

Windows games

Which games

Wine allows you to play Windows games. Old and even recent games. 32 and 64 bits. Opensource games will be available in the batocera store (from the emulationstation menu)

Directories

- /userdata/roms/windows32 : installed 32 bits windows game.
- /userdata/roms/windows32_installers : .iso, and setup.exe used to install games into /userdata/roms/windows32
- /userdata/roms/windows64 : installed 64 bits windows game.
- /userdata/roms/windows64_installers : .iso, and setup.exe used to install games into /userdata/roms/windows32

How to add games ?

Zipped games

If you have a zip containing directly a game, like the xmoto zip containing the xmoto.exe (and some other files), just unzip the zip file into /userdata/roms/windows32, and refresh games list as for any game.

When you start a such game, a windows minimalist arborescence is created into /userdata/saves/windows32/<game_name> to save data.

* <https://github.com/xmoto/xmoto/releases/download/0.6.1/xmoto-0.6.1-win32.zip>

Cdrom (.iso) games

If you have a cdrom containing a game and that you want to install the game, put your cdrom (a .iso file) into /userdata/roms/windows32_installers. Refresh the game list in emulationstation. Start the installer. It will open the cdrom as on windows. Install the game.

When you start a such installer, a windows minimalist arborescence is created into /userdata/roms/windows32/<game_name>.wine to contain the installed game. Then, you can refresh the game list in emulationstation, and start the game.

Note that in the <game_name>.wine directory, you can find a file autorun.cmd to customize what to run.

Example :

```
DIR=drive_c/Program Files/xmoto 0.6.1
```

```
CMD=xmoto.exe --fullscreen
```

Setup.exe/.msi games

This works as cdrom does.

wine, wtgz, wine.squashfs games

Once you have installed a game, you have a .wine directory into the /userdata/roms/windows32 directory.

When you run a such game, in fact, each time, you modify the game itself. It is interesting at the beginning to customize the image, but once the image is done, it is better to convert it into one of the 2 formats : wtgz or wine.squashfs.

This conversion is doable via command line :

```
batocera-wine wine2winetgz 32 xmoto.wine  
batocera-wine wine2squashfs 32 xmoto.wine
```

This conversion will create a file in /userdata/roms/windows32 which is no more modified. Instead, when you start this new game, it will create a directory in /userdata/saves/windows32.

The difference between the 2 :

- wtgz is a .wine directory zipped. This file is unzipped into the saves directory and instead of modifying the original game, you have a copy of it.
- wine.squashfs is a squashfs file. When you start a such game, an overlay is created on top of it into the saves directory. The overlay contains only the delta, so it takes less place.

Advanced

Some games requires some tricks. For example, Age of King requires directplay if you want to play on network (<https://appdb.winehq.org/objectManager.php?sClass=version&iid=147>). It can be installed automatically thanks to the winetricks command.

```
batocera-wine tricks 32 aok.wine directplay
```

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https://www.wiki.batocera.org/emulators:mo5_mo6_to7_to7-70_to8?rev=1602015244

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