

I-WAR 2

High-Clock CPU Speed Fix

How to apply the supplied XDelta patch with Delta Patcher

What this fixes

On affected computers, I-War 2 runs at extreme speed because **flux.dll** stores a processor timing measurement in a 32-bit value. When the invariant Time Stamp Counter exceeds 4,294,967,295 ticks per second (approximately 4.295 GHz), that value wraps around and the game calculates time incorrectly.

This is most likely on newer high-clock desktop processors, including some AMD Ryzen and Intel Core systems. The advertised boost clock alone does not determine whether a computer is affected; the important value is the processor's invariant TSC reference rate. The patch corrects one overflow and restores normal game speed.

Patch compatibility

The patch is intended for the verified original **flux.dll** from the supported I-War 2 installation. Delta Patcher normally rejects a source file that does not match the file used to create the patch. Do not force the patch onto another DLL version.

Get Delta Patcher

Delta Patcher is a free, open-source program for applying XDelta patches. Download it from the developer's official GitHub releases page:

Official download

<https://github.com/marco-calautti/DeltaPatcher/releases>

Open the newest release, download the appropriate Windows archive, extract it to a folder, and run Delta Patcher.

Files needed

Original game file	<I-War 2 folder>\bin\release\flux.dll
Patch file	IWar2_HighClock_CPU_Fix.xdelta
Patching program	Delta Patcher

Select the original flux.dll

1. Close I-War 2

Make sure the game is not running.

2. Make a backup

Open the game's **bin\release** folder and copy **flux.dll** to a safe folder before patching.

3. Choose the Original file

Open Delta Patcher. Drag **flux.dll** from the game's **bin\release** folder onto the **Original file** box. You may also use the yellow folder button to browse to it.

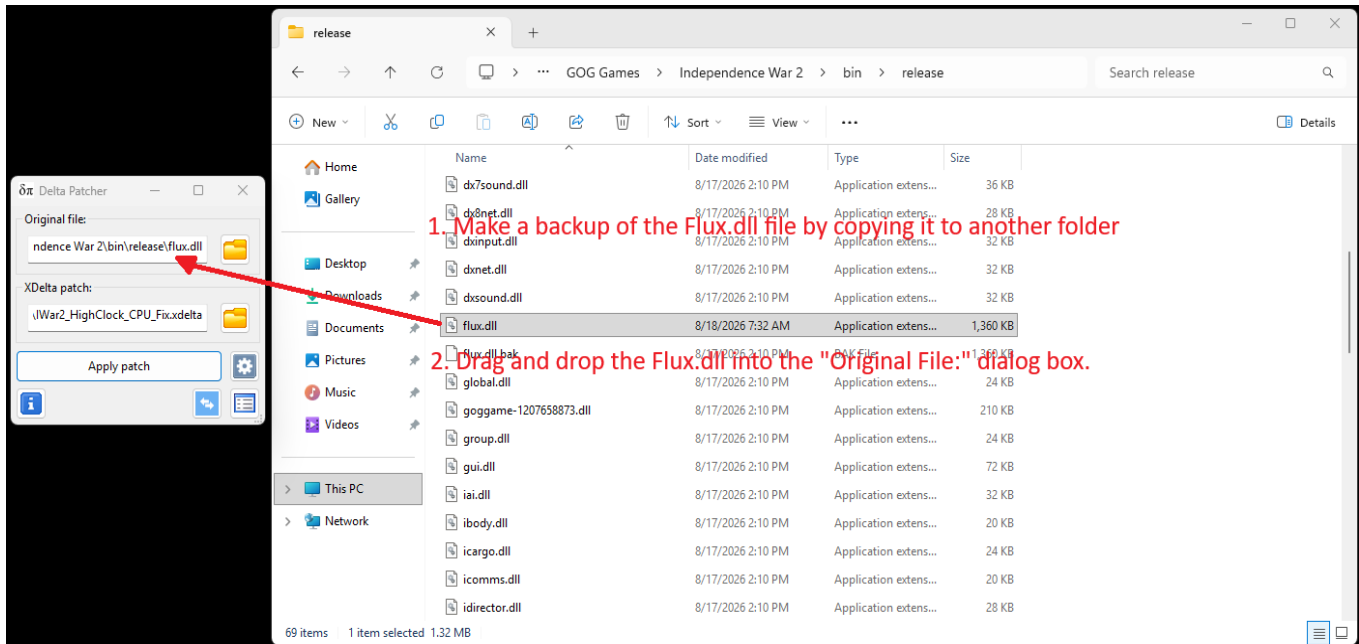


Figure 1. Back up flux.dll, then place the game's original DLL in the Original file box

Use the actual game DLL

Select the **flux.dll** that the game loads from **bin\release**. Do not select the backup copy or a DLL from another installation.

