
Subject: [outdated] How to get TT working under Wine (Linux)

Posted by [Veyrdite](#) on Tue, 11 Dec 2012 08:19:33 GMT

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EDIT: Disregard this post entirely - a better version is here

Hello everyone!

Many many years ago I lurked here under the name of 'Dthdealer'.

Background

Wine is a compatibility layer that allows Windows applications and games to be run on non-windows operating systems. Over the last few years it has been getting crazily better, and now nearly all major games (ie Valve) work. Wine itself is free and open source, as is every other piece of software on my computer par some games and my graphics drivers.

For the Linux vs Windows gaming debate: keep it civil It is now definitely a competitive scene -- take for example valve succeeding in getting Left for Dead 2 running at a higher FPS on what is probably Ubuntu.

If you want to try Linux, Ubuntu (a user friendly spin) runs right off a USB without having to install it to your harddrive. I'd tout that it's easier to use than Windows, especially once you discover the wonderful world of packages.

Enough advertising! Get on with the fix.

Problem

Vanilla Renegade installs and works fine under Wine, although I have not played much of it yet. Take note I have a whole kaboodle of directx stuff installed via winetricks, which you generally have to do for most games.

The official (1.031?) patcher works perfectly, as does the TT installer.

Running the game once TT is installed, even game2.exe, results in a black window and a hung game.

I decided to do some rudimentary debugging:

```
$ WINEDEBUG=+dll,+loaddll,+module,+file wine Renegade &>alogfile
```

And in the log:

... a lot of junk ...

```
trace:file:CreateDirectoryW L"\\Renegade\\Client\\debug"
```

```
trace:file:RtlDosPathNameToNtPathName_U (L"\\Renegade\\Client\\debug",0x33c668,(nil),(nil))
```

```
trace:file:RtlGetFullPathName_U (L"\\Renegade\\Client\\debug" 520 0x33c3e8 (nil))
```

```
trace:file:wine_nt_to_unix_file_name L"\\??\C:\\Renegade\\Client\\debug" ->
"/home/valentine/wine/dosdevices/c:/Renegade/Client/debug"
trace:file:CreateFileW L"\\Renegade\\Client\\debug\\crashdump.20121211-073330-r5074-n1.dmp"
GENERIC_READ GENERIC_WRITE FILE_SHARE_READ FILE_SHARE_WRITE creation 2
attributes 0x80000000
trace:file:RtlDosPathNameToNtPathName_U
(L"\\Renegade\\Client\\debug\\crashdump.20121211-073330-r5074-n1.dmp",0x33c658,(nil),(nil))
trace:file:RtlGetFullPathName_U
(L"\\Renegade\\Client\\debug\\crashdump.20121211-073330-r5074-n1.dmp" 520 0x33c398 (nil))
trace:file:wine_nt_to_unix_file_name
L"\\Renegade\\Client\\debug\\crashdump.20121211-073330-r5074-n1.dmp" not found in
/home/valentine/wine/dosdevices/c:/Renegade/Client
warn:file:CreateFileW Unable to create file
L"\\Renegade\\Client\\debug\\crashdump.20121211-073330-r5074-n1.dmp" (status c000003a)
trace:file:CreateFileW returning 0xffffffff
... a lot of junk ...
```

Solution

C:/Renegade/Client seemed to be a file instead of a directory. Removing it and then creating the folders Client and Client/debug seemed to fix the problem.

I'm very glad I was able to get this working. Hope to see you all online (if people still exist)

Regards, William
