 Aug 2005 02:16:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does this work with Wildfire?

Subject: Re: Ja2 800x600 resolution version
Posted by [Sophos](#) on Fri, 02 Sep 2005 19:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Or Deidranna Lives? The Menu is like the old one but it's seems to be ok, only lockboxes display as cassettes :s Don't know if there are more of this issues.

Subject: Re: Ja2 800x600 resolution version
Posted by [Lejardo](#) on Sat, 17 Sep 2005 18:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's a 1024 version of JA2...almost finished.
http://www.ja-galaxy-forum.com/ubb/ultimatebb.php?ubb=get_topic;f=21;t=000539

Subject: Re: Ja2 800x600 resolution version
Posted by [gmonk](#) on Mon, 19 Sep 2005 07:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I posted in the other thread. Is it possible to add this into the 1.13 code? How much work would be involved in adding selectable screen resolutions?

Subject: Re: Ja2 800x600 resolution version
Posted by [Kaiden](#) on Mon, 19 Sep 2005 09:02:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

gpmg, LOTS of work. I'd like to make it optional, and if that is done, then we can't do things like increase squad size from 6 to 10 like what is done in the 1024x768 mod.

But if we went middle of the road, 800x600 and made it hard coded so you couldn't pick your resolution, we might be able to add stuff like that in the future.

Then again, given time, we might be able to figure out how to make squad sizes variable depending on resolution, but either way it will be far down the road.

Subject: Re: Ja2 800x600 resolution version
Posted by [Lejardo](#) on Tue, 20 Sep 2005 00:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I Agree.

I don't think "selectable screen resolutions" is possible, for I'm just begin beta test of the JAO(as above ,it's 1024x768), contain two files: one is the main exe named ja2OMEGA.exe about 2.7Mb, the other is a custom Ambient.slf about 71Mb...

As kaiden said, I don't think "selectable screen resolutions" is REALLY needed...at least I will not do that.

Maybe someone else...

Subject: Re: Ja2 800x600 resolution version
Posted by [Majek](#) on Tue, 20 Sep 2005 01:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i think 800x600 is enough as is a squad of 6 people. but that's just me.

Subject: Re: Ja2 800x600 resolution version
Posted by [gmonk](#) on Tue, 20 Sep 2005 21:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I figured it would be an insane amount of work to rewrite that. I was kinda drooling over the wide viewport of the high res version.

Subject: Re: Ja2 800x600 resolution version
Posted by [strangedesires](#) on Sat, 17 Dec 2005 19:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello all you hard working people!

I'm diligently playing JA2 for the 3rd time (plan to go all the way to get the B****! to warm up for JAUC).

But can't stop thinking about the 800x600 screen .. how i would love to see more of the game on my laptop and all.

(looks like a lil box now)

Anyone have a link to the rar file mentioned in this thread? All of em are broken as of Dec 16 2005.

Help. Pls. My eyes are going nuts.

Subject: Re: Ja2 800x600 resolution version
Posted by [Bra'tac](#) on Sun, 18 Dec 2005 16:11:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea hey someone upload the file again, I've never seen it. Sounds interesting.

Subject: Re: Ja2 800x600 resolution version
Posted by [JohnnyK3886](#) on Tue, 07 Feb 2006 08:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there any way to make this fully functional for UC? It's such a magnificent mod, I hate to see it done on such a small screen.

PS: This is an awesome forum. I've played the role of silent observer for around a year and a half, maybe more. Finally joined. You guys know your stuff.

Subject: Re: Ja2 800x600 resolution version
Posted by [JURAJURA](#) on Mon, 13 Feb 2006 04:31:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

any chance of working link guyz?

Subject: Re: Ja2 800x600 resolution version
Posted by [Kaiden](#) on Mon, 13 Feb 2006 12:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well... You can always try the 1.13 mod, it has 800x600 and 1024x768 resolutions, the screens are not all done yet, but most of them will be done for the next release.

And a UC hybrid is in the works for 1.13. I beleive they are getting real close to something releasable.

Subject: Re: Ja2 800x600 resolution version
Posted by [oltimer](#) on Sat, 18 Feb 2006 18:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi folks.Could someone please send over the 600x800 english version at
atul(dot)id(at)gmail(dot)com. Thanks.

