

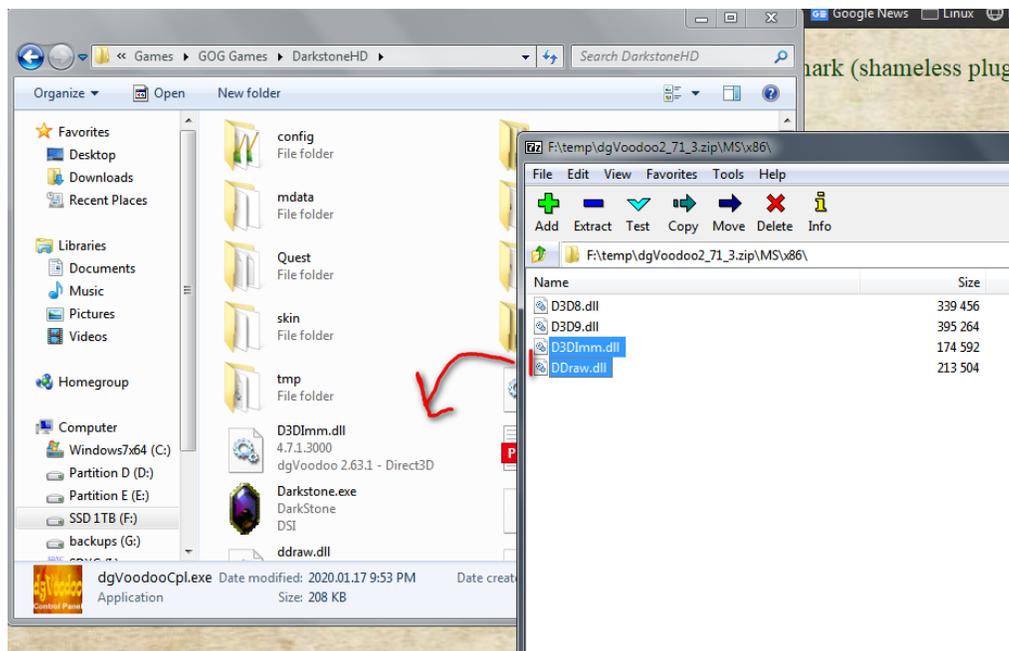
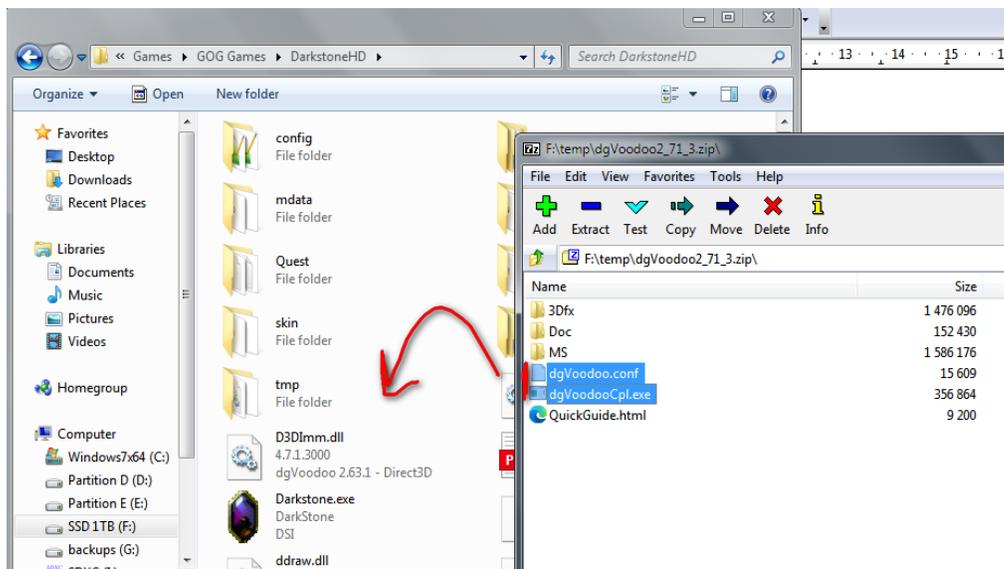
How to use dgVoodoo2 with Darkstone:

1. **Download dgVoodoo2** from the official site:
<http://dege.freeweb.hu/dgVoodoo2/dgVoodoo2.html>

Tested on dgVoodoo v2.71.3 (02.11.2020) but newer versions should work too.

With older version you can have problem with mouse cursor in resolution higher than 480p (Darkstone native resolution). But you can use GOG version instead (for native 480p) as it has already improved ddraw.dll (that fix nVidia driver bugs).

