Winetricks

Winetricks is a script meant to configure wineprefixes[1]. It is sometimes necessary to run some Windows based applications and games on Wine. Basically, with winetricks, you can add missing dependencies manually into an according existing wineprefix. Batocera has implemented Winetricks natively.

Note that every Windows game might have different dependencies when running on Wine. Therefore it is necessary to find out what additional dependencies (if any) are needed to make the according game run successfully on Wine. In most cases, knowing which winetricks to use requires to search the internet, 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 it might be enough to fix it (for example, 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).

Usage

The Wine/Winetricks commands on Batocera are different than on other classic Linux distributions. The syntax for installing a winetrick into a wineprefix is as follows:

`batocera-wine windows tricks <absolute-path-to-the-wineprefix> <trick-to-install>`[2]

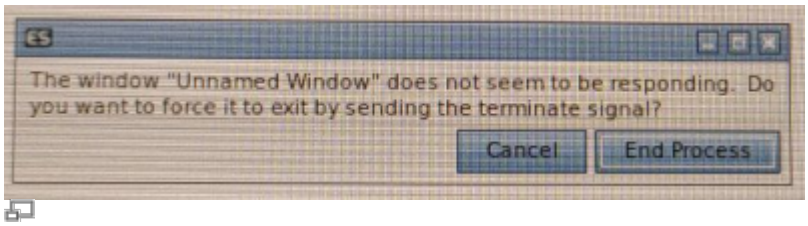
Note that you can only install one trick after another, so it is necessary to run the command from above multiple times if you have multiple tricks to install.

Example

As already mentioned above, it is necessary to find out what dependencies are needed to make a specific Windows game run successfully in Wine. For the game “Giana Sisters: Twisted Dreams” it was reported by different users that they made it run successfully by installing the following two winetricks: `xact` and `wmp9`. Since both tricks are deprecated on the Wine version installed on Batocera, it's necessary to install other versions of the according tricks, `xact_x64` and `wmp11` in this case. **Generally, it's always worth a try to install other versions of the according tricks** if for some reason winetricks throws the according error(s)!

In order to find out what tricks are actually available, navigate to the according section below.

First of all, it is necessary to either get the game's data as an installer or as raw binary files. For this example, the game is not installed on Batocera by using its installer but just copied the game's binaries to the according filesystem path at `/userdata/roms/windows/Giana Sisters - Twisted Dreams.pc` with the according `autorun.bat` already set up. After updating the gamelist via the ES menu, the game accours on the WINE games list. In order to get Batocera creating the according wineprefix, the game has to be started manually once (where all ES specific game settings have to be left on default) via ES. Now the winefrefix is being created on the filesystem automatically at the following path:
`/userdata/saves/windows/proton/Giana Sisters - Twisted Dreams.pc.wine`
Be patient while you see the according blue screen, depending on the system's horse power it may take a while. As the game is missing some dependencies it will not start correctly. Therefore it should crash and exit back to the ES desktop. If it freezes instead, just exit manually by pressing `Alt + F4` followed by `End Process` on the keyboard (sometimes you have to do it twice):



End Process

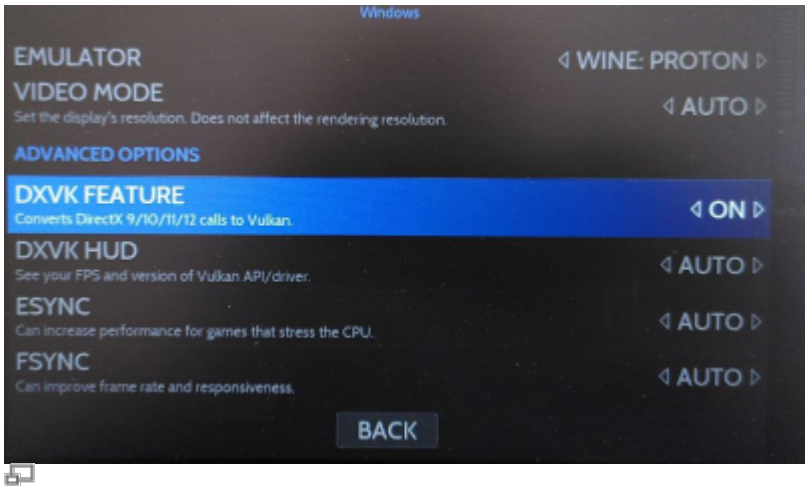
Now, from a remote PC, connect to the Batocera system via SSH in order to execute the according commands, required to install the missing dependencies via winetricks.

