

## **Installing a stand-alone Windows app to run on a Linux Mint computer**

These instructions are for installing a stand-alone Windows app without having Windows installed, dual booting or in a Virtual Machine (a VM).

For these instructions you'll need to install WINE (WINE Is Not an Emulator) which is a Windows compatibility layer and another app called Play On Linux. (I haven't tried this with WINE Tricks.)

Here's the basic problem to solve. WINE allows you to run many Windows apps on your Linux system but in order to add things that the program may depend on, such as DLLs and libraries, your Windows application has to have an installer. They don't have any easy way to do this with a stand-alone app.

What's the solution? Obviously create an installer for the app.

Here's a step-by-step of how I installed a Windows app called "Materialize" on my machine and got it to work.

I had previously installed it on a Windows 10 machine and had found that I needed to install the Microsoft Visual C++ Redistributable library in order for there to be text on the buttons and dialogue boxes. Although I could get Materialize to run on my Linux Mint box with WINE installed, I got those blank buttons with no way to add what I needed to the app to make it run properly.

To solve this problem I needed to create an installer for the app which could then be accessed by a program called Play On Linux.

After some searching I found a relatively simple Windows installer creator app that would run on WINE. Others were too complicated for my needs. This one was free and is called Install Forge.

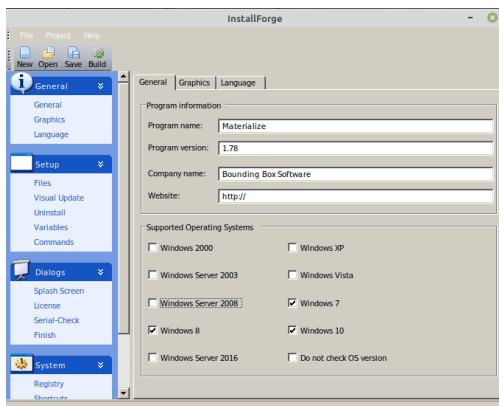
### **Install Forge**

<https://installforge.net/download/>

*Now for the steps on how to create the installer:*

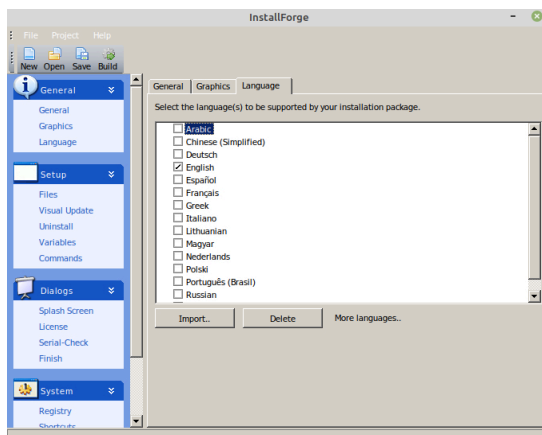
First I downloaded the ZIP file for Materialize (Materialize <http://boundingboxsoftware.com/materialize/getkey.php>) and extracted it into a folder which I named naturally "Materialize". The app and the files that went with it were included in this folder.

I opened Install Forge (you may have to tell it to use the WINE program loader) and this is the first thing that came up:

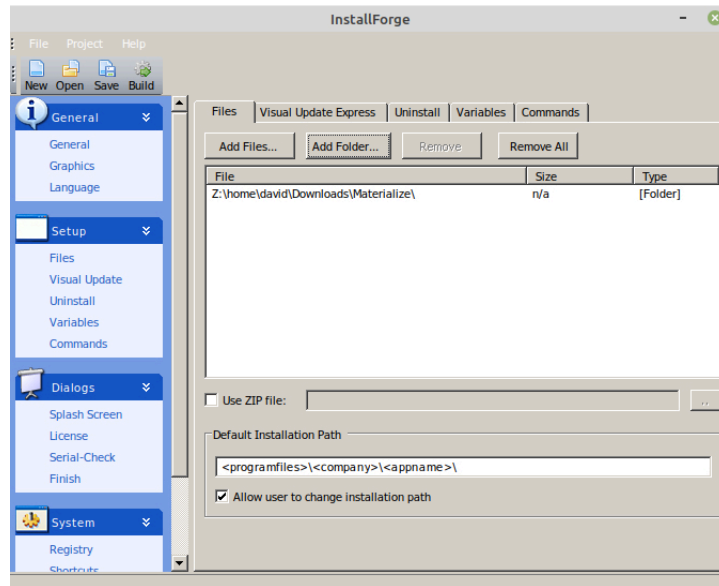


Just some basic information to fill in on this screen (General section > General) - The name of the program (Materialize), the version of it (1.78), the company who made it (Bounding Box Software) the the website, if you want to include that.