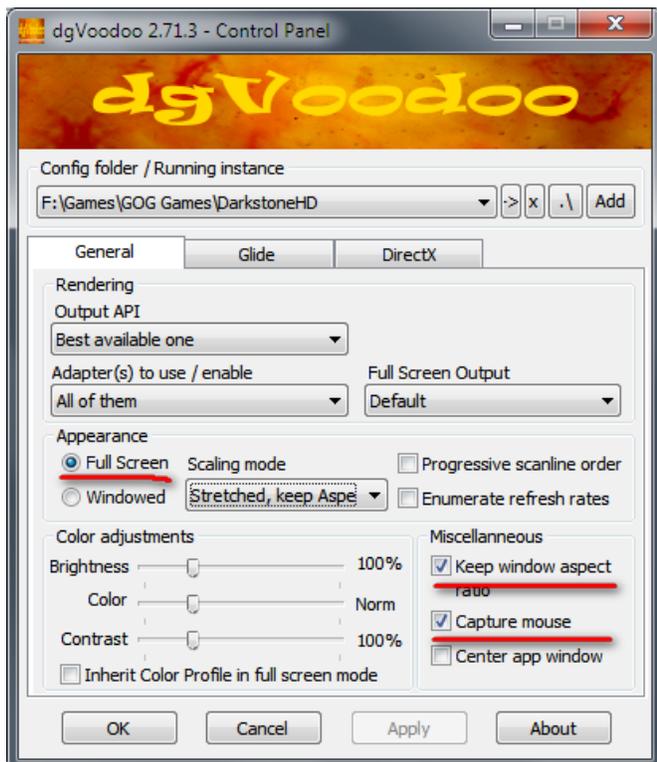
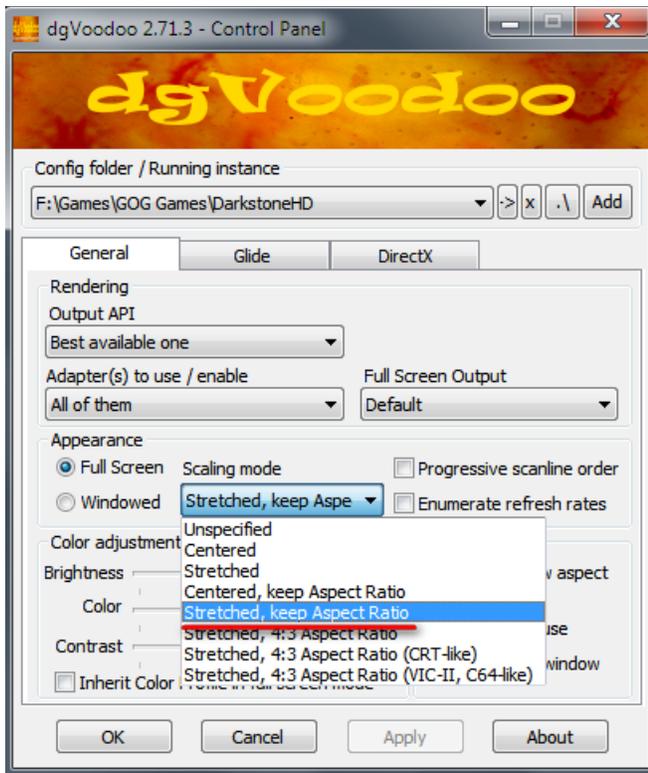
2. put **dgVoodooCpl.exe**, **dgVoodoo.conf** (from dgVoodoo2_71_3.zip) and **DDraw.dll**, **D3DImm.dll** (from dgVoodoo2_71_3.zip\MS\x86) to the game directory (example: d:\Games\GOG Games\Darkstone\)



