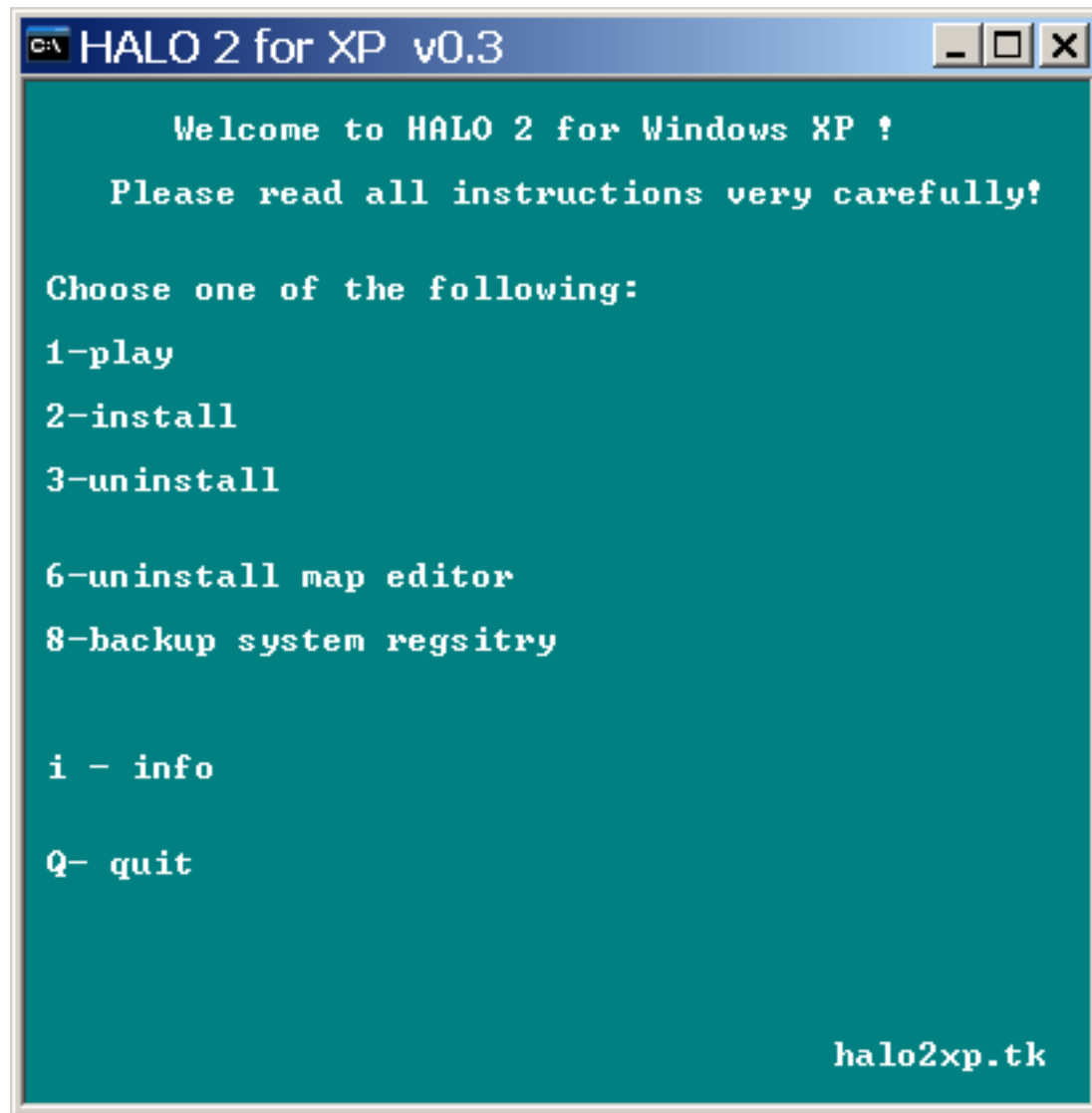


The Ultimate HALO 2 on XP guide and FAQ

Windows XP Halo 2 for Windows XP installer AND uninstaller:

[Download Version 0.3](#) (Right-Click "Save Link As...")

Screenshot:



Update: 11 July, 2007 : Major update of both installer and unisntaller (ver 0.1 unisntaller didn't really 'uninstall' :-(sorry).

DELETE YOUR OLD VERSION AND DOWNLOAD 0.3 NOW!

Update: 05 July, 2007 : Added a few more answers, added Uninstaller, Updated installer. Will update those in a bit. Added gravemind level fix (not by me)

if u got any questions, suggestions. email at halo2xp !AT! gmail.com

There are like 200 other sites that tell how to do it, why do you think you need to make your own guide/FAQ ?

All those other site just copy and pasted the instructions, adding very few details. I cover all errors reported and any and all problems anyone had.

Who made Halo 2 on XP possible?

abcba, at filefront forums with the help of P. J. Naugther, who wrote XTaskDlg.dll

Isn't this illegal ?

Yes, it's highly illegal, if you try this your hard drive will get locked out unless you install vista on it



What is the loader, how does it work?

Quoting abcba:

"Well, the package consists of software which I've written, except for XTaskDlg.dll which is written by P. J. Naugther.

So there's no copyright infringement, if that's what you're thinking.

In terms of how the software does the job, it's no different than from what fraps or any given antivirus software does.

I'll try to clarify...

In the first phase the program being loaded is created in a suspended state.

This allows the loader to resolve any missing imported functions.

Otherwise the exe wouldn't load at all.

For instance, CreateProcessWithTokenW isn't available on XP, so the loader changes the reference to that function so that the OS won't complain.