There were many screens I skipped and didn't need. I didn't need to change anything on Graphics, so I went right to Language (General > Language) and selected English.



The next area to deal with was Files (Setup > Files).

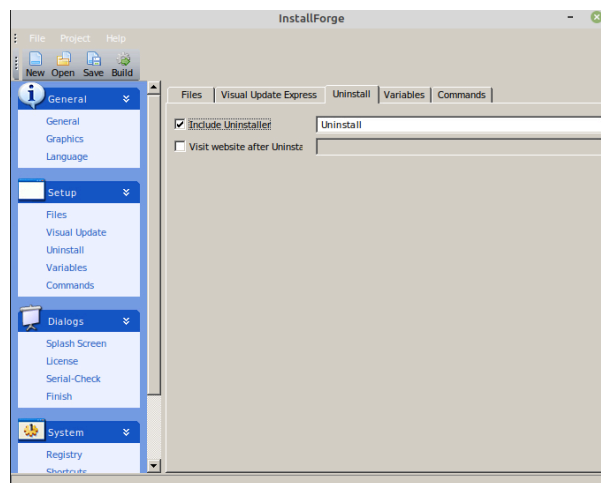


I clicked on the Add Folder button to find that Materialize folder with the extracted files inside of it.

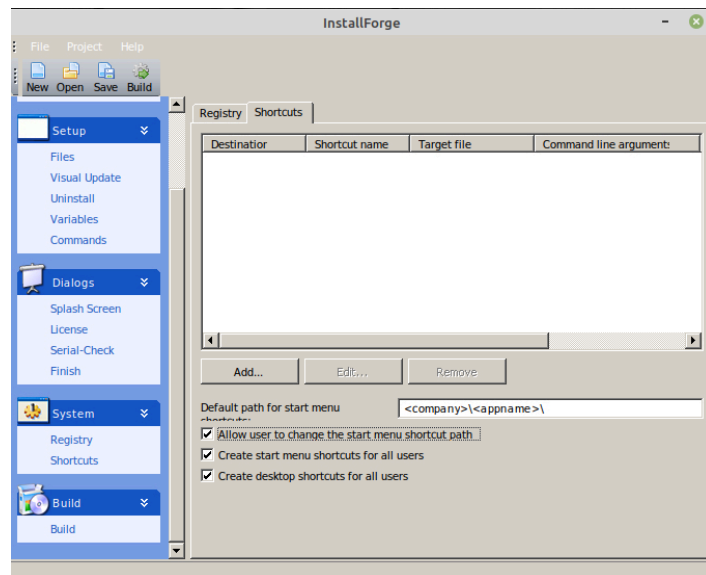
*(Note: Use ZIP file doesn't seem to work and will give you an error saying that the installer doesn't work with your operating system.)*

I found it important to leave "Allow user to change installation path" checked because the installer defaults to the "Programs (X86)" directory, the one where 32bit apps go and in this case Materialize is a 64bit app that belongs in Programs (no "(X86)" at the end of it).

Just in case I needed it, I also included an Uninstaller (Setup > Uninstall) in the installation:

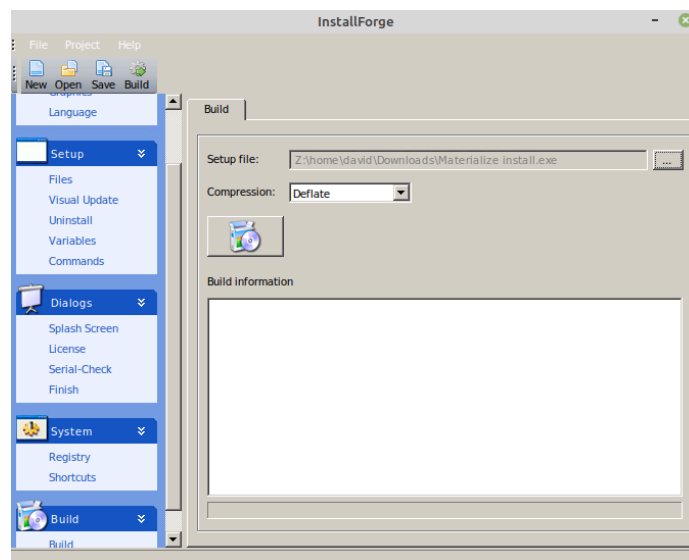


Lastly, I made some selections as to what shortcuts (System > Shortcuts) would be included.



