

# Winetricks

Winetricks is a script meant to configure Wineprefixes<sup>1)</sup>, it is sometimes necessary to run some programs and games.

## Usage

To use winetricks on Batocera, you need to use batocera-wine with the tricks argument, the syntax is as follows:

```
batocera-wine tricks [absolute-path-to-the-wineprefix] [tricks-to-use]2)
```

In most cases, knowing which wineprefix to use requires to search, the [Which games section of the Windows games wiki page](#) can be a start, however, sometimes the game will report a missing dll, in which case installing the trick containing might be enough to fix it (for exemple, if a game complains about msvcp140.dll missing, we can see the trick vcrun2017 contains several dlls including that one, installing it can fix that specific issue).

## Listing the available tricks

You can produce this information on your own batocera, by using the command `winetricks list-all > /userdata/system/list-tricks.txt`, which will create/replace a file called list-tricks.txt inside the system directory.

Alternatively, you can also read the next part.

## Tricks: Apps

- `3m_library` : 3M Cloud Library (3M Company, 2015) [downloadable]
- `7zip` : 7-Zip 19.00 (Igor Pavlov, 2019) [downloadable]
- `adobe_diged4` : Adobe Digital Editions 4.5 (Adobe, 2015) [downloadable]
- `adobe_diged` : Adobe Digital Editions 1.7 (Adobe, 2011) [downloadable]
- `autohotkey` : AutoHotKey (autohotkey.org, 2010) [downloadable]
- `busybox` : BusyBox FRP-2121 (Ron Yorston / Busybox authors, 2015) [downloadable]
- `cmake` : CMake 2.8 (Kitware, 2013) [downloadable]
- `colorprofile` : Standard RGB color profile (Microsoft, 2005) [downloadable]
- `controlpad` : MS ActiveX Control Pad (Microsoft, 1997) [downloadable]
- `controlspy` : Control Spy 6 (Microsoft, 2005) [downloadable]
- `dotnet20sdk` : MS .NET 2.0 SDK (Microsoft, 2006) [downloadable]
- `dxsdk_jun2010` : MS DirectX SDK, June 2010 (developers only) (Microsoft, 2010) [downloadable]
- `dxsdk_nov2006` : MS DirectX SDK, November 2006 (developers only) (Microsoft, 2006) [downloadable]
- `emu8086` : emu8086 (emu8086.com, 2015) [downloadable]

- `ev3` : Lego Mindstorms EV3 Home Edition (Lego, 2014) [downloadable]
- `firefox` : Firefox 51.0 (Mozilla, 2017) [downloadable]
- `fontxplore` : Font Xplorer 1.2.2 (Moon Software, 2001) [downloadable]
- `foobar2000` : foobar2000 v1.4 (Peter Pawlowski, 2018)
- `hhw` : HTML Help Workshop (Microsoft, 2000) [downloadable]
- `iceweasel` : GNU Icecat 31.7.0 (GNU Foundation, 2015) [downloadable]
- `irfanview` : Irfanview (Irfan Skiljan, 2016) [downloadable]
- `kindle` : Amazon Kindle (Amazon, 2017) [downloadable]
- `kobo` : Kobo e-book reader (Kobo, 2011) [downloadable]
- `mingw` : Minimalist GNU for Windows, including GCC for Windows (GNU, 2013) [downloadable]
- `mozillabuild` : Mozilla build environment (Mozilla Foundation, 2015) [downloadable]
- `mpc` : Media Player Classic - Home Cinema (doom9 folks, 2014) [downloadable]
- `mspaint` : MS Paint (Microsoft, 2010) [downloadable]
- `mt4` : Meta Trader 4 (, 2005) [downloadable]
- `njcwptrial` : NJStar Chinese Word Processor trial (NJStar, 2015) [downloadable]
- `njjwptrial` : NJStar Japanese Word Processor trial (NJStar, 2009) [downloadable]
- `nook` : Nook for PC (e-book reader) (Barnes & Noble, 2011) [downloadable]
- `npp` : Notepad++ (Don Ho, 2019) [downloadable]
- `office2003pro` : Microsoft Office 2003 Professional (Microsoft, 2002)
- `office2007pro` : Microsoft Office 2007 Professional (Microsoft, 2006)
- `office2013pro` : Microsoft Office 2013 Professional (Microsoft, 2013) [downloadable]
- `ollydbg110` : OllyDbg (ollydbg.de, 2004) [downloadable]
- `ollydbg200` : OllyDbg (ollydbg.de, 2010) [downloadable]
- `ollydbg201` : OllyDbg (ollydbg.de, 2013) [downloadable]
- `openwatcom` : Open Watcom C/C++ compiler (can compile win16 code!) (Watcom, 2010) [downloadable]
- `protectionid` : Protection ID (CDKILLER & TippeX, 2016)
- `psdk2003` : MS Platform SDK 2003 (Microsoft, 2003) [downloadable]
- `psdkwin71` : MS Windows 7.1 SDK (Microsoft, 2010) [downloadable]
- `psdkwin7` : MS Windows 7 SDK (Microsoft, 2009) [downloadable]
- `qqintl` : QQ International Instant Messenger 2.11 (Tencent, 2014) [downloadable]
- `qq` : QQ 8.9.6(Chinese chat app) (Tencent, 2017) [downloadable]
- `safari` : Safari (Apple, 2010) [downloadable]
- `sketchup` : SketchUp 8 (Google, 2012) [downloadable]
- `steam` : Steam (Valve, 2010) [downloadable]
- `uplay` : Uplay (Ubisoft, 2013) [downloadable]
- `utorrent3` : µTorrent 3.4 (BitTorrent, 2011) [downloadable]
- `utorrent` : µTorrent 2.2.1 (BitTorrent, 2011)
- `vc2005expresssp1` : MS Visual C++ 2005 Express SP1 (Microsoft, 2007) [downloadable]
- `vc2005express` : MS Visual C++ 2005 Express (Microsoft, 2005) [downloadable]
- `vc2005trial` : MS Visual C++ 2005 Trial (Microsoft, 2005) [downloadable]
- `vc2008express` : MS Visual C++ 2008 Express (Microsoft, 2008) [downloadable]
- `vc2010express` : MS Visual C++ 2010 Express (Microsoft, 2010) [downloadable]
- `vlc` : VLC media player 2.2.1 (VideoLAN, 2015) [downloadable]
- `vstools2019` : MS Visual Studio Build Tools 2019 (Microsoft, 2019) [downloadable]
- `vulkansdk121412` : Vulkan SDK 1.2.141.2 (developers only) (LunarG, 2020) [downloadable]
- `vulkansdk` : Vulkan SDK (latest) (developers only) (LunarG, 2018) [downloadable]
- `winamp` : Winamp (Radionomy (AOL (Nullsoft)), 2013) [downloadable]
- `wme9` : MS Windows Media Encoder 9 (broken in Wine) (Microsoft, 2002) [downloadable]