Apply the XDelta patch

4. Choose the XDelta patch

Drag **IWar2_HighClock_CPU_Fix.xdelta** onto the **XDelta patch** box. You may also use the yellow folder button to browse to it.

5. Apply the patch

Confirm that both fields show the intended files, then click **Apply patch**. Wait for Delta Patcher to report that the operation completed successfully.

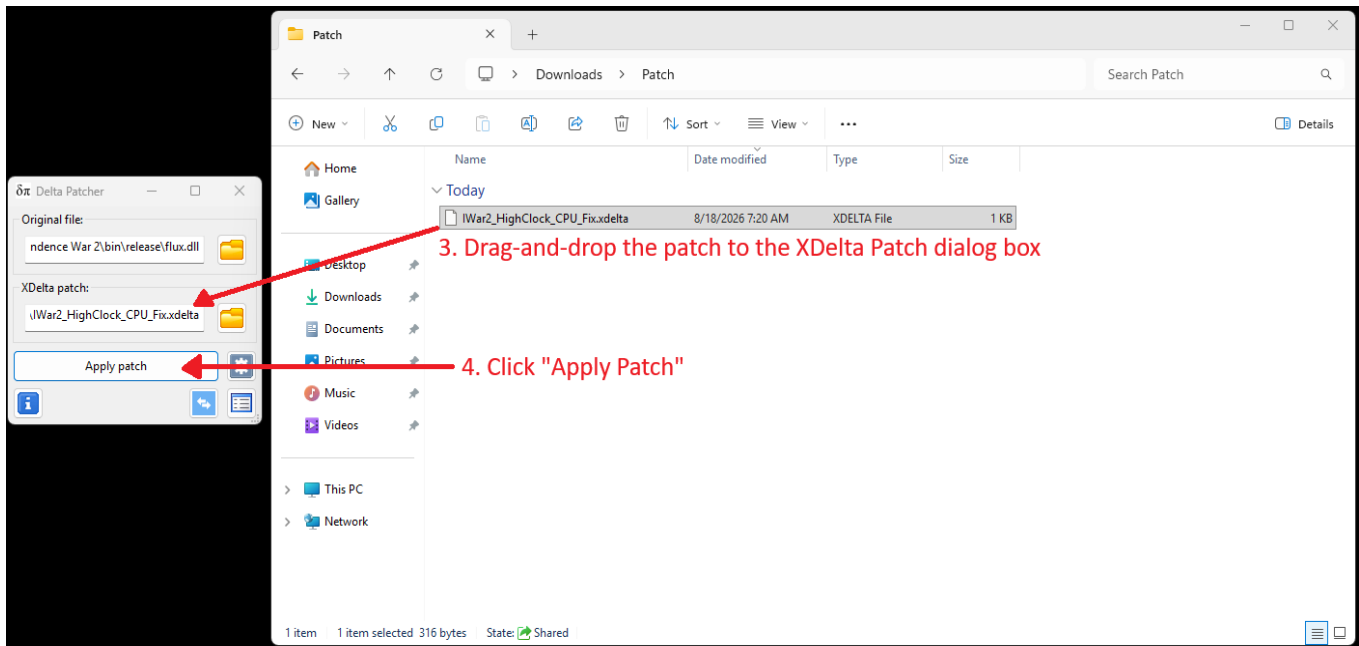


Figure 2. Select the XDelta patch and click Apply patch

6. Start the game normally

Close Delta Patcher and launch I-War 2. On an affected processor, the game should now run at normal speed.

If Delta Patcher reports an error

Do not keep retrying with different files. Restore the untouched **flux.dll**, confirm that the correct game installation and patch were selected, and try again. A checksum or source-file error usually means that the DLL does not match the version for which the patch was created.

Undoing the fix

Close the game, remove or rename the patched **flux.dll**, and copy the untouched backup into **bin\release** under the original filename **flux.dll**.

Delta Patcher project: github.com/marco-calautti/DeltaPatcher

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