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Subject: Hardware past 2010 + modern windows crashes/freezes.

Posted by [utops](#) on Wed, 12 Oct 2016 09:58:48 GMT

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Hi,

So im all about those freezes on fairly modern hardware and windows 8,8.1,10.Build 4870 works ok,no crashes at all but 7609 and 8246 freezes.There is two types freeze on those builds:Game completely stop only music plays and second case is menus,cursor,strategic map works but game engine gives one animation frame and stop and you can still save game and load after game restart without problem.So what i want to say without being too offensive is to clean up code,pinpoint problem for now instead adding new features.

My specs:

i5-3210m

intel hd 4000

windows 10

Wine dll fixes + windows xp SP3 compatibility mode are checked.I tried different option there,but this not helping at all.

Some time ago noticed that checked affinity to one core on ja.exe makes game crash less,but it is too jerky and slow to play it in that state.

Cheers.

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Subject: Re: Hardware past 2010 + modern windows crashes/freezes.

Posted by [Flugente](#) on Wed, 12 Oct 2016 18:02:40 GMT

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Did you check whether /Docs/Windows Compatibility Fixes help?

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Subject: Re: Hardware past 2010 + modern windows crashes/freezes.

Posted by [utops](#) on Thu, 13 Oct 2016 12:37:00 GMT

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I was missing full screen registry key fix.Now it's on,but i can't alt + tab now after game crash and freezes are still there less frequent but not gone completely.Overall game runs faster and smoother more stable but after crash i must ctrl alt delete to logout user and login again to get in to desktop.

So there is still more place for improvement.

Thx.

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Subject: Re: Hardware past 2010 + modern windows crashes/freezes.

Posted by [ratpaz](#) on Thu, 13 Oct 2016 16:59:29 GMT

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This let me think how it is possible that the game run so much better with Wine under Linux than Windows 10...thanks God the game run almost perfect under Windows 7.

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Subject: Re: Hardware past 2010 + modern windows crashes/freezes.

Posted by [silversurfer](#) on Thu, 13 Oct 2016 18:59:25 GMT

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Unfortunately some of the tools aren't running under Windows 10 anymore as well because Windows 10 is missing some important files. The NPC editors are an example of that.

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Subject: Re: Hardware past 2010 + modern windows crashes/freezes.

Posted by [utops](#) on Fri, 14 Oct 2016 14:25:02 GMT

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Probably the way ui rendering goes to support all those desktop metro applets conflict with older direct x games and it hurts my back ;].Micosoft should make possible to run win32 desktop env in fashion of older 9x/2000 classic shell like in winXp/Vista/7.But this not gonna happen i guess.

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