## Tricks: benchmarks

- 3dmark03 : 3D Mark 03 (Futuremark, 2003)
- 3dmark05 : 3D Mark 05 (Futuremark, 2005) [downloadable]
- 3dmark06 : 3D Mark 06 (Futuremark, 2006)
- 3dmark2000 : 3D Mark 2000 (MadOnion.com, 2000) [downloadable]
- 3dmark2001 : 3D Mark 2001 (MadOnion.com, 2001) [downloadable]
- stalker\_pripyat\_bench : S.T.A.L.K.E.R.: Call of Pripyat benchmark (GSC Game World, 2009)
- unigine\_heaven : Unigen Heaven 2.1 Benchmark (Unigen, 2010)
- wglgears : wglgears (Clinton L. Jeffery, 2005) [downloadable]

## Tricks: dlls

- adobeair : Adobe AIR (Adobe, 2018) [downloadable]
- allcodecs : All codecs (dirac, ffdshow, icodecs, cinepak, l3codecx, xvid) except wmp (various, 1995-2009) [downloadable]
- amstream : MS amstream.dll (Microsoft, 2011) [downloadable]
- art2kmin : MS Access 2007 runtime (Microsoft, 2007) [downloadable]
- atmlib : Adobe Type Manager (Adobe, 2009) [downloadable]
- avifil32 : MS avifil32 (Microsoft, 2004) [downloadable]
- binkw32 : RAD Game Tools binkw32.dll (RAD Game Tools, Inc., 2000) [downloadable]
- cabinet : Microsoft cabinet.dll (Microsoft, 2002) [downloadable]
- cinepak : Cinepak Codec (Radius, 1995) [downloadable]
- cmd : MS cmd.exe (Microsoft, 2004) [downloadable]
- cnc\_ddraw : Reimplentation of ddraw for CnC games (CnCNet, 2020) [downloadable]
- comctl32ocx : MS comctl32.ocx and mscomctl.ocx, comctl32 wrappers for VB6 (Microsoft, 2012) [downloadable]
- comctl32 : MS common controls 5.80 (Microsoft, 2001) [downloadable]
- comdlg32ocx : Common Dialog ActiveX Control for VB6 (Microsoft, 2012) [downloadable]
- crypt32 : MS crypt32 (Microsoft, 2004) [downloadable]
- d3dcompiler\_42 : MS d3dcompiler\_42.dll (Microsoft, 2010) [downloadable]
- d3dcompiler\_43 : MS d3dcompiler\_43.dll (Microsoft, 2010) [downloadable]
- d3dcompiler\_47 : MS d3dcompiler\_47.dll (Microsoft, FIXME) [downloadable]
- d3drm : MS d3drm.dll (Microsoft, 2010) [downloadable]
- d3dx10\_43 : MS d3dx10\_43.dll (Microsoft, 2010) [downloadable]
- d3dx10 : MS d3dx10\_???.dll from DirectX user redistributable (Microsoft, 2010) [downloadable]
- d3dx11\_42 : MS d3dx11\_42.dll (Microsoft, 2010) [downloadable]
- d3dx11\_43 : MS d3dx11\_43.dll (Microsoft, 2010) [downloadable]
- d3dx9\_24 : MS d3dx9\_24.dll (Microsoft, 2010) [downloadable]
- d3dx9\_25 : MS d3dx9\_25.dll (Microsoft, 2010) [downloadable]
- d3dx9\_26 : MS d3dx9\_26.dll (Microsoft, 2010) [downloadable]
- d3dx9\_27 : MS d3dx9\_27.dll (Microsoft, 2010) [downloadable]
- d3dx9\_28 : MS d3dx9\_28.dll (Microsoft, 2010) [downloadable]
- d3dx9\_29 : MS d3dx9\_29.dll (Microsoft, 2010) [downloadable]
- d3dx9\_30 : MS d3dx9\_30.dll (Microsoft, 2010) [downloadable]
- d3dx9\_31 : MS d3dx9\_31.dll (Microsoft, 2010) [downloadable]
- d3dx9\_32 : MS d3dx9\_32.dll (Microsoft, 2010) [downloadable]
- d3dx9\_33 : MS d3dx9\_33.dll (Microsoft, 2010) [downloadable]
- d3dx9\_34 : MS d3dx9\_34.dll (Microsoft, 2010) [downloadable]

- `d3dx9_35` : MS `d3dx9_35.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_36` : MS `d3dx9_36.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_37` : MS `d3dx9_37.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_38` : MS `d3dx9_38.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_39` : MS `d3dx9_39.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_40` : MS `d3dx9_40.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_41` : MS `d3dx9_41.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_42` : MS `d3dx9_42.dll` (Microsoft, 2010) [downloadable]
- `d3dx9_43` : MS `d3dx9_43.dll` (Microsoft, 2010) [downloadable]
- `d3dx9` : MS `d3dx9_??`.dll from DirectX 9 redistributable (Microsoft, 2010) [downloadable]
- `d3dxof` : MS `d3dxof.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `d9vk010` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.10) (Joshua Ashton, 2019) [downloadable]
- `d9vk011` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.11) (Joshua Ashton, 2019) [downloadable]
- `d9vk012` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.12) (Joshua Ashton, 2019) [downloadable]
- `d9vk013f` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.13f) (Joshua Ashton, 2019) [downloadable]
- `d9vk013` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.13) (Joshua Ashton, 2019) [downloadable]
- `d9vk020` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.20) (Joshua Ashton, 2019) [downloadable]
- `d9vk021` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.21) (Joshua Ashton, 2019) [downloadable]
- `d9vk022` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.22) (Joshua Ashton, 2019) [downloadable]
- `d9vk030` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.30) (Joshua Ashton, 2019) [downloadable]
- `d9vk040` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (0.40.1) (Joshua Ashton, 2019) [downloadable]
- `d9vk` : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (latest) (Joshua Ashton, 2019) [downloadable]
- `dbghe lp` : MS `dbghe lp` (Microsoft, 2008) [downloadable]
- `devenum` : MS `devenum.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dinput8` : MS `DirectInput 8` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dinput` : MS `dinput.dll`; breaks mouse, use only on Rayman 2 etc. (Microsoft, 2010) [downloadable]
- `dirac` : The Dirac `directshow` filter v1.0.2 (Dirac, 2009) [downloadable]
- `directmusic` : MS `DirectMusic` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `directplay` : MS `DirectPlay` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `directshow` : `DirectShow` runtime DLLs (`amstream`, `qasf`, `qcap`, `qdv d`, `qedit`, `quartz`) (Microsoft, 2011) [downloadable]
- `directx9` : MS `DirectX 9` (Deprecated, no-op) (Microsoft, 2010) [downloadable]
- `dmband` : MS `dmband.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dmcompos` : MS `dmcompos.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dmime` : MS `dmime.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dmloader` : MS `dmloader.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dmscript` : MS `dmscript.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]

