
Subject: Mechwarrior 2 Mercenaries

Posted by [Jerad2142](#) on Mon, 09 Jul 2007 02:39:47 GMT

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Well sorry for the flash back, but I have the urge to play this game again. But it would seem that it is not compatible with XP (go figure). But after some research I found out about this patch, its called "mech2.py" but all the links are broke, so I was wondering if anyone had a copy of it on their computer.

Subject: Re: Mechwarrior 2 Mercenaries

Posted by [Oblivion165](#) on Mon, 09 Jul 2007 02:59:06 GMT

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You should know to come to the oby for stuff like this.

Attached:

File Attachments

1) [TitaniumPatch.exe](#), downloaded 87 times

Subject: Re: Mechwarrior 2 Mercenaries

Posted by [Viking](#) on Mon, 09 Jul 2007 04:48:31 GMT

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Oblivion165 wrote on Sun, 08 July 2007 21:59 You should know to come to the oby for stuff like this.

Attached:

You have like 100 500GB HDD's full of this crap don't you?

Subject: Re: Mechwarrior 2 Mercenaries

Posted by [Oblivion165](#) on Mon, 09 Jul 2007 05:12:23 GMT

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Nah, just over a terrabyte.

Subject: Re: Mechwarrior 2 Mercenaries

Posted by [Viking](#) on Mon, 09 Jul 2007 05:21:54 GMT

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Oblivion165 wrote on Mon, 09 July 2007 00:12 Nah, just over a terrabyte.

Subject: Re: Mechwarrior 2 Mercenaries
Posted by [Oblivion165](#) on Mon, 09 Jul 2007 11:56:50 GMT
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Well its not like its in one drive or anything, This laptop is 240gb, my emachine has a Stock 200gb plus a 450gb WD, and a 500gb WD SATA that I use as a flash drive.

Subject: Re: Mechwarrior 2 Mercenaries
Posted by [Jerad2142](#) on Mon, 09 Jul 2007 16:18:35 GMT
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Good thing he does or I would be screwed, thanks obby. Now I Just need to find its patch.

Never mind it at gamespot

Subject: Re: Mechwarrior 2 Mercenaries
Posted by [Jerad2142](#) on Mon, 09 Jul 2007 16:51:24 GMT
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Dang, edit ran out of time right as I clicked "Apply Message Changes".
Well that was the patch for version 1.1, apparently that fix for XP needs it to be that version, but I can't get it to update for XP, arg!

Oblivion, don't suppose it works on your computer right now, because if it does, could you just copy the MW2 Mercenaries directory, and put it on FileFront/planet or something like that so I could download it and past it over my directory?

Subject: Re: Mechwarrior 2 Mercenaries
Posted by [Oblivion165](#) on Mon, 09 Jul 2007 17:18:06 GMT
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Nah I lost those disks years ago, I just happen to have a folder for my older games that had updates and things in it. Have you tried putting win95 compatibility on all the exe's in the folder?

(I'm sure you did it to the main one but maybe not to all)

Subject: Re: Mechwarrior 2 Mercenaries

Posted by [BlueThen](#) on Mon, 09 Jul 2007 17:42:11 GMT

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I think there's a way to get a XP to work with older games... Just google "Get older PC games to work with Windows XP", although I've tried this for a 95 game, didn't work. I don't know about Mech Warriors though.

Subject: Re: Mechwarrior 2 Mercenaries

Posted by [Jerad2142](#) on Mon, 09 Jul 2007 19:24:36 GMT

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Yah I have, but it did not help much, it said something about not able to innate w95int32.dll or something like that. I downloaded the file and put it in my system folder but it didn't help anything.

Subject: Re: Mechwarrior 2 Mercenaries

Posted by [CarrierII](#) on Mon, 09 Jul 2007 22:16:45 GMT

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XP runs some older games fine, some in an interesting state... (flying at about 200000000000000000 MPH, anyone?) and some not at all. Your best solution would be to find somewhere to install Windows 95 to, although you have to watch it... WIn95 thinks all HDDs are smaller than 8 GB.
