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Subject: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Sun, 10 Sep 2017 20:31:16 GMT  
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Since my old computer decided to die, I now have a new one. One that has Windows 10 :e . I'm currently getting everything back to running, but I now have an issue with JA2.

The game requires a colour depth of 16bpp. On the old machine, I simply set that for my system, which worked fine (apart from Origin deciding to not accept that without even a hint, which made tracking that bug a tad harder than it had to be). It seems I can no longer do that in Win10. I can solve that by setting the compatibility option on the exe, but that does not work when I try to start a new instance from VS2017. I can start the exe by hand and then attach the debugger to it, but that is not only unwieldy, it would mean I would be unable to debug stuff happening at the very beginning of an exe start... like reading xmls.

So my question is: how can I start a fresh compiled debug exe from VS on Windows 10?

Edit: To clarify, I am not talking about applying the win10 fix .dlls (they don't affect this issue, and make airspace look weird) or the registry fix, which has to be run for every exe, which is unreasonable if one builds different exes for several build locations.  
I am also not referring to the 'set cpu affinity fix', as this isn't the issue here.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [ElecMS](#) on Sun, 10 Sep 2017 21:21:43 GMT  
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Have you found a fix for this?

Really appreciate all of your modding work!

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [RoWa21](#) on Sun, 10 Sep 2017 21:22:35 GMT  
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You could add a thread sleep for about 10 seconds at the main function and then attach the debugger to the exe.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [silversurfer](#) on Mon, 11 Sep 2017 09:32:45 GMT  
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Hi Flugente,

I use a simple approach. In my project configuration I have set the release build to create a JA2\_EN\_Release.exe and the debug build to create a JA2\_EN\_Debug.exe and so on. The fixed names are only important for the registry settings. In the registry I have imported the following:

Toggle Spoiler  
Windows Registry Editor Version 5.00

```
[HKEY_CURRENT_USER\SOFTWARE\Microsoft\Windows  
NT\CurrentVersion\AppCompatFlags\Layers]  
"E:\JA2\JA2.exe"=~ DWM8And16BitMitigation 16BITCOLOR Layer_ForceDirectDrawEmulation  
8And16BitAggregateBlts"  
"E:\JA2\MapEditor.exe"=~ DWM8And16BitMitigation 16BITCOLOR  
Layer_ForceDirectDrawEmulation 8And16BitAggregateBlts"  
"E:\JA2\JA2_EN_Debug.exe"=~ DWM8And16BitMitigation 16BITCOLOR  
Layer_ForceDirectDrawEmulation 8And16BitAggregateBlts"  
"E:\JA2\JA2_EN_Release.exe"=~ DWM8And16BitMitigation 16BITCOLOR  
Layer_ForceDirectDrawEmulation 8And16BitAggregateBlts"  
"E:\JA2\MapEditor_EN_Release.exe"=~ DWM8And16BitMitigation 16BITCOLOR  
Layer_ForceDirectDrawEmulation 8And16BitAggregateBlts"
```

No additional DLLs are needed and the game works in both full screen and windowed mode. I know it's not an ideal solution but if you can stick to a few file names it should work for you too.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Mon, 11 Sep 2017 10:31:37 GMT  
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Yeah, after a bit of googling I came to the conclusion that silversurfer's solution is likely the easiest solution. Since I have (or will have) ~6+ different installs to work on, it might be easiest to throw in some sort of regexp and essentially set those options on any .exe in specified subfolders.

I was just hoping that the compatibility stuff could be set via command line (doesn't seem that way), and that command line arguments could be added to our VS configuration stuff (that's probably possible. Or even some way to have all that built-in, that way users wouldn't have to solve the problem to begin with.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [The\\_Bob](#) on Mon, 11 Sep 2017 12:40:22 GMT  
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I got this to work by manually setting this for each file in the compatibility tab of file properties window. In order for 16bpp compatibility setting to take effect for VS debugger I had to hit the "Change settings for all users" button at the bottom of the window.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Mon, 11 Sep 2017 19:38:28 GMT  
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Hmm. silversurfer, should that work when starting from the debugger? Because it doesn't seem to work for me... Bob's solution also does not work from there.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [silversurfer](#) on Mon, 11 Sep 2017 21:07:58 GMT  
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Yes, I can start the debug exe from the debugger just fine and it runs smoothly as it's supposed to be. I still use VS2010 whereas you are using a newer version I believe?

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Mon, 11 Sep 2017 23:28:05 GMT  
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Well, I'm using VS2017. There were some compile errors as well due to the change, but I can fix those, the 16bpp problem is now the only remaining issue.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [silversurfer](#) on Tue, 12 Sep 2017 07:27:01 GMT  
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I didn't adjust too much in the project configuration, just the file names and working directory IIRC.

In the end it has to match what is configured in the registry. My "JA2\_EN\_Debug.exe" is created in "E:\JA2" along with the ilk and pdb files. This is the working directory. Registry settings are also for "E:\JA2\JA2\_EN\_Debug.exe" so it matches. Can you start the freshly compiled debug exe manually outside of VS?

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Tue, 12 Sep 2017 10:21:01 GMT  
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That is pretty much what I have. After using your .reg method, I can start the debug exe manually just fine - it's just the start from VS with debugger (as in pic in first post) that does not work.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [The\\_Bob](#) on Tue, 12 Sep 2017 11:26:14 GMT  
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Are you running JA2 and VS as admin? I'm on the VS2015 Community.

Also, just to be sure, the compat settings path based, so you shouldn't need to set them for every new exe.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [silversurfer](#) on Tue, 12 Sep 2017 12:06:00 GMT  
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I'm running VS and the game with my normal restricted user account (disabled UAC). JA2 and VS2010 don't require admin rights. If VS was started with a different user the registry method will not work because the registry entries are for "Current\_User" so you'd have to import the settings for both users.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Wed, 13 Sep 2017 19:08:18 GMT  
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I've started VS2017 as admin, but this does not change the behaviour. I've also set the exe to run as admin, still does not work when started from VS. I can also not start the thing from VS if I want to start without debugging. So... I'm kinda lost here.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [GiantBasher](#) on Fri, 15 Sep 2017 22:32:47 GMT  
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Any luck with this?

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Sat, 16 Sep 2017 09:26:35 GMT  
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Nope. Additionally, edit & continue seems to behave worse for me than it did before (likely some settings I have not yet found), so coding is kinda tedious atm.

I also have weird behaviour of the game. Whenever the game is active and I select another windows application, the game loses focus, but is still displayed on top of other applications, which means that I click on the game but actually click on whatever is behind it, which is

unfortunate. Not sure where that can be changed, as no other program seems to behave that way.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [The\\_Bob](#) on Sat, 16 Sep 2017 10:47:04 GMT  
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Welcome to Windows 10 :d I see you're having a great experience, rest assured, it only gets better :p

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [silversurfer](#) on Sat, 16 Sep 2017 11:32:18 GMT  
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Flugente wrote on Sat, 16 September 2017 11:26

I also have weird behaviour of the game. Whenever the game is active and I select another windows application, the game loses focus, but is still displayed on top of other applications, which means that I click on the game but actually click on whatever is behind it, which is unfortunate. Not sure where that can be changed, as no other program seems to behave that way.

Yes, that behaviour sucks but you can get around it by clicking on the game icon in your Windows task bar which will minimize the game. Click again to bring it back to the front.

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Subject: Re: Ja2 1.13 win10 start from VS  
Posted by [Flugente](#) on Sat, 16 Sep 2017 12:50:11 GMT  
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Oh, I know that. I still haven't gotten used to it though.

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