- `dmstyle` : MS `dmstyle.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dmsynth` : MS `dmsynth.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dmusic32` : MS `dmusic32.dll` from DirectX user redistributable (Microsoft, 2006) [downloadable]
- `dmusic` : MS `dmusic.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dotnet11sp1` : MS .NET 1.1 SP1 (Microsoft, 2004) [downloadable]
- `dotnet11` : MS .NET 1.1 (Microsoft, 2003) [downloadable]
- `dotnet20sp1` : MS .NET 2.0 SP1 (Microsoft, 2008) [downloadable]
- `dotnet20sp2` : MS .NET 2.0 SP2 (Microsoft, 2009) [downloadable]
- `dotnet20` : MS .NET 2.0 (Microsoft, 2006) [downloadable]
- `dotnet30sp1` : MS .NET 3.0 SP1 (Microsoft, 2007) [downloadable]
- `dotnet30` : MS .NET 3.0 (Microsoft, 2006) [downloadable]
- `dotnet35sp1` : MS .NET 3.5 SP1 (Microsoft, 2008) [downloadable]
- `dotnet35` : MS .NET 3.5 (Microsoft, 2007) [downloadable]
- `dotnet40_kb2468871` : MS .NET 4.0 KB2468871 (Microsoft, 2011) [downloadable]
- `dotnet40` : MS .NET 4.0 (Microsoft, 2011) [downloadable]
- `dotnet452` : MS .NET 4.5.2 (Microsoft, 2012) [downloadable]
- `dotnet45` : MS .NET 4.5 (Microsoft, 2012) [downloadable]
- `dotnet461` : MS .NET 4.6.1 (Microsoft, 2015) [downloadable]
- `dotnet462` : MS .NET 4.6.2 (Microsoft, 2016) [downloadable]
- `dotnet46` : MS .NET 4.6 (Microsoft, 2015) [downloadable]
- `dotnet471` : MS .NET 4.7.1 (Microsoft, 2017) [downloadable]
- `dotnet472` : MS .NET 4.7.2 (Microsoft, 2018) [downloadable]
- `dotnet48` : MS .NET 4.8 (Microsoft, 2019) [downloadable]
- `dotnetcore2` : MS .NET Core Runtime 2.1 LTS (Microsoft, 2020) [downloadable]
- `dotnet_verifier` : MS .NET Verifier (Microsoft, 2016) [downloadable]
- `dpvoice` : Microsoft `dpvoice dpvvox dpvacm` Audio dlls (Microsoft, 2002) [downloadable]
- `dsdmo` : MS `dsdmo.dll` (Microsoft, 2010) [downloadable]
- `dsound` : MS DirectSound from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dswave` : MS `dswave.dll` from DirectX user redistributable (Microsoft, 2010) [downloadable]
- `dx8vb` : MS `dx8vb.dll` from DirectX 8.1 runtime (Microsoft, 2001) [downloadable]
- `dxdiagn_feb2010` : DirectX Diagnostic Library (February 2010) (Microsoft, 2010) [downloadable]
- `dxdiagn` : DirectX Diagnostic Library (Microsoft, 2011) [downloadable]
- `dxdiag` : DirectX Diagnostic Tool (Microsoft, 2010) [downloadable]
- `dxttrans` : MS `dxttrans.dll` (Microsoft, 2002) [downloadable]
- `dxvk054` : Vulkan-based D3D11 implementation for Linux / Wine (0.54) (Philip Rebohle, 2017) [downloadable]
- `dxvk060` : Vulkan-based D3D11 implementation for Linux / Wine (0.60) (Philip Rebohle, 2017) [downloadable]
- `dxvk061` : Vulkan-based D3D11 implementation for Linux / Wine (0.61) (Philip Rebohle, 2017) [downloadable]
- `dxvk062` : Vulkan-based D3D11 implementation for Linux / Wine (0.62) (Philip Rebohle, 2017) [downloadable]
- `dxvk063` : Vulkan-based D3D11 implementation for Linux / Wine (0.63) (Philip Rebohle, 2017) [downloadable]
- `dxvk064` : Vulkan-based D3D11 implementation for Linux / Wine (0.64) (Philip Rebohle, 2017) [downloadable]
- `dxvk065` : Vulkan-based D3D11 implementation for Linux / Wine (0.65) (Philip Rebohle, 2017) [downloadable]
- `dxvk070` : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.70) (Philip Rebohle, 2017) [downloadable]

- dxvk071 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.71) (Philip Rebohle, 2017) [downloadable]
- dxvk072 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.72) (Philip Rebohle, 2017) [downloadable]
- dxvk080 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.80) (Philip Rebohle, 2017) [downloadable]
- dxvk081 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.81) (Philip Rebohle, 2017) [downloadable]
- dxvk090 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.90) (Philip Rebohle, 2017) [downloadable]
- dxvk091 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.91) (Philip Rebohle, 2017) [downloadable]
- dxvk092 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.92) (Philip Rebohle, 2017) [downloadable]
- dxvk093 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.93) (Philip Rebohle, 2017) [downloadable]
- dxvk094 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.94) (Philip Rebohle, 2017) [downloadable]
- dxvk095 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.95) (Philip Rebohle, 2017) [downloadable]
- dxvk096 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (0.96) (Philip Rebohle, 2017) [downloadable]
- dxvk100 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.0) (Philip Rebohle, 2017) [downloadable]
- dxvk101 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.0.1) (Philip Rebohle, 2017) [downloadable]
- dxvk102 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.0.2) (Philip Rebohle, 2017) [downloadable]
- dxvk103 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.0.3) (Philip Rebohle, 2017) [downloadable]
- dxvk111 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.1.1) (Philip Rebohle, 2017) [downloadable]
- dxvk120 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.2) (Philip Rebohle, 2017) [downloadable]
- dxvk121 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.2.1) (Philip Rebohle, 2017) [downloadable]
- dxvk122 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.2.2) (Philip Rebohle, 2017) [downloadable]
- dxvk123 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.2.3) (Philip Rebohle, 2017) [downloadable]
- dxvk130 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.3) (Philip Rebohle, 2017) [downloadable]
- dxvk131 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.3.1) (Philip Rebohle, 2017) [downloadable]
- dxvk132 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.3.2) (Philip Rebohle, 2017) [downloadable]
- dxvk133 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.3.3) (Philip Rebohle, 2017) [downloadable]
- dxvk134 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.3.4) (Philip Rebohle, 2017) [downloadable]
- dxvk140 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.4) (Philip Rebohle,