3. Run **dgVoodooCpl.exe** and configure the graphics.

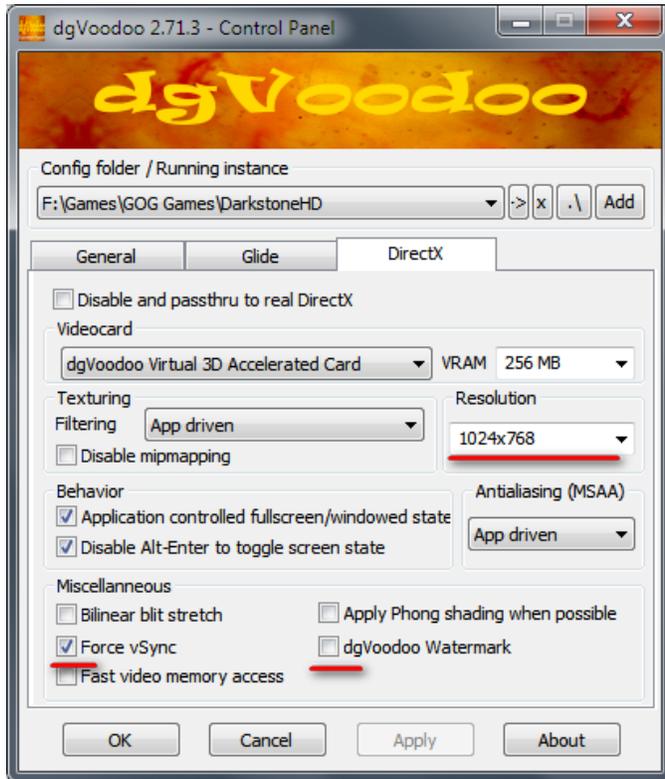
You can use any settings, but for a vanilla look, this ones can be recommended:

Set Windowed as "Stretched, keep Aspect Ratio" in General tab.



In "Miscellaneous" set "Keep window aspect ratio" and "Capture mouse".
Set "Full Screen" in "Appearance". See screenshot above.

Then, go to DirectX tab.



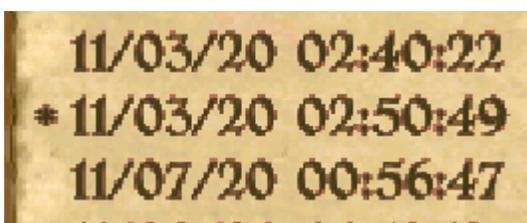
Enable vSync if wanted to and have a screen tearing.
Disable Watermark. Better do it later, so you can see if gdVoodoo2 is running.

Set "Resolution" to any you want. It depends on your display.
For expamle, for laptop-like 1366x768 you can set 1024x768.
For 1920x1080 you can try to 1440x1080.
2880x2160 for 4K.

If you wanted a true widescreen mode then you should use a patched Darkstone.exe. It cause a lot of visual bugs with UI so I can't recommend it for now (2020.11.11) until a better solution will be found.

Game was created for 640x480 in mind, so extremely high resolutions have no much sense. But something like 720p should look nice and it an decent improvement already.

