

This page is a draft for a potential new functionality in [Windows games](#), to be put below the "Advanced" section.

Keep in mind those infos are not related to the current working of Wine in batocera stable. (Also license info doesn't come from me as well, so I don't know how accurate it is)

Manually put some dependencies

The other way to install dependencies inside a wineprefix is by creating a folder in /userdata/system/wine/exe, and then putting the required executables inside, if you are on a 32-bits arch, install the 32-bits version, on a 64-bits arch, install both the 32 and 64 bits versions, for each one, a download SSH command will be given, the related licences for those is https://webpifeed.blob.core.windows.net/webpifeed/eula/aspnetcomponent_rtw_ENU.htm :

- **DirectX3D** : <https://batocera.org/users/liberodark/wine/directx.7z> (you can extract it)
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/directx.7z && 7z x /userdata/system/wine/exe/directx.7z -o/userdata/system/wine/exe && rm /userdata/system/wine/exe/directx.7z`
- **2015 Visual C++ Redistributable** : for missing files mfc140u.dll, msvcp140.dll, or files ending with vc14.dll.
 - 32-bit: https://batocera.org/users/liberodark/wine/vcredist_x86_2015.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x86_2015.exe`
 - 64-bit: https://batocera.org/users/liberodark/wine/vcredist_x64_2015.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x64_2015.exe`
- **2013 Visual C++ Redistributable** : for missing files mfc120u.dll, msvcp120.dll, or files ending with vc12.dll.
 - 32-bit: https://batocera.org/users/liberodark/wine/vcredist_x86_2013.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x86_2013.exe`
 - 64-bit: https://batocera.org/users/liberodark/wine/vcredist_x64_2013.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x64_2013.exe`
- **2012 Visual C++ Redistributable** : for missing files mfc110u.dll, msvcp110.dll, or files ending with vc11.dll.
 - 32-bit: https://batocera.org/users/liberodark/wine/vcredist_x86_2012.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x86_2012.exe`
 - 64-bit: https://batocera.org/users/liberodark/wine/vcredist_x64_2012.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x64_2012.exe`

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- **2010 Visual C++ Redistributable** : for missing files mfc100u.dll, msvcp100.dll, or files ending with vc10.dll.
 - 32-bit: https://batocera.org/users/liberodark/wine/vcredist_x86_2010.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x86_2010.exe`
 - 64-bit: https://batocera.org/users/liberodark/wine/vcredist_x64_2010.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x64_2010.exe`
- **2008 Visual C++ Redistributable** : for missing files mfc90u.dll, msvcp90.dll, or files ending with vc9.dll.
 - 32-bit: https://batocera.org/users/liberodark/wine/vcredist_x86_2008.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x86_2008.exe`
 - 64-bit: https://batocera.org/users/liberodark/wine/vcredist_x64_2008.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x64_2008.exe`
- **2005 Visual C++ Redistributable** : for missing files mfc80u.dll, msvcp80.dll, or files ending with vc8.dll.
 - 32-bit: https://batocera.org/users/liberodark/wine/vcredist_x86_2005.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x86_2005.exe`
 - 64-bit: https://batocera.org/users/liberodark/wine/vcredist_x64_2005.exe
 - `wget -P /userdata/system/wine/exe https://batocera.org/users/liberodark/wine/vcredist_x64_2005.exe`

`wget https://batocera.org/users/liberodark/wine/vcredist_x64_2015_2019.exe` `wget https://batocera.org/users/liberodark/wine/vcredist_x86_2015_2019.exe`

Once you have put the required .exe for the game, you can launch the game, and the dependencies will install themselves silently, once you closed the game, you need to rename the /userdata/system/wine/exe folder into something else, otherwise batocera will try to reinstall them each time you start a game.

Manually put a registry file

To apply specific registry values for a given game, you can create a folder in /userdata/system/wine/regs and put the registry files (.reg) inside. Once the game is launched, it'll import the values contained in this file. Once you closed the game, you need to rename the /userdata/system/wine/regs folder into something else, otherwise Batocera will try to re-apply those changes each time you start a game.

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