- 2017) [downloadable]
- dxvk141 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.4.1) (Philip Rebohle, 2017) [downloadable]
- dxvk142 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.4.2) (Philip Rebohle, 2017) [downloadable]
- dxvk143 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.4.3) (Philip Rebohle, 2017) [downloadable]
- dxvk144 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.4.4) (Philip Rebohle, 2017) [downloadable]
- dxvk145 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.4.5) (Philip Rebohle, 2017) [downloadable]
- dxvk146 : Vulkan-based D3D10/D3D11 implementation for Linux / Wine (1.4.6) (Philip Rebohle, 2017) [downloadable]
- dxvk150 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.5) (Philip Rebohle, 2017) [downloadable]
- dxvk151 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.5.1) (Philip Rebohle, 2017) [downloadable]
- dxvk152 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.5.2) (Philip Rebohle, 2017) [downloadable]
- dxvk153 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.5.3) (Philip Rebohle, 2017) [downloadable]
- dxvk154 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.5.4) (Philip Rebohle, 2017) [downloadable]
- dxvk155 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.5.5) (Philip Rebohle, 2017) [downloadable]
- dxvk160 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.6) (Philip Rebohle, 2017) [downloadable]
- dxvk161 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.6.1) (Philip Rebohle, 2017) [downloadable]
- dxvk170 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.7) (Philip Rebohle, 2017) [downloadable]
- dxvk171 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.7.1) (Philip Rebohle, 2017) [downloadable]
- dxvk172 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.7.2) (Philip Rebohle, 2017) [downloadable]
- dxvk173 : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (1.7.3) (Philip Rebohle, 2017) [downloadable]
- dxvk\_master : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (master) (Philip Rebohle, 2017) [downloadable]
- dxvk : Vulkan-based D3D9/D3D10/D3D11 implementation for Linux / Wine (latest) (Philip Rebohle, 2017) [downloadable]
- esent : MS Extensible Storage Engine (Microsoft, 2011) [downloadable]
- faudio1901 : FAudio (xaudio reimplementation, with xna support) builds for win32 (19.01) (Kron4ek, 2019) [downloadable]
- faudio1902 : FAudio (xaudio reimplementation, with xna support) builds for win32 (19.02) (Kron4ek, 2019) [downloadable]
- faudio1903 : FAudio (xaudio reimplementation, with xna support) builds for win32 (19.03) (Kron4ek, 2019) [downloadable]
- faudio1904 : FAudio (xaudio reimplementation, with xna support) builds for win32 (19.04) (Kron4ek, 2019) [downloadable]
- faudio1905 : FAudio (xaudio reimplementation, with xna support) builds for win32 (19.05)

- (Kron4ek, 2019) [downloadable]
- faudio190607 : FAudio (xaudio reimplementation, with xna support) builds for win32 (19.06.07) (Kron4ek, 2019) [downloadable]
- faudio1906 : FAudio (xaudio reimplementation, with xna support) builds for win32 (19.06) (Kron4ek, 2019) [downloadable]
- faudio : FAudio (xaudio reimplementation, with xna support) builds for win32 (latest) (Kron4ek, 2019) [downloadable]
- ffdshow : ffdshow video codecs (doom9 folks, 2010) [downloadable]
- filever : Microsoft's filever, for dumping file version info (Microsoft, 20??) [downloadable]
- flash : Flash Player 32 (Adobe, 2020) [downloadable]
- galliumnine02 : Gallium Nine Standalone (v0.2) (Gallium Nine Team, 2019) [downloadable]
- galliumnine03 : Gallium Nine Standalone (v0.3) (Gallium Nine Team, 2019) [downloadable]
- galliumnine04 : Gallium Nine Standalone (v0.4) (Gallium Nine Team, 2019) [downloadable]
- galliumnine05 : Gallium Nine Standalone (v0.5) (Gallium Nine Team, 2019) [downloadable]
- galliumnine06 : Gallium Nine Standalone (v0.6) (Gallium Nine Team, 2020) [downloadable]
- galliumnine07 : Gallium Nine Standalone (v0.7) (Gallium Nine Team, 2020) [downloadable]
- galliumnine : Gallium Nine Standalone (latest) (Gallium Nine Team, 2019) [downloadable]
- gdiplus : MS GDI+ (Microsoft, 2011) [downloadable]
- gdiplus\_winxp : MS GDI+ (Microsoft, 2009)
- gfw : MS Games For Windows Live (xlive.dll) (Microsoft, 2008) [downloadable]
- glidewrapper : GlideWrapper (Rolf Neuberger, 2005) [downloadable]
- glut : The glut utility library for OpenGL (Mark J. Kilgard, 2001) [downloadable]
- gmdl5 : General MIDI DLS Collection (Microsoft / Roland, 1999) [downloadable]
- hid : MS hid (Microsoft, 2003) [downloadable]
- icodecs : Indeo codecs (Intel, 1998) [downloadable]
- ie6 : Internet Explorer 6 (Microsoft, 2002) [downloadable]
- ie7 : Internet Explorer 7 (Microsoft, 2008) [downloadable]
- ie8\_kb2936068 : Cumulative Security Update for Internet Explorer 8 (Microsoft, 2014) [downloadable]
- ie8 : Internet Explorer 8 (Microsoft, 2009) [downloadable]
- iertutil : MS Runtime Utility (Microsoft, 2011) [downloadable]
- itircl : MS itircl.dll (Microsoft, 1999) [downloadable]
- itss : MS itss.dll (Microsoft, 1999) [downloadable]
- jet40 : MS Jet 4.0 Service Pack 8 (Microsoft, 2003) [downloadable]
- l3codecx : MPEG Layer-3 Audio Codec for Microsoft DirectShow (Microsoft, 2010) [downloadable]
- lavfilters702 : LAV Filters 0.70.2 (Hendrik Leppkes, 2017) [downloadable]
- lavfilters : LAV Filters (Hendrik Leppkes, 2019) [downloadable]
- mdac27 : Microsoft Data Access Components 2.7 sp1 (Microsoft, 2006) [downloadable]
- mdac28 : Microsoft Data Access Components 2.8 sp1 (Microsoft, 2005) [downloadable]
- mdx : Managed DirectX (Microsoft, 2006) [downloadable]
- mfc100 : Visual C++ 2010 mfc100 library; part of vcrun2010 (Microsoft, 2010) [downloadable]
- mfc110 : Visual C++ 2012 mfc110 library; part of vcrun2012 (Microsoft, 2012) [downloadable]
- mfc120 : Visual C++ 2013 mfc120 library; part of vcrun2013 (Microsoft, 2013) [downloadable]
- mfc140 : Visual C++ 2015 mfc140 library; part of vcrun2015 (Microsoft, 2015) [downloadable]
- mfc40 : MS mfc40 (Microsoft Foundation Classes from win7sp1) (Microsoft, 1999) [downloadable]
- mfc42 : Visual C++ 6 SP4 mfc42 library; part of vcrun6 (Microsoft, 2000) [downloadable]
- mfc71 : Visual C++ 2003 mfc71 library; part of vcrun2003 (Microsoft, 2003) [downloadable]
- mfc80 : Visual C++ 2005 mfc80 library; part of vcrun2005 (Microsoft, 2011) [downloadable]
- mfc90 : Visual C++ 2008 mfc90 library; part of vcrun2008 (Microsoft, 2011) [downloadable]