Now it was time to create the installer...

(Build section > Build) I gave the set up file a name (Materialize install) and picked where it was to be saved by clicking on the button to the right of the Setup File field.

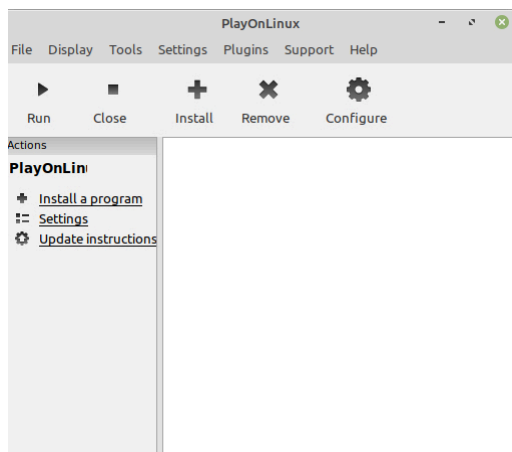


Then it was a matter of clicking on the button with the picture on it and it did the rest.

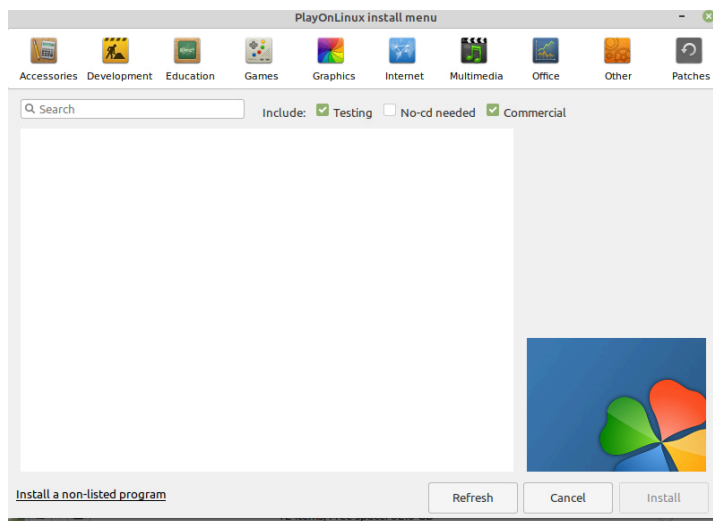
With a Windows installer created, you would think that you'd use it by directly by double-clicking it. No, for this to work you want to access it through Play On Linux.

Here's the steps I took to successfully install a working copy of Materialize:

First open Play On Linux. This is the opening screen:

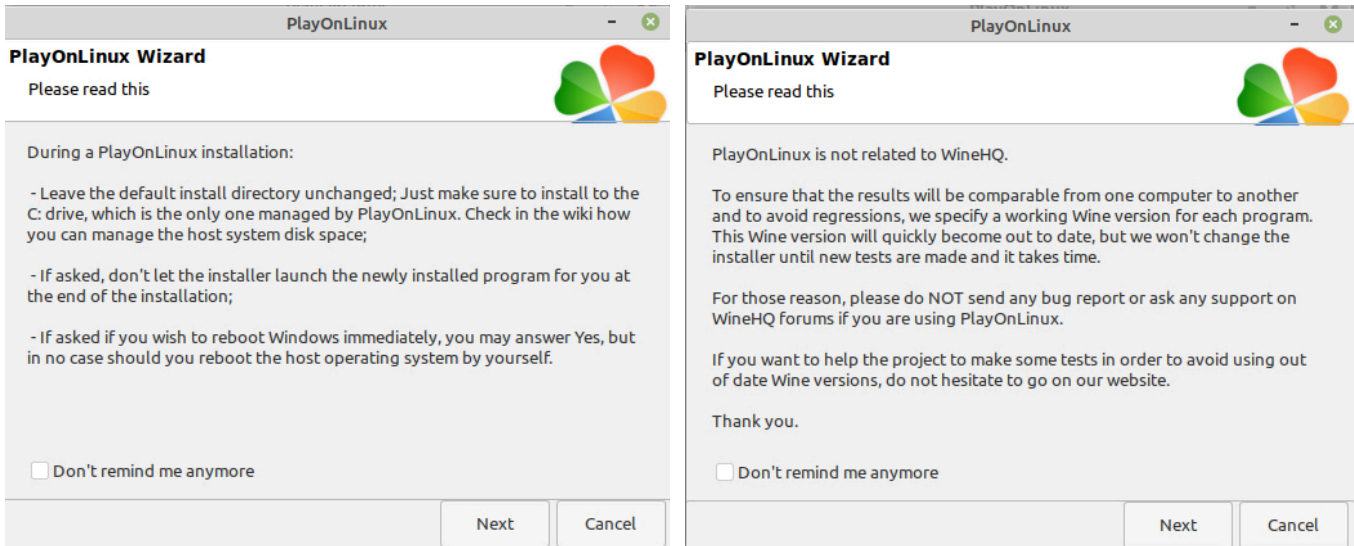


Click "Install a program".

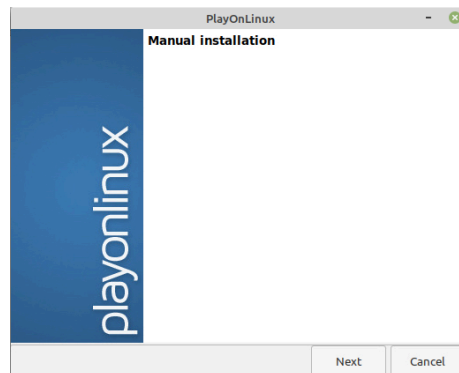


Play On Linux has a number of apps in its database that you can install but we're installing something it doesn't have, so click "Install a non-listed program" (bottom left corner).

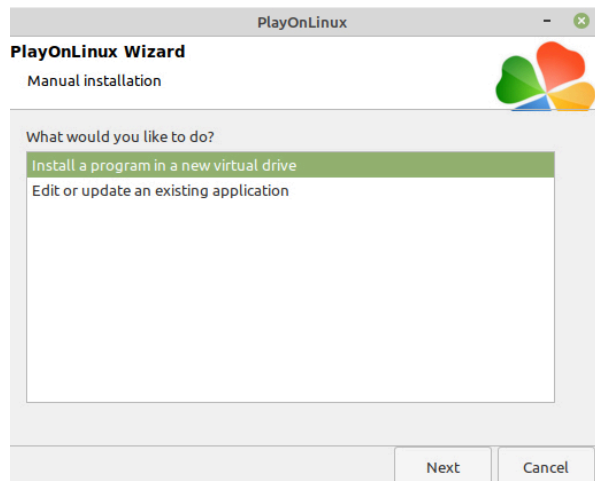
You'll go two Read Me screens (unless you've previously checked "Don't remind me anymore".)



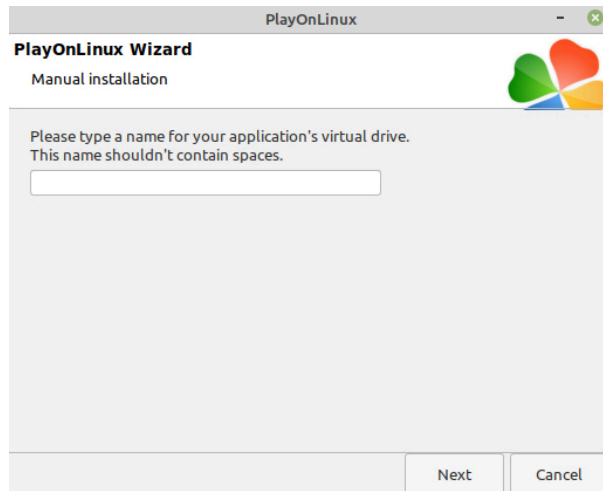
Then the introductory Manual Installation screen will appear:



