Subject: KOTOR 1&2 on Win 7?
Posted by smeagol on Sat, 03 Oct 2015 14:15:56 GMT
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Well, the guys on the IRC already took part in my rant about Knights of the Old republic... time to share the love...

I bought this yesterday for a mere 10 € in a bundle pack (Knights 1 and 2), the so called collection. Back of the packaging clearly says: OS required: win 7. Turns out, that this is actually a blatant lie.

Not even the fixes / patches, which are easily found, as it seems to be a common problem with this game, seem to work (neither does the no-cd exe that is available online).

So... anyone got any experiencce on how to get this to run under win 7? And yes, I tried compatability set to win xp sp 2, run as admin, delete the intro vids, yadda yadda yadda... I'm running out of ideas, googling the problem yields 800.000 hits.

Makes you wonder, why they actually put this on retail (and actually say it works with win 7 right on the box). What a rip off...

Subject: Re: KOTOR 1&2 on Win 7?
Posted by Slax on Sat, 03 Oct 2015 17:11:03 GMT
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May have a fix for you in about 12 hours. Gonna redownload the games and do some testing. Check back in 12 hours.

Subject: Re: KOTOR 1&2 on Win 7?
Posted by Gambigobilla on Sat, 03 Oct 2015 23:26:19 GMT
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I only had problems with mouse. disabling "hardware mouse cursor" and disabling steam overlay solved my problem. Probably it's not the same problem but i wanted to share it in case anybody else has that problem. Also it seems disabling steam overlay fixes many things, if you haven't tried it, give it a go.

Subject: Re: KOTOR 1&2 on Win 7?
Posted by Slax on Sun, 04 Oct 2015 05:53:55 GMT
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Compatibility mode just breaks the cd/dvd-check for me. Games won't even run. Stops with a

dvd-check error.
I got the second game to run with these files and the second DVD mounted to a virtual drive. Changing graphics settings in-game caused the game to stutter for a while but other than that it seemed to run fine.

First game plays the intro movies and then minimizes permanently. Compatibility mode just breaks the copy protection. I'll keep trying.

EDIT: More testing. First game decided to start running for whatever reason. Prone to crashing and breaks the desktop if I try changing any other graphics setting than the resolution but it runs. Used these files. No compatibility settings used. First DVD mounted.

Seems like a magic 8-ball. Sometimes you get what you want. Sometimes you get screwed.

Subject: Re: KOTOR 1&2 on Win 7?
Posted by smeagol on Sun, 04 Oct 2015 08:58:49 GMT
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Gambigobilla wrote on Sun, 04 October 2015 01:26I only had problems with mouse. disabling "hardware mouse cursor" and disabling steam overlay solved my problem. Probably it's not the same problem but i wanted to share it in case anybody else has that problem. Also it seems disabling steam overlay fixes many things, if you haven't tried it, give it a go.

I have a non-steam version, though.

Subject: Re: KOTOR 1&2 on Win 7?
Posted by smeagol on Sun, 04 Oct 2015 13:56:52 GMT
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I received the tip to set up a virtual machine based XP. However, I have no clue to actually do that on my win 7 home version... looks like win 7 premium auto includes that option... argh!

Subject: Re: KOTOR 1&2 on Win 7?
Posted by johnson on Sun, 04 Oct 2015 15:37:02 GMT
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smeagol wrote on Sat, 03 October 2015 16:15retail (and actually say it works with win 7 right on the box).
smeagol wrote on Sun, 04 October 2015 10:58
I have a non-steam version, though.

Are you sure you have the latest version of the game? There is the original from 2005 and there is the recently patched 2015 version, which presumably added support for WIN7. I am not sure if there is a retail version of it, usually its just comes on steam or GOG, in either case all those old

no-CD cracks won't help you.

If you are using the later, usually such non-remastered updates just amp the the effects which can fail opengl checks on low end PCs or laptops.

Subject: Re: KOTOR 1&2 on Win 7?
Posted by Slax on Sun, 04 Oct 2015 18:37:27 GMT
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This is what you want, smeag. https://www.virtualbox.org/
You'll figure it out. And grow some gray hairs in the process. Working with this stuff is crazy tedious and annoying.

I'd suggest a bootable XP ISO on a USB stick or just mount the ISO via virtualbox.

Subject: Re: KOTOR 1&2 on Win 7?
Posted by smeagol on Mon, 05 Oct 2015 16:13:48 GMT
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Yeah, I got virtualbox yesterday which already includes a working XP (which is kinda neat, actually). Good thing is, that it in fact does work for the 1997 Jedi Knight (wohooo!). I didn't manage yet to get KOTOR running with it, but I have slightly higher hopes that it will eventually run with the correct settings.

Subject: Re: KOTOR 1&2 on Win 7?
Posted by Slax on Mon, 05 Oct 2015 19:38:58 GMT
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Any idea which XP comes with virtualbox? (Last played around with it some 2 years ago so I only have some vague memories.) I imagine that it's some minimal variant and that might cause problems. Might have to update DirectX and all of that mess.
Ah well. Always expect 24 hours of troubleshooting any time you wanna do something with a virtual Windows machine. 3D graphics will likely be the biggest culprit.

My condolences.

Did you try the exes I linked? Me being able to run the games with those files without any compatibility fixes boggles my mind.