- mf : MS Media Foundation (Microsoft, 2011) [downloadable]
- msacm32 : MS ACM32 (Microsoft, 2003) [downloadable]
- msasn1 : MS ASN1 (Microsoft, 2003) [downloadable]
- msctf : MS Text Service Module (Microsoft, 2003) [downloadable]
- msdelta : MSDelta differential compression library (Microsoft, 2011) [downloadable]
- msdxmox : MS Windows Media Player 2 ActiveX control for VB6 (Microsoft, 1999) [downloadable]
- msflxgrd : MS FlexGrid Control (msflxgrd.ocx) (Microsoft, 2012) [downloadable]
- msftedit : Microsoft RichEdit Control (Microsoft, 2011) [downloadable]
- mshflxgd : MS Hierarchical FlexGrid Control (mshflxgd.ocx) (Microsoft, 2012) [downloadable]
- msls31 : MS Line Services (Microsoft, 2001) [downloadable]
- msmask : MS Masked Edit Control (Microsoft, 2009) [downloadable]
- mspatcha : MS mspatcha (Microsoft, 2004) [downloadable]
- msscript : MS Windows Script Control (Microsoft, 2004) [downloadable]
- msvcirt : Visual C++ 6 SP4 msvcirt library; part of vcrun6 (Microsoft, 2000) [downloadable]
- msvcrt40 : fixme (Microsoft, 2011) [downloadable]
- msxml3 : MS XML Core Services 3.0 (Microsoft, 2005) [downloadable]
- msxml4 : MS XML Core Services 4.0 (Microsoft, 2009) [downloadable]
- msxml6 : MS XML Core Services 6.0 sp2 (Microsoft, 2009) [downloadable]
- nuget : NuGet Package manager (Outercurve Foundation, 2013) [downloadable]
- ogg : OpenCodecs 0.85: FLAC, Speex, Theora, Vorbis, WebM (Xiph.Org Foundation, 2011) [downloadable]
- ole32 : MS ole32 Module (ole32.dll) (Microsoft, 2004) [downloadable]
- oleaut32 : MS oleaut32.dll (Microsoft, 2011) [downloadable]
- pdh : MS pdh.dll (Performance Data Helper) (Microsoft, 2011) [downloadable]
- peverify : MS peverify (from .NET 2.0 SDK) (Microsoft, 2006) [downloadable]
- physx : PhysX (Nvidia, 2014) [downloadable]
- pngfilt : pngfilt.dll (from winxp) (Microsoft, 2004) [downloadable]
- prntvpt : prntvpt.dll (Microsoft, 2011) [downloadable]
- python26 : Python interpreter 2.6.2 (Python Software Foundaton, 2009) [downloadable]
- python27 : Python interpreter 2.7.16 (Python Software Foundaton, 2019) [downloadable]
- qasf : qasf.dll (Microsoft, 2011) [downloadable]
- qcap : qcap.dll (Microsoft, 2011) [downloadable]
- qdvd : qdvd.dll (Microsoft, 2011) [downloadable]
- qedit : qedit.dll (Microsoft, 2011) [downloadable]
- quartz\_feb2010 : quartz.dll (February 2010) (Microsoft, 2010) [downloadable]
- quartz : quartz.dll (Microsoft, 2011) [downloadable]
- quicktime72 : Apple QuickTime 7.2 (Apple, 2010) [downloadable]
- quicktime76 : Apple QuickTime 7.6 (Apple, 2010) [downloadable]
- riched20 : MS RichEdit Control 2.0 (riched20.dll) (Microsoft, 2004) [downloadable]
- riched30 : MS RichEdit Control 3.0 (riched20.dll, msls31.dll) (Microsoft, 2001) [downloadable]
- richtx32 : MS Rich TextBox Control 6.0 (Microsoft, 2012) [downloadable]
- sdl : Simple DirectMedia Layer (Sam Lantinga, 2012) [downloadable]
- secur32 : MS Security Support Provider Interface (Microsoft, 2011) [downloadable]
- setupapi : MS Setup API (Microsoft, 2004) [downloadable]
- shockwave : Shockwave (Adobe, 2018) [downloadable]
- speechsdk : MS Speech SDK 5.1 (Microsoft, 2009) [downloadable]
- tabctl32 : Microsoft Tabbed Dialog Control 6.0 (tabctl32.ocx) (Microsoft, 2012) [downloadable]
- updspapi : Windows Update Service API (Microsoft, 2004) [downloadable]
- urlmon : MS urlmon (Microsoft, 2011) [downloadable]

- `usp10` : Uniscribe (Microsoft, 2011) [downloadable]
- `vb2run` : MS Visual Basic 2 runtime (Microsoft, 1993) [downloadable]
- `vb3run` : MS Visual Basic 3 runtime (Microsoft, 1998) [downloadable]
- `vb4run` : MS Visual Basic 4 runtime (Microsoft, 1998) [downloadable]
- `vb5run` : MS Visual Basic 5 runtime (Microsoft, 2001) [downloadable]
- `vb6run` : MS Visual Basic 6 runtime sp6 (Microsoft, 2004) [downloadable]
- `vcrun2003` : Visual C++ 2003 libraries (mfc71,msvcp71,msvcr71) (Microsoft, 2003) [downloadable]
- `vcrun2005` : Visual C++ 2005 libraries (mfc80,msvcp80,msvcr80) (Microsoft, 2011) [downloadable]
- `vcrun2008` : Visual C++ 2008 libraries (mfc90,msvcp90,msvcr90) (Microsoft, 2011) [downloadable]
- `vcrun2010` : Visual C++ 2010 libraries (mfc100,msvcp100,msvcr100) (Microsoft, 2010) [downloadable]
- `vcrun2012` : Visual C++ 2012 libraries (atl110,mfc110,mfc110u,msvcp110,msvcr110,vcomp110) (Microsoft, 2012) [downloadable]
- `vcrun2013` : Visual C++ 2013 libraries (mfc120,mfc120u,msvcp120,msvcr120,vcomp120) (Microsoft, 2013) [downloadable]
- `vcrun2015` : Visual C++ 2015 libraries (concr140.dll,mfc140.dll,mfc140u.dll,mfcm140.dll,mfcm140u.dll,msvcp140.dll,vcamp140.dll,vc corlib140.dll,vcomp140.dll,vcruntime140.dll) (Microsoft, 2015) [downloadable]
- `vcrun2017` : Visual C++ 2017 libraries (concr140.dll,mfc140.dll,mfc140u.dll,mfcm140.dll,mfcm140u.dll,msvcp140.dll,vcamp140.dll,vc corlib140.dll,vcomp140.dll,vcruntime140.dll) (Microsoft, 2017) [downloadable]
- `vcrun2019` : Visual C++ 2015-2019 libraries (concr140.dll,mfc140.dll,mfc140u.dll,mfcm140.dll,mfcm140u.dll,msvcp140.dll,vcamp140.dll,vc corlib140.dll,vcomp140.dll,vcruntime140.dll) (and vcruntime140\_1.dll on win64) (Microsoft, 2019) [downloadable]
- `vcrun6sp6` : Visual C++ 6 SP6 libraries (with fixes in ATL and MFC) (Microsoft, 2004) [downloadable]
- `vcrun6` : Visual C++ 6 SP4 libraries (mfc42, msvcp60, msvcirt) (Microsoft, 2000) [downloadable]
- `vjrun20` : MS Visual J# 2.0 SE libraries (requires dotnet20) (Microsoft, 2007) [downloadable]
- `vulkanrt121412` : Vulkan Runtime 1.2.141.2 (LunarG, 2020) [downloadable]
- `vulkanrt` : Vulkan Runtime (latest) (LunarG, 2020) [downloadable]
- `webio` : MS Windows Web I/O (Microsoft, 2011) [downloadable]
- `windowscodecs` : MS Windows Imaging Component (Microsoft, 2006) [downloadable]
- `winhttp` : MS Windows HTTP Services (Microsoft, 2005) [downloadable]
- `wininet` : MS Windows Internet API (Microsoft, 2011) [downloadable]
- `wininet_win2k` : MS Windows Internet API (Microsoft, 2008) [downloadable]
- `wmi` : Windows Management Instrumentation (aka WBEM) Core 1.5 (Microsoft, 2000) [downloadable]
- `wmp10` : Windows Media Player 10 (Microsoft, 2006) [downloadable]
- `wmp11` : Windows Media Player 11 (Microsoft, 2007) [downloadable]
- `wmp9` : Windows Media Player 9 (Microsoft, 2003) [downloadable]
- `wmv9vcm` : MS Windows Media Video 9 Video Compression Manager (Microsoft, 2013) [downloadable]
- `wsh57` : MS Windows Script Host 5.7 (Microsoft, 2007) [downloadable]
- `xact` : MS XACT Engine (32-bit only) (Microsoft, 2010) [downloadable]
- `xact_x64` : MS XACT Engine (64-bit only) (Microsoft, 2010) [downloadable]
- `xinput` : Microsoft XInput (Xbox controller support) (Microsoft, 2010) [downloadable]