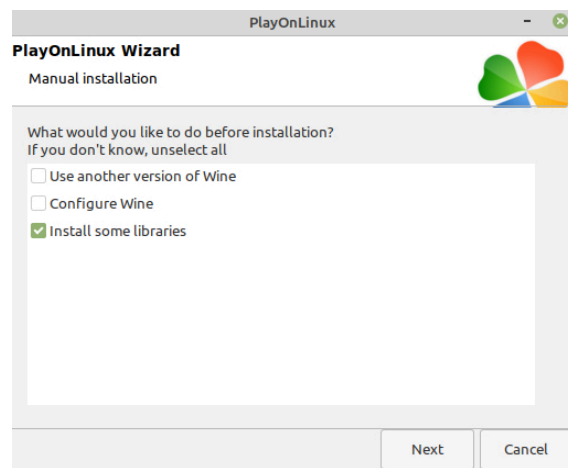
The next screen gives you option of creating a new virtual drive for your app or altering an existing one. Since this is a new program, we'll select creating the new drive.



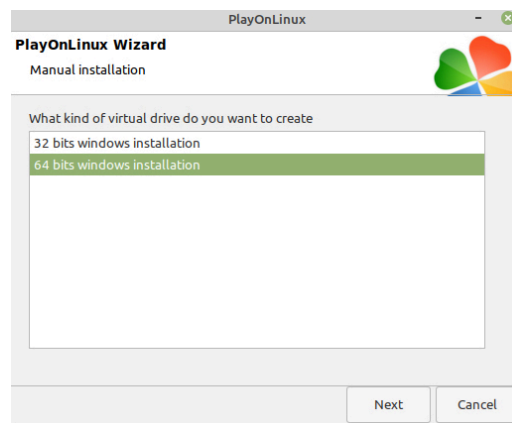
The drive (aka WINE Prefix) will need a name. Since we are installing Materialize, we'll call it that.



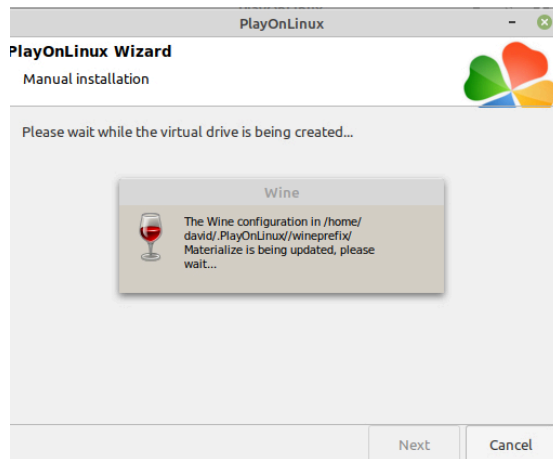
It's next going to ask what we'd like to do before the installation. Since there are some things that Materialize needs to run properly, we'll check "Install some libraries".



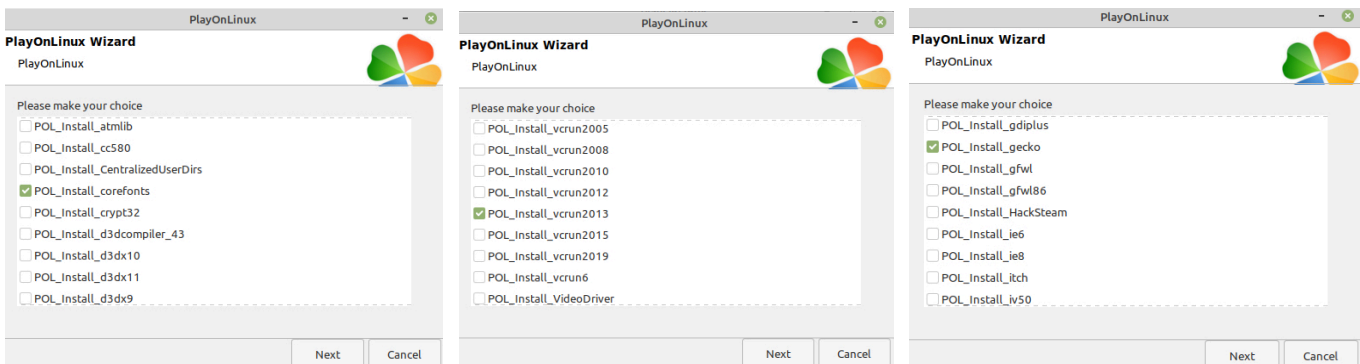
Next will be the question whether this will be a 32bit installation or a 64bit installation. Since Materialize is a 64bit application, we'll choose that.



