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Subject: Bugged Airspace View  
Posted by [Deadman](#) on Mon, 20 Mar 2017 15:03:03 GMT  
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i never solved the Problem (i thought i did back then but it didnt)

im running :  
Win 10 64bit  
Ja 2 Gold 1.13 + SCI\_Unstable\_Revision\_8390\_on\_GameDir\_2362  
Wind 8&10 Fix ( 3.ddl + Win8\_10\_FullScreen\_RegistryFix)

With the .dll's game runs good but i have a messed Airspace view.

back then i removed the .ddl's and had a normal Airspace View but the Game then laggs.

I playd Ja2 Wildfire on Steam and it is running good (except the game crashes at certain points which is just the games fault) and has normal Airspace view.

maybe by now people know about this and have a solution? :a

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Subject: Re: Bugged Airspace View  
Posted by [silversurfer](#) on Mon, 20 Mar 2017 15:16:18 GMT  
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Only solution for me was to remove the dlls and only use the registry fix for Win8/10. Right now there is nothing more you can do.

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Subject: Re: Bugged Airspace View  
Posted by [grim](#) on Mon, 20 Mar 2017 20:09:12 GMT  
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Yes you can, or at least it worked for me :

DecadentI found a solution that is working on Windows 10:

Installed  
Microsoft Visual C++ 2005 Redistributable Package (x86)  
Microsoft Visual C++ 2008 Redistributable Package (x86)

The only confusing part was that both downloads from Microsoft have the same name 'vcredist\_x86.exe'

Working in fullscreen mode, exits without freezing, no crashing.  
Source : JA2 1.13 Windows 8.1 -- Consistent Freezes

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Subject: Re: Bugged Airspace View  
Posted by [Deadman](#) on Mon, 20 Mar 2017 22:37:42 GMT  
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Thank you for the quick answer.

I have now Visual C++ 2005,2008,2010,2012,2013,2015!  
Deleted the 3 dll's.

So Far its running goood! but: why is the southeast of the map not red? is this a new feature?

Do you guys have a flickering too? Played 5 mins. Happend once in Map View(the screenshot), very fast, 3-4 times, between the Game and Windows-Desktop. nothing Critical (i hope)

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Subject: Re: Bugged Airspace View  
Posted by [silversurfer](#) on Tue, 21 Mar 2017 01:23:21 GMT  
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Distance based SAM coverage is a rather new feature.

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Subject: Re: Bugged Airspace View  
Posted by [Tyxe](#) on Sat, 25 Mar 2017 10:15:05 GMT  
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Quote:im running :  
Win 10 64bit  
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Wind 8&10 Fix ( 3.ddl + Win8\_10\_FullScreen\_RegistryFix)

With the .dll's game runs good but i have a messed Airspace view.

back then i removed the .ddl's and had a normal Airspace View but the Game then lags.

I believe it's because you have not apply correctly the Win8\_10\_FullScreen\_RegistryFix.reg file.  
I had the same issue but i discovered what i was doing wrong.  
The path indicated in my exe is C:\GAME\JaggedC\Jagged Alliance 2\JA2\_8396.exe  
But in the Win8\_10\_FullScreen\_RegistryFix.reg file i had to write C:\\GAME\\JaggedC\\Jagged Alliance 2\\JA2\_8396.exe

With a single \ instead of \\ it don't work.

You can then remove the .dll and the game will run without lag with the correct helicopter view.

Also when you change your jagxxxx.exe you have to do it again for the new path.

The big drawback is that now my game crash when i alt-tab...so what's better : no helicopter view but the possibility to alt-tab or the other way...

Visual C++ 2005,2008,2010,2012,2013,2015 did not work for me.

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Subject: Re: Bugged Airspace View

Posted by [Deadman](#) on Mon, 27 Mar 2017 13:03:15 GMT

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my Path: D:\Games\Jagged Alliance 2 Gold  
my Win8\_10\_FullScreen\_RegistryFix.reg file:

Windows Registry Editor Version 5.00

```
[HKEY_CURRENT_USER\Software\Microsoft\Windows  
NT\CurrentVersion\AppCompatFlags\Layers]  
"D:\Games\Jagged Alliance 2 Gold\ja2.exe"=~ DWM8And16BitMitigation  
Layer_ForceDirectDrawEmulation 8And16BitAggregateBlts"
```

Depri build has only ja2.exe, no Numbers, only ja2\_8390\_Editor and ja2\_8390\_UB.

When i Alt-Tab or hit the Windows key my game crashes too.(every now and then instead of alt+s, i hit windowskey+a, :d ) Cant go back to it. And as mentiond i have the flickering in the Map Menu. but everything else is fine. heli view is more important for me^^.

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Subject: Re: Bugged Airspace View

Posted by [Ravenlord](#) on Mon, 27 Mar 2017 20:37:46 GMT

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I can get both to work if I

-use windowed mode

-set flags to "~ DWM8And16BitMitigation HIGHDPIAWARE 16BITCOLOR

Layer\_ForceDirectDrawEmulation 8And16BitAggregateBlts"

-delete the extra DLLs (ddraw, libwine, wine3d)

Graphics work, game is fast, alt-tabbing mostly works. It's not totally full screen, but I set it so large it's almost borderless.

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