- `xmllite` : MS xmllite dll (Microsoft, 2011) [downloadable]
- `xna31` : MS XNA Framework Redistributable 3.1 (Microsoft, 2009) [downloadable]
- `xna40` : MS XNA Framework Redistributable 4.0 (Microsoft, 2010) [downloadable]
- `xvid` : Xvid Video Codec (xvid.org, 2009) [downloadable]

## Tricks: fonts

- `allfonts` : All fonts (various, 1998-2010) [downloadable]
- `andale` : MS Andale Mono font (Microsoft, 2008) [downloadable]
- `arial` : MS Arial / Arial Black fonts (Microsoft, 2008) [downloadable]
- `baekmuk` : Baekmuk Korean fonts (Wooderart Inc. / kldp.net, 1999) [downloadable]
- `calibri` : MS Calibri font (Microsoft, 2007) [downloadable]
- `calibri` : MS Calibri font (Microsoft, 2009) [downloadable]
- `candara` : MS Candara font (Microsoft, 2009) [downloadable]
- `cjkfonts` : All Chinese, Japanese, Korean fonts and aliases (Various, ) [downloadable]
- `comicsans` : MS Comic Sans fonts (Microsoft, 2008) [downloadable]
- `consolas` : MS Consolas console font (Microsoft, 2011) [downloadable]
- `constantia` : MS Constantia font (Microsoft, 2009) [downloadable]
- `corbel` : MS Corbel font (Microsoft, 2009) [downloadable]
- `corefonts` : MS Arial, Courier, Times fonts (Microsoft, 2008) [downloadable]
- `courier` : MS Courier fonts (Microsoft, 2008) [downloadable]
- `droid` : Droid fonts (Ascender Corporation, 2009) [downloadable]
- `eufonts` : Updated fonts for Romanian and Bulgarian (Microsoft, 2008) [downloadable]
- `fakechinese` : Creates aliases for Chinese fonts using Source Han Sans fonts (Adobe, 2019)
- `fakejapanese_ipamona` : Creates aliases for Japanese fonts using IPAMona fonts (Jun Kobayashi, 2008)
- `fakejapanese` : Creates aliases for Japanese fonts using Source Han Sans fonts (Adobe, 2019)
- `fakejapanese_vlgothic` : Creates aliases for Japanese Meiryō fonts using VLGothic fonts (Project Vine / Daisuke Suzuki, 2014)
- `fakekorean` : Creates aliases for Korean fonts using Source Han Sans fonts (Adobe, 2019)
- `georgia` : MS Georgia fonts (Microsoft, 2008) [downloadable]
- `impact` : MS Impact fonts (Microsoft, 2008) [downloadable]
- `ipamona` : IPAMona Japanese fonts (Jun Kobayashi, 2008) [downloadable]
- `liberation` : Red Hat Liberation fonts (Mono, Sans, SansNarrow, Serif) (Red Hat, 2008) [downloadable]
- `lucida` : MS Lucida Console font (Microsoft, 1998) [downloadable]
- `meiryō` : MS Meiryō font (Microsoft, 2009) [downloadable]
- `opensymbol` : OpenSymbol fonts (replacement for Wingdings) (OpenOffice.org, 2017) [downloadable]
- `pptfonts` : All MS PowerPoint Viewer fonts (various, ) [downloadable]
- `sourcehansans` : Source Han Sans fonts (Adobe, 2019) [downloadable]
- `tahoma` : MS Tahoma font (not part of corefonts) (Microsoft, 1999) [downloadable]
- `takao` : Takao Japanese fonts (Jun Kobayashi, 2010) [downloadable]
- `times` : MS Times fonts (Microsoft, 2008) [downloadable]
- `trebuchet` : MS Trebuchet fonts (Microsoft, 2008) [downloadable]
- `uff` : Ubuntu Font Family (Ubuntu, 2010) [downloadable]
- `unifont` : Unifont alternative to Arial Unicode MS (Roman Czyborra / GNU, 2019) [downloadable]
- `verdana` : MS Verdana fonts (Microsoft, 2008) [downloadable]
- `vlgothic` : VLGothic Japanese fonts (Project Vine / Daisuke Suzuki, 2014) [downloadable]

- webdings : MS Webdings fonts (Microsoft, 2008) [downloadable]
- wenquanyi : WenQuanYi CJK font (wenq.org, 2009) [downloadable]
- wenquanyizenhei : WenQuanYi ZenHei font (wenq.org, 2009) [downloadable]

