Winetricks

Winetricks is a script meant to configure wineprefixes[1]. It is sometimes necessary to run Windows based games on Wine with additional dependencies that might get missed and therefore have to be added first manually by using Winetricks. Basically, with Winetricks, you can add those missing dependencies manually into an according existing wineprefix. Batocera has implemented Winetricks natively.

Note that every Windows game *might* have different missing 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, to find out which winetricks to use to make a game run successfully in Wine, 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 winetrick 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 commands for Wine/Winetricks are different on Batocera than on other classic Linux distributions. The syntax for installing a winetrick into a wineprefix is as follows: [2]

```
batocera-wine windows tricks <absolute-path-to-the-wineprefix> <first-trick-to-install> <second-trick-to-install> ... <nth-trick-to-install>
```

Note that you can only install one winetrick after another if you use Batocera lower than **v43**, so it is necessary to run the command once per time per trick if you have multiple winetricks to install.

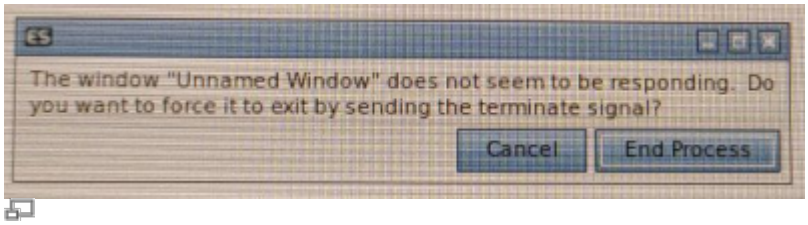
Example

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 winetricks are deprecated on the Wine version installed on Batocera, it's necessary to install other versions of the according winetricks, `xact_x64` and `wmp11` in this case. **Generally, it's always worth a try to install other versions of the according winetricks** if for some reasons Winetricks throws the according error(s)!

In order to find out what winetricks 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.cmd` already set up (get more information about

the `autorun.cmd` here). 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/system/wine-bottles/windows/ge-custom/Giana Sisters - Twisted Dreams.pc.wine`
Be patient while you see the according blue screen, depending on Batocera's hardware it may take a while. Then, as the game is missing some dependencies, it will not start correctly and therefore it should crash and exit back to the ES desktop automatically (which is expected, so don't worry!). 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 architecture (`win32` for 32-bit or `win64` for 64-bit *default arch and therefore not needed*) to the according game's architecure, 32-bit in this case:

```
export WINEARCH=win64
```

- Next create the prefix according your exported architecture. The command will not work if there is already a prefix! The reason is, if you want to change the architecture (32/64bit) this works **only** if the prefix is initiated at first time - it can not be changed later. So delete the prefix and start over by using `batocera-wine` with the `createprefix` command:

```
batocera-wine windows createprefix '/userdata/system/roms/windows/Giana Sisters - Twisted Dreams.pc'
```

- Now you need to use `batocera-wine` with the `tricks` command as follows, which will install the first needed winetrick 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 the following example):

```
batocera-wine windows tricks '/userdata/system/wine-bottles/windows/ge-custom/Giana Sisters - Twisted Dreams.pc.wine' xact_x64 wmp11
```

Something to note: Since v43 the `createprefix` command and the ability to daisychain several tricks was installed, for versions before v43 you install trick per trick.

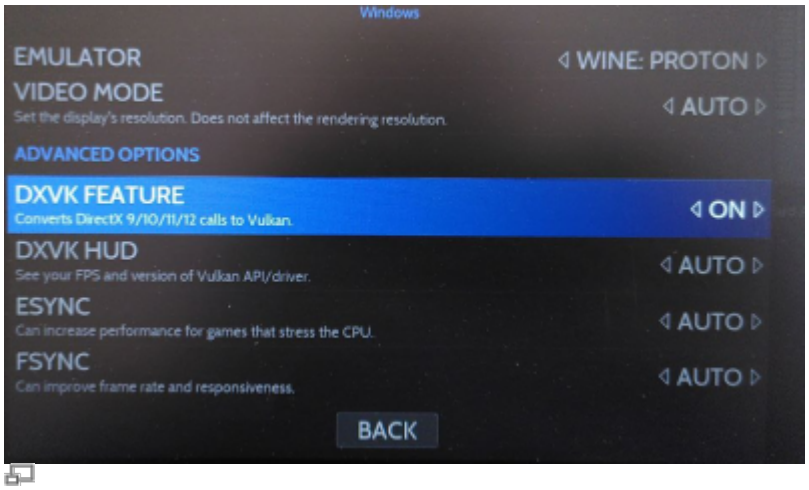
In case you run into the following error message...

`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 for Wine the game “Giana Sisters: Twisted Dreams” needs Vulkan in order to interact with 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 winetricks

You can produce this information on your own by executing the following command on your batocera:

```
/usr/wine/winetricks list-all
```

An updated list can also be found at the Winetricks github page, though generating it from your batocera version is the preferred method.

Troubleshooting

System "freezes" when installing a winetrick

Depending on the winetrick you want to install you may run into the issue that the system seems to freeze on the remote command line. Before giving up you should take a look on your Batocera screen. It may ask you to interact.

Example: If you want to install the `vcrun2017` the system seems to freeze on the remote command line at this point:
`0104:fixme:oleacc:find_class_data unhandled window class: L“Button”`
So you may think it fails to install but instead there's the according package setup popping up on the Batocera GUI screen, waiting for you to interact:



Setup menu

In this case, just go through the setup process and you're done.

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/system/wine-bottles/windows/ge-custom/<myGame>.pc.wine`

From:
https://wiki.batocera.org/ - **Batocera.linux - Wiki**

Permanent link:
https://wiki.batocera.org/emulators:winetricks?rev=1776599321

Last update: **2026/04/19 11:48**