

I'm not a robot



I keep getting the message saying that I have malware or something installed and the game dies. Is there any support for Windows 11? Is there something I should be looking for that's causing the issue? 3 Likes Hi @ShocKNetworK1. You will need to add the game to your exceptions list for your antivirus software. 2 Likes I have no antivirus installed. 1 Like Would you please post a screenshot with the error? 2 Likes Of course. Here it is. 2 Likes Here's everything I have installed. Thanks! 1 Like Try disabling NVIDIA overlay. 1 Like Unfortunately, disabling the Nvidia in-game overlay made no difference. Any other ideas? Thanks for your help btw! 1 Like Have you written to the support? 1 Like I have now! Thanks! I didn't know the game was still supported! 1 Like They gave me some other ideas, but no luck yet. Here are my Windows Settings. Any other ideas? THANKS! 1 Like Here are the Nvidia settings: Thanks! 1 Like Have you checked if the game is using the Nvidia graphic card? Might be using the integrated one, also idk if you have tried to stop all background services, maybe zoom or the vpn related items. 1 Like Thanks for the response! No integrated graphics on my machine. Age of Empires III and IV and most other games work just fine. Only AOE I DE crashes. I haven't tried AOE 2. 1 Like I would remove or disable the Lenovo Vantage Service as it includes 'an invisible layer for your cloud applications' and then reboot and try it again. If it doesn't help you can reinstall it again by downloading from Lenovo support website. Lenovo Vantage | Lenovo US 1 Like I've uninstalled Lenovo Vantage. Didn't make a difference. Thanks! 1 Like I have Windows 11 evaluation build 22478. I switched out of the DEV channel to the Beta channel so I remain on that build. I have a Surface 5 Pro. I know it is not ideal for Age of Empires II DE but it worked surprisingly well... up to this week. AOE showed update available in my XBOX window. I got consistent install error 0x00000001. This is a non-specific error code. After a few tries, the game icon itself disappeared and the game was not even installed. The games appear in my library and indicate I own it, but I cannot install it. My surface is up to date. There are no Windows 11 updates available until a new Beta release flights. Also have plenty of room for install. My main concern is why the game will not install. 1 Like Topic Replies Views Activity If you like Three Kingdoms Fls support it on Steam 212 1244 June 20, 2025 Choose randomly, but the exact same situation occurs 0 2 June 19, 2025 Men At Arms La Titofina 0 2 June 19, 2025 What is your opinion on the DLC communication style? 41 420 June 19, 2025 Villager AI for consoles 1 25 June 19, 2025 [Just for fun] Unique bonuses for hypothetical new civs 1391 30903 June 19, 2025 Mughals - Civilization Mod UI 0 6 June 19, 2025 If Jurchens gets a buff, let it be the removed Tatars Civ bonus 35 654 June 19, 2025 [POLL]: How to Deal With the Hero Situation 19 360 June 19, 2025 The devs themselves are LITERALLY telling us to keep complaining if we don't like something (latest patch notes) 176 2207 June 19, 2025 General balance changes ideas (only needed ones) 64 813 June 19, 2025 We need European regional units 131 1855 June 19, 2025 How to nerf Khitans? 159 2197 June 19, 2025 Random "Tampering detected" crashes when I try to access mod workshop 4 40 June 19, 2025 I ordered AI to draw Korean war wagon in AOE2 2 62 June 19, 2025 Pierce armor increases astronomically when decreased below 0 0 25 June 19, 2025 [BUG] Campaign Medals Upgraded 6 94 June 19, 2025 Okay, let's settle this, which civs are getting pasture and with what bonuses(if any)? 9 151 June 19, 2025 Slinger projectile visibility issue 11 145 June 19, 2025 Replace Legionary skin and Roman civ icon 罗马军兵 模文明图标替换 0 5 June 19, 2025 Elkinder16 - Minimap 50 (sin fondo y score de lado izquierdo) 0 2 June 19, 2025 Mandate of Heaven - An East Asian mod for AoE2DE 207 5621 June 19, 2025 [Walena] Turks-Ottomans Pack 0 5 June 18, 2025 Sending saved game file takes unreasonably too long when restoring a game 0 5 June 18, 2025 Dear DEVs: Please Get rid of rematch button and keep the lobby active always 0 33 June 18, 2025 Invite window shows players online even when they are offline 0 7 June 18, 2025 Witcher Civ UI 0 6 June 18, 2025 (poll) What region should Aoe2 visit in the next DLC? 118 1881 June 18, 2025 AOE II - The Barbarians 3 56 June 18, 2025 La Odisea de Ornlú el Lobo 0 4 June 18, 2025 Pc Xbox crossplay nor working. It keeps saying settings are incompatible after update. 