## Tricks: games

- acreedbro : Assassin's Creed Brotherhood (Ubisoft, 2011)
- algodoo\_demo : Algodoo Demo (Algorix, 2009) [downloadable]
- alienswarm\_steam : Alien Swarm (Steam) (Valve, 2010) [downloadable]
- amnesia\_tdd\_demo : Amnesia: The Dark Descent Demo (Frictional Games, 2010)
- aoe3\_demo : Age of Empires III Trial (Microsoft, 2005) [downloadable]
- avatar\_demo : James Camerons Avatar: The Game Demo (Ubisoft, 2009)
- bfb2 : Battlefield Bad Company 2 (EA, 2010)
- bioshock2\_steam : Bioshock 2 (Steam) (2k, 2010) [downloadable]
- bioshock2 : Bioshock 2 (2K Games, 2010)
- bioshock\_demo : Bioshock Demo (2K Games, 2007) [downloadable]
- blobby\_volley : Blobby Volley (Daniel Skoraszewsky, 2000)
- borderlands\_steam : Borderlands (Steam, non-free) (2K Games, 2009) [downloadable]
- bttf101 : Back to the Future Episode 1 (Telltale, 2011)
- cim\_demo : Cities In Motion Demo (Paradox Interactive, 2010)
- civ4\_demo : Civilization IV Demo (Firaxis Games, 2005)
- civ5\_demo\_steam : Civilization V Demo (Steam) (2K Games, 2010) [downloadable]
- cnc3\_demo : Command & Conquer 3 Demo (EA, 2007) [downloadable]
- cnc\_redalert3\_demo : Command & Conquer Red Alert 3 Demo (EA, 2008)
- cod1 : Call of Duty (Activision, 2003)
- cod4mw\_demo : Call of Duty 4: Modern Warfare (Activision, 2007)
- cod5\_waw : Call of Duty 5: World at War (Activision, 2008)
- cod\_demo : Call of Duty demo (Activision, 2003)
- crayonphysics\_demo : Crayon Physics Deluxe demo (Kloonigames, 2011) [downloadable]
- crysis2 : Crysis 2 (EA, 2011)
- csi6\_demo : CSI: Fatal Conspiracy Demo (Ubisoft, 2010)
- darknesswithin2\_demo : Darkness Within 2 Demo (Zoetrope Interactive, 2010)
- darkspore : Darkspore (EA, 2011)
- dcuo : DC Universe Online (EA, 2011)
- deadspace2 : Dead Space 2 (EA, 2011)
- deadspace : Dead Space (EA, 2008)
- demolition\_company\_demo : Demolition Company demo (Giants Software, 2010)
- deusex2\_demo : Deus Ex 2 / Deus Ex: Invisible War Demo (Eidos, 2003)
- diablo2 : Diablo II (Blizzard, 2000)
- digitanks\_demo : Digitanks Demo (Lunar Workshop, 2011) [downloadable]
- dirt2\_demo : Dirt 2 Demo (Codemasters, 2009)
- dragonage2\_demo : Dragon Age II demo (EA/Bioware, 2011) [downloadable]
- dragonage\_ue : Dragon Age: Origins - Ultimate Edition (Bioware / EA, 2010)
- dragonage : Dragon Age: Origins (Bioware / EA, 2009)
- eve : EVE Online Tyrannis (CCP Games, 2017) [downloadable]
- fable\_tlc : Fable: The Lost Chapters (Microsoft, 2005)
- fifa11\_demo : FIFA 11 Demo (EA Sports, 2010) [downloadable]
- gta\_vc : Grand Theft Auto: Vice City (Rockstar, 2003)
- hon : Heroes of Newerth (S2 Games, 2018) [downloadable]
- hordesoforcs2\_demo : Hordes of Orcs 2 Demo (Freeverse, 2010)

- kotor1 : Star Wars: Knights of the Old Republic (LucasArts, 2003)
- lemonsnicket : Lemony Snicket: A Series of Unfortunate Events (Activision, 2004)
- lhp\_demo : LEGO Harry Potter Demo [Years 1-4] (Travellers Tales / WB, 2010)
- losthorizon\_demo : Lost Horizon Demo (Deep Silver, 2010)
- lswcs : Lego Star Wars Complete Saga (Lucasarts, 2009)
- luxor\_ar : Luxor Amun Rising (MumboJumbo, 2006)
- masseffect2\_demo : Mass Effect 2 (BioWare, 2010) [downloadable]
- masseffect2 : Mass Effect 2 (DRM broken on Wine) (BioWare, 2010)
- maxmagicmarker\_demo : Max & the Magic Marker Demo (Press Play, 2010) [downloadable]
- mdk : MDK (3dfx) (Playmates International, 1997)
- menofwar : Men of War (Aspyr Media, 2009)
- mfsx\_demo : Microsoft Flight Simulator X Demo (Microsoft, 2006) [downloadable]
- mfsxde : Microsoft Flight Simulator X: Deluxe Edition (Microsoft, 2006)
- myth2\_demo : Myth II demo 1.8.0 (Project Magma, 2011) [downloadable]
- nfsshift\_demo : Need for Speed: SHIFT Demo (EA, 2009) [downloadable]
- oblivion : Elder Scrolls: Oblivion (Bethesda Game Studios, 2006)
- penpenxmas : Pen-Pen Xmas Olympics (Army of Trolls / Black Cat, 2007) [downloadable]
- popfs : Prince of Persia: The Forgotten Sands (Ubisoft, 2010)
- rct3deluxe : RollerCoaster Tycoon 3 Deluxe (DRM broken on Wine) (Atari, 2004)
- riseofnations\_demo : Rise of Nations Trial (Microsoft, 2003)
- ruse\_demo\_steam : Ruse Demo (Steam) (Ubisoft, 2010) [downloadable]
- sammax301\_demo : Sam & Max 301: The Penal Zone (Telltale Games, 2010)
- sammax304\_demo : Sam & Max 304: Beyond the Alley of the Dolls (Telltale Games, 2010)
- secondlife : Second Life Viewer (Linden Labs, 2003-2011) [downloadable]
- sims3\_gen : The Sims 3: Generations (DRM broken on Wine) (EA, 2011)
- sims3 : The Sims 3 (DRM broken on Wine) (EA, 2009)
- simsmid : The Sims Medieval (DRM broken on Wine) (EA, 2011)
- singularity : Singularity (Activision, 2010)
- splitsecond : Split Second (Disney, 2010)
- spore\_cc\_demo : Spore Creature Creator trial (EA, 2008) [downloadable]
- spore : Spore (EA, 2008)
- starcraft2\_demo : Starcraft II Demo (Blizzard, 2010)
- supermeatboy\_steam : Super Meat Boy (Steam, non-free) (Independent, 2010) [downloadable]
- theundergarden\_demo : The UnderGarden Demo (Atari, 2010)
- tmnationsforever : TrackMania Nations Forever (Nadeo, 2009) [downloadable]
- torchlight : Torchlight - boxed version (Runic Games, 2009)
- trainztcc\_2004 : Trainz: The Complete Collection: TRS2004 (Paradox Interactive, 2008)
- trine\_demo\_steam : Trine Demo (Steam) (Frozenbyte, 2009) [downloadable]
- trine\_steam : Trine (Steam) (Frozenbyte, 2009) [downloadable]
- tropico3\_demo : Tropico 3 Demo (Kalypso Media GmbH, 2009)
- twfc : Transformers: War for Cybertron (Activision, 2010)
- typingofthedead\_demo : Typing of the Dead Demo (Sega, 1999)
- ut3 : Unreal Tournament 3 (Midway Games, 2007)
- wog : World of Goo Demo (2D Boy, 2008) [downloadable]
- wormsreloaded\_demo\_steam : Worms Reloaded Demo (Steam) (Team17, 2010) [downloadable]