Subject: Re: Ja2 800x600 resolution version
Posted by [mark_kelly_777](#) on Fri, 02 Jun 2006 03:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK!? Can I get a GOOD Working Link, I check in alot here, but it would be best to directly send
me the link to the following e-mail...
mark_kelly_777@hotmail.com

Thanks alot!

Subject: Re: Ja2 800x600 resolution version
Posted by [izhevsk](#) on Sat, 15 Jul 2006 11:04:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

None of the dl links work for me. If someone could send it via email Id really appreciate it. Also I
play wildfire so would it be very difficult to modify the exe to work for it?

Subject: Re: Ja2 800x600 resolution version
Posted by [Apocalypse](#) on Sun, 16 Jul 2006 05:56:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

IMO, there's no point in downloading this anymore. Just get the 1.13 mod, it includes a module
for changing your game resolution; as well as numerous AI and bug fixes. If you get bugged out
by all the item additions, just use the normal setting.

Plus, this dosen't work if you need the miles sound fix, because it overwrites that sound file.

Subject: Re: Ja2 800x600 resolution version
Posted by [Will Gates](#) on Wed, 24 Jan 2007 00:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please please please can somebody e-mail me the old stand alone 800 x 600 patch. Tis very
important for my mod to be acceptable to those used to viewing at greater resolutions. The whole
thing will be ported into 1.13 at some point in so much as it can but in the meantime that older
patch would be a godsend... somebody must have kept a copy of it surely no?

Subject: Re: Ja2 800x600 resolution version

Posted by [shed23](#) on Wed, 24 Jan 2007 03:37:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Will Gates.

I do believe that I have this file!!

E-mail me - in my profile, and I will send it to you.

Regards.

Subject: Re: Ja2 800x600 resolution version

Posted by [Will Gates](#) on Wed, 24 Jan 2007 17:26:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Done & I thank you.

Subject: Re: Ja2 800x600 resolution version

Posted by [shed23](#) on Wed, 24 Jan 2007 21:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Will Gates.

Sent as of 2mins ago.

Regards.

Subject: Re: Ja2 800x600 resolution version

Posted by [Will Gates](#) on Thu, 25 Jan 2007 16:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah! it works alright. You are a star. Keep hoarding, build the archive! Not compatible with my mod work though coz items and strategic map editors don't recognise the exe. I might make a hybrid which uses the maps, profdat etc but not the SME or IE. Dunno as it would only make limited sense.

Subject: Re: Ja2 800x600 resolution version

Posted by [shed23](#) on Thu, 25 Jan 2007 18:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Will Gates.

Pleased it worked out for you!!

I will keep hoarding - promise.

I would love to be able to send all I have to some form of 'repository' here at Bearpit, but there is no facility for this, as of yet.

I would not be able to 'upload', as my server is limited. But I would certainly burn the lot to disk and send it 'snail-mail' so that it is then free for all to use.

I hope Bearpit sees this, and can sort something out.

Regards.

Subject: Re: Ja2 800x600 resolution version
Posted by [Will Gates](#) on Mon, 29 Jan 2007 17:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Earlier in the thread some technical genius tried to explain how to get w-edit to work with the 800x600 patch. Any chance somebody has made this version of w-edit? Also how would I get sm-edit to work with the 800x600 exe? Trying to make a hybrid with my mod... a compromise solution so far but it looks good and plays well though setting the drop everything to on was a mistake imho! I mean what the hell am I meant to do with 5000 plus items?

Subject: Re: Ja2 800x600 resolution version
Posted by [Will Gates](#) on Mon, 29 Jan 2007 22:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

REDFOX-DM is the person I mean... made a 2.41? w-edit version for the Hires... anybody have it?

Subject: Re: Ja2 800x600 resolution version
Posted by [Will Gates](#) on Tue, 06 Feb 2007 13:06:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

& the new board seems to have hidden this thread so I'm pinging this in to bring it up again.

Please somebody tools that work with the 800 x 600 exe.

Subject: Re: Ja2 800x600 resolution version
Posted by [the scorpion](#) on Tue, 06 Feb 2007 15:23:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

don't think there are any, if there were, there would've been mods as well

Subject: Re: Ja2 800x600 resolution version
Posted by [Will Gates](#) on Tue, 06 Feb 2007 16:27:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's a W-Edit from Russia works with it; not able to locate so far... was an idea to make my mod work at this resolution as a kind of hybrid... I love seeing more of the map. Can't wait to finish the work in hand so can get into 1.13 and all that.