- First, to let the system become aware of your resolution settings, execute the following command:
  `export DISPLAY=:0.0`
- Now set the Wine architecure (`win32` for 32bit or `win64` for 64bit) to the according game's architecure, 64bit in this case:
  `export WINEARCH=win64`
- Now you need to use `batocera-wine` with the `tricks` command as follows, which will install the first needed trick to the game's wineprefix (Note that if you have any whitespaces in your path you have to put the whole path into single quotes as in teh following example):
  `batocera-wine windows tricks '/userdata/saves/windows/proton/Giana Sisters - Twisted Dreams.pc.wine' xact_x64`
  Now install the next trick:
  `batocera-wine windows tricks '/userdata/saves/windows/proton/Giana Sisters - Twisted Dreams.pc.wine' wmp11`

In case you run into the following error message...
`warning: wine cmd.exe /c echo '%AppData%' returned empty string, error message “”`
...it means the game is still stuck running somewhere in the background. This happens sometimes when the game gets forced to quit by pressing `Alt + F4` followed by `End Process` as you might have done before. In such case just reboot Batocera by executing: `batocera-es-swissknife –reboot` and then try again.

That was mostly it. Now as in Wine this game needs Vulkan in order to call the according DirectX

graphics API, it is necessary to enable DXVK FEATURE in the ES game's Advanced Game Settings menu:



DXVK FEATURE

Now start the game via ES and have fun!

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.

A static copy is below, last updated Fix Me!.

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]

- `fontxplorer` : 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]
- `njcwp_trial` : NJStar Chinese Word Processor trial (NJStar, 2015) [downloadable]
- `njjwp_trial` : 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 : 3DMark2000 (MadOnion.com, 2000) [downloadable]
- 3dmark2001 : 3DMark2001 (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]
- dbghelp : MS dbghelp (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, qdvd, 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]
- dxtrans : MS dxtrans.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]
- gmdls : 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]
- `msdxmocx` : 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 (concrt140.dll,mfc140.dll,mfc140u.dll,mfcm140.dll,mfcm140u.dll,msvcp140.dll,vcamp140.dll,vccorlib140.dll,vcomp140.dll,vcruntime140.dll) (Microsoft, 2015) [downloadable]
- vcrun2017 : Visual C++ 2017 libraries (concrt140.dll,mfc140.dll,mfc140u.dll,mfcm140.dll,mfcm140u.dll,msvcp140.dll,vcamp140.dll,vccorlib140.dll,vcomp140.dll,vcruntime140.dll) (Microsoft, 2017) [downloadable]
- vcrun2019 : Visual C++ 2015-2019 libraries (concrt140.dll,mfc140.dll,mfc140u.dll,mfcm140.dll,mfcm140u.dll,msvcp140.dll,vcamp140.dll,vccorlib140.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]
- `cambria` : MS Cambria 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 Meiryo 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]
- `meiryo` : MS Meiryo 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 (Algoryx, 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)
- bfbc2 : 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)
- lemonysnicket : 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)
- simsmed : 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 automatically on the filesystem 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 example `/userdata/saves/windows/lutris/game.pc.wine` or `/userdata/saves/windows/proton/game.pc.wine` or `/userdata/roms/windows/game.wine`

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