## Tricks: prefix

- apps
- benchmarks
- dlls
- fonts
- games
- settings

## Tricks: settings

- `alldlls=builtin` : Override most common DLLs to builtin
- `alldlls=default` : Remove all DLL overrides
- `ao=disabled` : Disable AlwaysOffscreen (default)
- `ao=enabled` : Enable AlwaysOffscreen
- `autostart_winedbg=disabled` : Prevent winedbg from launching when an unhandled exception occurs
- `autostart_winedbg=enabled` : Automatically launch winedbg when an unhandled exception occurs (default)
- `bad` : Fake verb that always returns false
- `cfc=disable` : Disable CheckFloatConstants (default)
- `cfc=enabled` : Enable CheckFloatConstants
- `csmt=off` : Disable Command Stream Multithreading
- `csmt=on` : Enable Command Stream Multithreading (default)
- `ddr=gdi` : Set DirectDrawRenderer to gdi
- `ddr=opengl` : Set DirectDrawRenderer to opengl
- `fontfix` : Check for broken fonts
- `fontsmooth=bgr` : Enable subpixel font smoothing for BGR LCDs
- `fontsmooth=disable` : Disable font smoothing
- `fontsmooth=gray` : Enable subpixel font smoothing
- `fontsmooth=rgb` : Enable subpixel font smoothing for RGB LCDs
- `forcemono` : Force using Mono instead of .NET (for debugging)
- `glsl=disabled` : Disable GLSL shaders, use ARB shaders (faster, but sometimes breaks)
- `glsl=enabled` : Enable GLSL shaders (default)
- `good` : Fake verb that always returns true
- `grabfullscreen=n` : Disable cursor clipping for full-screen windows (default)
- `grabfullscreen=y` : Force cursor clipping for full-screen windows (needed by some games)
- `gsm=0` : Set MaxShaderModelGS to 0
- `gsm=1` : Set MaxShaderModelGS to 1
- `gsm=2` : Set MaxShaderModelGS to 2
- `gsm=3` : Set MaxShaderModelGS to 3
- `heapcheck` : Enable heap checking with GlobalFlag
- `hidewineexports=disable` : Disable hiding Wine exports from applications (wine-staging)
- `hidewineexports=enable` : Enable hiding Wine exports from applications (wine-staging)
- `hosts` : Add empty C:\windows\system32\drivers\etc\{hosts,services} files
- `isolate_home` : Remove wineprefix links to /home/pc
- `macdriver=mac` : Enable the Mac native Quartz driver (default)
- `macdriver=x11` : Disable the Mac native Quartz driver, use X11 instead
- `mackeyremap=both` : Enable mapping opt→alt and cmd→ctrl keys for the Mac native driver

- `mackeyremap=left` : Enable mapping of left opt→alt and cmd→ctrl keys for the Mac native driver
- `mackeyremap=none` : Do not remap keys for the Mac native driver (default)
- `mimeassoc=off` : Disable exporting MIME-type file associations to the native desktop
- `mimeassoc=on` : Enable exporting MIME-type file associations to the native desktop (default)
- `multisampling=disabled` : Disable Direct3D multisampling
- `multisampling=enabled` : Enable Direct3D multisampling
- `mwo=disable` : Set DirectInput MouseWarpOverride to disable
- `mwo=enabled` : Set DirectInput MouseWarpOverride to enabled (default)
- `mwo=force` : Set DirectInput MouseWarpOverride to force (needed by some games)
- `native_mdac` : Override odbc32, odbccp32 and oledb32
- `native_oleaut32` : Override oleaut32
- `nocrashdialog` : Disable crash dialog
- `npm=repack` : Set NonPower2Mode to repack
- `nt351` : Set Windows version to Windows NT 3.51
- `nt40` : Set Windows version to Windows NT 4.0
- `orm=backbuffer` : Set OffscreenRenderingMode=backbuffer
- `orm=fbo` : Set OffscreenRenderingMode=fbo (default)
- `psm=0` : Set MaxShaderModelPS to 0
- `psm=1` : Set MaxShaderModelPS to 1
- `psm=2` : Set MaxShaderModelPS to 2
- `psm=3` : Set MaxShaderModelPS to 3
- `remove_mono` : Remove builtin wine-mono
- `rtlm=auto` : Set RenderTargetLockMode to auto (default)
- `rtlm=disabled` : Set RenderTargetLockMode to disabled
- `rtlm=readdraw` : Set RenderTargetLockMode to readdraw
- `rtlm=readtex` : Set RenderTargetLockMode to readtex
- `rtlm=texdraw` : Set RenderTargetLockMode to texdraw
- `rtlm=textex` : Set RenderTargetLockMode to textex
- `sandbox` : Sandbox the wineprefix - remove links to /home/pc
- `sound=alsa` : Set sound driver to ALSA
- `sound=coreaudio` : Set sound driver to Mac CoreAudio
- `sound=disabled` : Set sound driver to disabled
- `sound=oss` : Set sound driver to OSS
- `sound=pulse` : Set sound driver to PulseAudio
- `strictdrawordering=disabled` : Disable StrictDrawOrdering (default)
- `strictdrawordering=enabled` : Enable StrictDrawOrdering
- `usetakefocus=disabled` : Disable UseTakeFocus (default)
- `usetakefocus=enabled` : Enable UseTakeFocus
- `vd=1024×768` : Enable virtual desktop, set size to 1024×768
- `vd=1280×1024` : Enable virtual desktop, set size to 1280×1024
- `vd=1440×900` : Enable virtual desktop, set size to 1440×900
- `vd=640×480` : Enable virtual desktop, set size to 640×480
- `vd=800×600` : Enable virtual desktop, set size to 800×600
- `vd=off` : Disable virtual desktop
- `videomemorysize=1024` : Tell Wine your video card has 1024MB RAM
- `videomemorysize=2048` : Tell Wine your video card has 2048MB RAM
- `videomemorysize=512` : Tell Wine your video card has 512MB RAM
- `videomemorysize=default` : Let Wine detect amount of video card memory
- `vista` : Set Windows version to Windows Vista
- `vsm=0` : Set MaxShaderModelVS to 0

- vsm=1 : Set MaxShaderModelVS to 1
- vsm=2 : Set MaxShaderModelVS to 2
- vsm=3 : Set MaxShaderModelVS to 3
- win10 : Set Windows version to Windows 10
- win20 : Set Windows version to Windows 2.0
- win2k3 : Set Windows version to Windows 2003
- win2k8r2 : Set Windows version to Windows 2008 R2
- win2k8 : Set Windows version to Windows 2008
- win2k : Set Windows version to Windows 2000
- win30 : Set Windows version to Windows 3.0
- win31 : Set Windows version to Windows 3.1
- win7 : Set Windows version to Windows 7
- win81 : Set Windows version to Windows 8.1
- win8 : Set Windows version to Windows 8
- win95 : Set Windows version to Windows 95
- win98 : Set Windows version to Windows 98
- windowmanagerdecorated=n : Prevent the window manager from decorating windows
- windowmanagerdecorated=y : Allow the window manager to decorate windows (default)
- windowmanagermanaged=n : Prevent the window manager from controlling windows
- windowmanagermanaged=y : Allow the window manager to control windows (default)
- winme : Set Windows version to Windows ME
- winver= : Set Windows version to default (win7)
- winxp : Set Windows version to Windows XP

1)

A wineprefix is the folder Batocera creates when launching the installer on the game, or when launching a game for the first time, its name will end with `.wine`

2)

You need to put the absolute path to the `.wine` folder, for exemple

`/userdata/saves/windows/game.pc.wine` or `/userdata/roms/windows/game.wine`

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