4 Likes Same Issue here, I was trying to play last night with friends, Im on Xbox and theyre on Pc Same here I can't play with my felias c Attempting Steam vs Windows Store versions of latest patch of AOE4 and get this message. Same here, we have the same problem we tried to play steam and gamepass versions... Update here guys, I changed the cross input selection, to accept both controller and keyboard/mouse. There is no relation to the crossplay, but to crossplay input. I have changed this on Xbox on the controller menu. Now the multiplayer between Xbox and Pc its working again. Why can't I (PC / Gamepass) join a game with friends (PC / Steam) anymore? Since latest pach feb 25... Any solutions? 1 Like Is this still a problem? Or even a real problem? I was thinking about buying the game on Windows Store but if I can't play with the Steam population I'm gonna skip the purchase... I don't really like steam but missing out on that playerbase is huge! i have the same problem. i only can be the host and invite the group, same thing here. Com one man... Looks like they don't care about us steam users. Still no fix Category Topics For the latest news about your favorite Age games! 228 Rules, suggestions, and other resources to help you navigate the official Age of Empires forums. 4 A place for Insiders to chat, speculate, and watch for announcements about the latest beta opportunities. Note that this is NOT a place to discuss confidential information! 85 Discussion about Age of Mythology: Retold and its expansions. 2 Discuss the Definitive Edition of the RTS classic, Age of Empires! 0 Discussion about Age of Empires II: Definitive Edition! 0 Discussion about Age of Empires III and its expansions! 2 Discussion about Age of Empires IV! 4 Discussion about legacy Age games and projects! 524 All discussions not related to Age of Empires go here. Although we do not actively monitor these forums, we still expect you to adhere to the Code of Conduct and Terms of Service and reserve the right to moderate as needed. 510 I couldn't find where can we change this Population Limit from 200 to 500 at "AOE4 Content Editor (EssenceEditor.exe)". If it is possible, someone would guide me and explain me that how we ca do it from "AOE4 Content Editor (EssenceEditor.exe)" please? thank you very much. Under the Attributes tab there is a category called army, select it. Each civ appears there with its own arby bag. race population cap table is what you are looking for. Have a look around though, there are many other things in the army bags you may want to change. 1 Like Only place I didn't check was that place. Thank you very much friend. 1 Like vehicle pop for Roman is the monk, for Mongol is the sheep produced in pasture, for Chinese is the official. 1 Like Whats the difference in "resource max cap popcap" and "race population cap table pop cap"? Should I put them as the same? @TylerA2561 Not sure, but I'd interpret the population cap as true limit where the resource_max is the possible amount of units in build queues. Anyway, best idea to keep both values identical. resource_max cap popcap - you change the population settings there When i click the box it turns purple and it wont let me edit the number. How can I get a higher limit? this no longer seems to work with the recent updates. okay, I will check and update the mod again. I was busy in real life. I have updated the mod now for the currently generated errors I found in the Essence Editor. Would you check please if the mod works at your side now? thank you. Would you be more specific to give more information please in your mod? What do you want to do in general? and in what steps you encounter your problem? Guys i can add tuning pack for population limit, but can u tell me how to change pop for each house ex: how to increase from 10/house to lets say 300/house? 1 Like I was wondering if there's a way to change (in tuning) the houses capacity, anybody can help? Hello, can anybody tell me, where i can find it now? I can't find where i can change the max population from 200 to 500 for example... Thanks a lot Go to attributes then choose army then go to race population cap table then do changes on max personnel_cap from 200 to 500 Hi, now i got it. Thanks a lot and i wish you all a happy new year. 1 Like Is this feature available for the Xbox version? hey, bit lost at step one, when I open essence editor it leads me to a blank screen. how to get to wherever the civilization core unit changes? 百度知道>提示信息 知道宝贝找不到问题了> 提示信息 知道宝贝找不到问题了> _