Once that's done the loader resumes the process, so that all it's DLL's are mapped and resolved.

Next it injects Wow.dll (Windows on Windows 😊) into the process.

When that's done the loader remaps the missing imported functions into Wow.dll, which contains my implementation of those functions.

When Wow.dll loads into the process it also hooks a number of functions in the OS.

These functions would otherwise fail causing the game to either crash or exit.

For instance, CoCreateInstance is hooked so that when the game requests an GameExplorer object I can return my own implementation.

The second portion of software consist of the mf.dll and MFPlat.dll which are dummy implementations of the Media Foundation.

Only the interfaces and functions which the game uses are implemented, but they don't do anything besides return success status codes.

Everything was done using the publicly available Windows SDK and Detours (a hooking library provided by Microsoft themselves).

As far as I know, none of what I've done is illegal in any way, however if I'm being ignorant to any legal issues, then I'm truely sorry."

How many versions are there?

Original 0.1 release: <http://upload2.net/page/download/mBH11KPWZkiEpAS/WowLoader.rar.html>

Version 0.2, commonly known as Halo.2.XP.Patch-NoGrp can be found anywhere.

A debug build with tracing (didnt work right) <http://upload2.net/page/download/1e7pxFwfpaGo7f/WowLoader-DBG.rar.html>

fixed problem debug build traces fine <http://upload2.net/page/download/Lm6eJq0dYXHtxYK/WowLoader-DBG-0.2.rar.html>

abcba gave up on providing support for everyone and released the source:

<http://upload2.net/page/download/VnotnQ8XwHb6RLg/WowLoader-SRC.rar.html>

How do you install it?

Use the installer provided at top of page, or:

- 1) Extract the archive.
- 2) Insert the Halo 2 DVD
- 3) Run Startup.exe on the Halo 2 DVD using the included Loader.exe
Ie.: Loader.exe D:\Startup.exe
- 4) Install the game.
- 5) Install XLiveRedist1.0.6027.msi and vcredist.msi from the \redists dir on the Halo 2 DVD.
- 6) Copy the following files into the directory you installed Halo 2:
dwmapi.dll, mf.dll, MFPlat.dll
- 7) Finished. To play the game, run halo2.exe using the included Loader.exe
Ie.: Loader.exe "C:\Program Files\Microsoft Games\Halo 2\halo2.exe"

Copy MF.dll into C:\windows\system32

Halo 2 seems to be crashing randomly

Get the your latest *official* video drivers from ATI.com or NVIDIA.com

Get the latest DirectX: <http://www.softpedia.com/get/System/OS-Enhancements/DirectX-9.0c-Redistributable.shtml>

I have activation problems, game on a certain level, etc

Activation problems occur even with legit copies. To solve this:

Copy mf.dll from NoGrp (xp patch) into C:\WINDOWS\System32

and copy mf.dll (4kb) from Razor1911 into your game directory.

When I click CUSTOM GAME INSTALL, i get this error:



"Installation cannot be customized after game installation has been initiated.

Please choose the Play option instead, or uninstall and reinstall the product"

DO NOT choose the PLAY option!

Uninstall the game

I'm a warez monkey, and I have problems with activation after the first level

Buy the game, but Halo_2_Repack-Razor1911 will fix that problem.

I'm STUCK ON GRAVEMIND!!! HELP!!!! It keeps asking for disk!!

Fix 1: In your Halo 2\maps directory, make a copy of "07a_highcharity.map" and name it "07a_highcarity.map". Don't rename or replace the existing file, you'll need BOTH files present, one with the typo and one without. Then just fire up Halo 2, select Campaign/Select Level/Gravemind (or Resume if you've got the game saved just before the Gravemind level) and enjoy!

Fix 2 : [\[PC\] Halo 2 XP ACTIVATION WORKAROUND \[dopeman\]](#) (Right-Click "Save Link As...")

Fix 3:

Quoting PeterN2K:

"i unzipped the mapfiles from the dvd and put them in the halo2\maps folder (used programm called

UnGZIP, found it on the filefront forum)

<http://files.filefront.com/UnGZIPexe/;7895795;;/fileinfo.html>

you need to copy them from dvd to the hdd (in another folder)

then extract them using unGZIP (its only a very simple programm) and there is no progress bar, so be sure that it is finished

then you have the maps and they are named like this

01a_tutorial.map_ungzipped.dtz

then change the ending to .map

01a_tutorial.map

and then copy them into halo2\maps (theres a map called single_player_shared.map.dtz, i unzipped that too)"

I have strange problems with my mouse or keyboard/they are not working

Get http://www.m3fe.com/files/xinput9_1_0.zip

Put xinput9_1_0.dll into C:\WINDOWS\System32 and your Halo 2 installion directory

The games <http://halo2xp.tk/> in the menus and all, but when I select CAMPAIGN -> OK -> NEW CAMPAIGN -> CAMPAIGN -> The heretic -> Any difficulty setting I get no buttons or text, only the standard halo 2 menu background

You mean like in this video? <http://www.youtube.com/watch?v=fUTCgqzjKzk>

update directX:

<http://www.softpedia.com/get/System/OS-Enhancements/DirectX-9.0c-Redistributable.shtml>

or

http://download.microsoft.com/download/5/5/e/55ec0e96-a046-42c6-b6c8-2cd5742a073a/directx_jun2007_redist.exe

also try:

after selecting difficulty, hit ALT+f4, select NO, hit ESC, select a difficulty again, wait 10 seconds.

In my .../Halo 2/maps folder I have files with the extension .maptnptemp

You fail. You Chose PLAY instead of custom install.

Get the uninstaller at top of page.