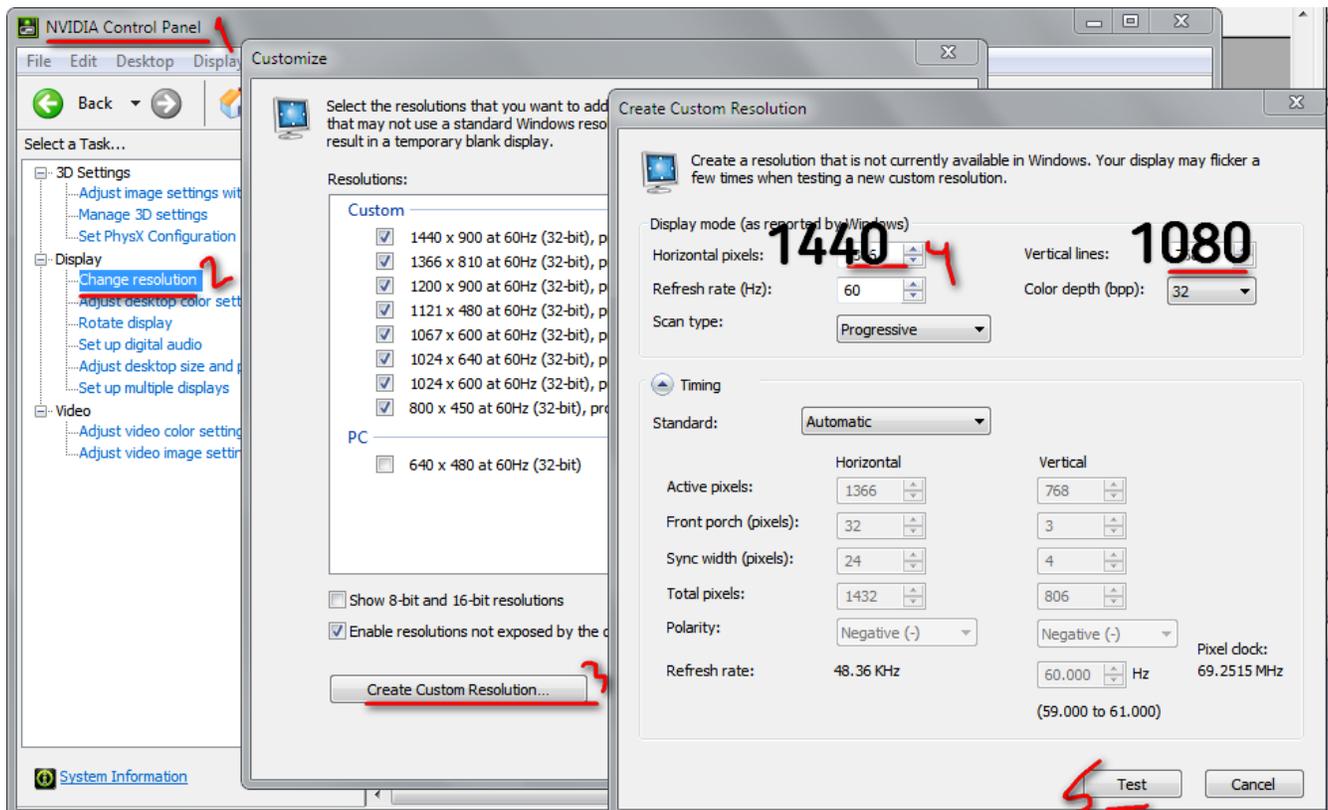
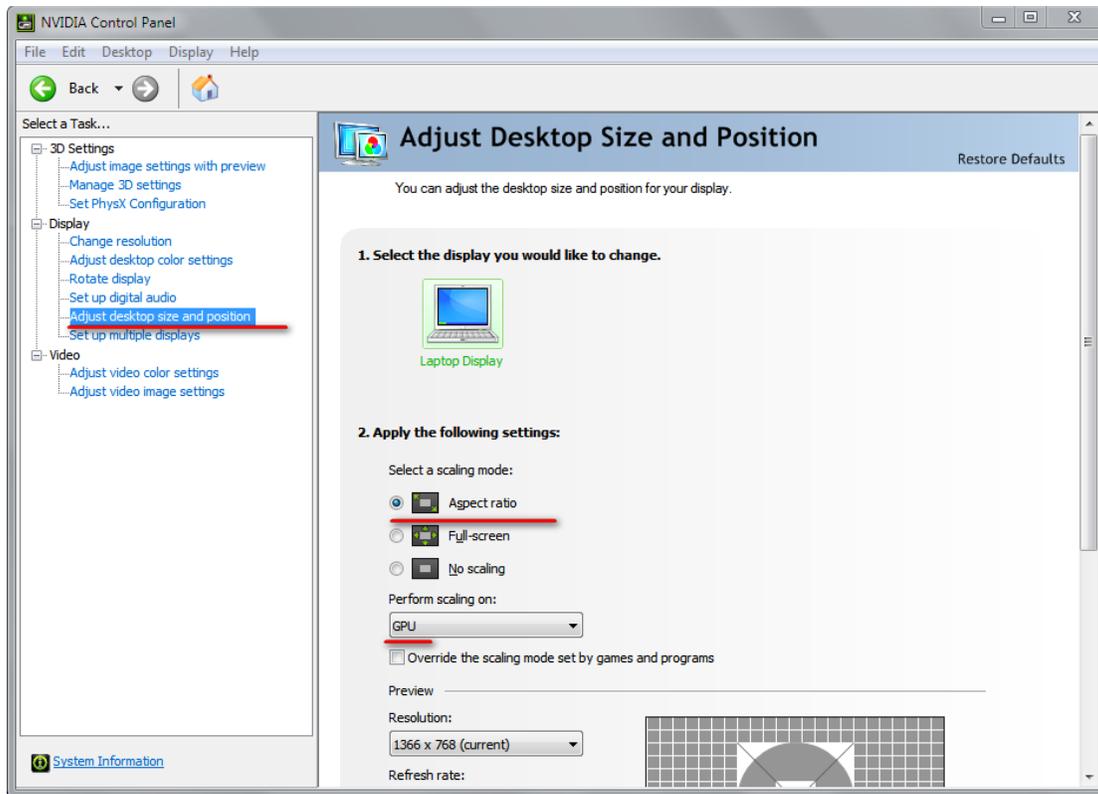
Note, that fonts and portraits can be a little pixelated.



You can replace portraits with [custom ones](#) but font can't be replaced.



Note: if some resolutions are not available on your system or even not compatible, you can always switch to GPU scaling and add a custom resolution in nVidia control panel. See example on the next page.



AMD cards always have some incompatibility with dgVoodoo2, so use a voodoo with cautions if you are a Radeon user.