
Subject: Re: How to get TT working under Wine (Linux)

Posted by [Veyrdite](#) on Sun, 06 Jan 2013 02:44:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Sun, 06 January 2013 13:02: On a sidenote, the TT installer will take care of updating to 1.037 for you

Thanks

I like to write about what I do, so here is some more. Only read it if you are interested.

When trying to get the advanced game listings, wine throws this warning in my terminal several times:

err:winediag:icmpCreateFile Failed to use ICMP (network ping), this requires special permissions.

This seems to line up with the lack of any pings in contrast to the many sent out to different servers by Renegade in my VM. My VM's kernel module must be providing a way of creating the pings even though I don't have the privileges as a user.

The solution to this (according to this wine wiki page) is to grant 'wine-preloader' raw packet handling capabilities:

(as root): `setcap cap_net_raw+epi /usr/bin/wine-preloader`

(NB I have also tried granting other capabilities to the executable, such as `cap_net_bind_service` and `cap_net_admin`)

This causes Renegade to crash on startup, unable to load tt.dll.

.

This appears to be wine making the error message. At the moment I can't get much out of it regarding exactly what went wrong, but I am still going through its various error message categories.

Renegade still makes the same network traffic on startup before this error message appears as when wine_preloader has no special perms. No ICMP/ping traffic is made during the time, so ICMP permissions are neither working nor causing the problem by working.

Regards, William

File Attachments

1) [tt_failed_to_load.png](#), downloaded 748 times