After we click Next, there will be a slight delay while the new virtual drive is created.

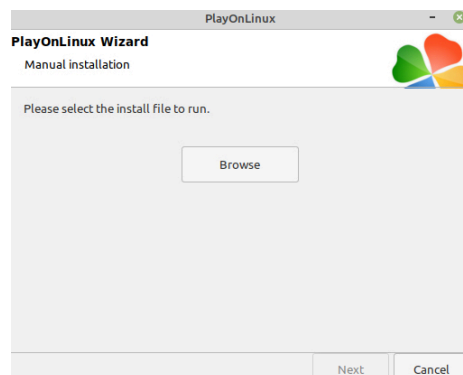


The next task ahead of us in installing the libraries the app needs to run properly. In the case of Materialize it's going to need the Microsoft core fonts and the Microsoft Visual C++ Redistributable library. I wasn't sure so I checked Gecko as well.



*\*When you click Next and the fonts install, it's easy to miss the "I Accept" checkbox at the bottom.*

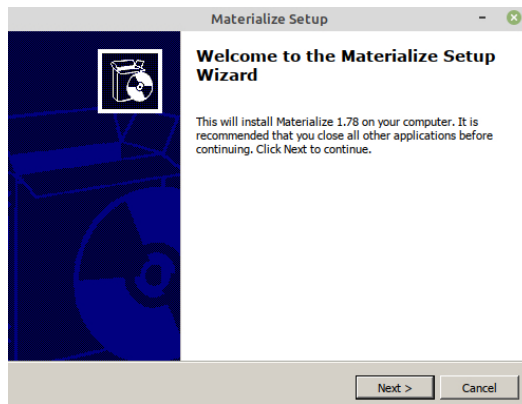
Now we're finally at the point where we can use that installer we created.



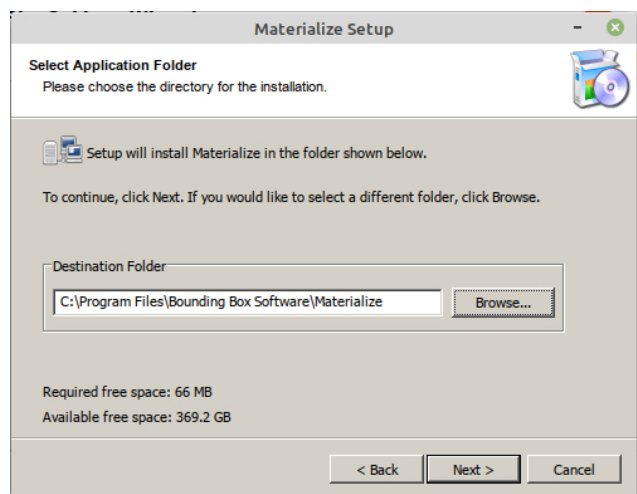
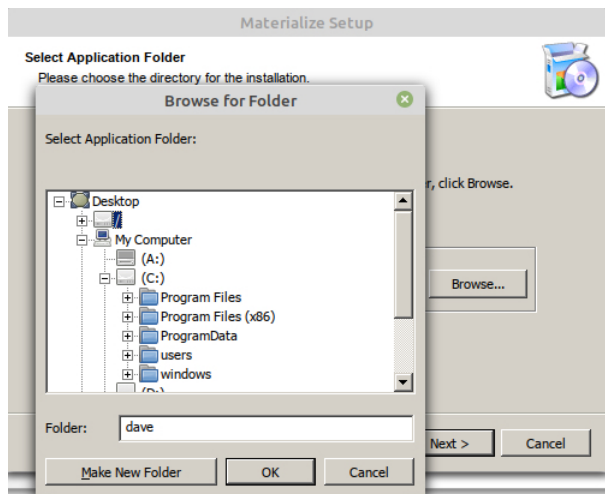
Click on the Browse button to navigate to where that is.



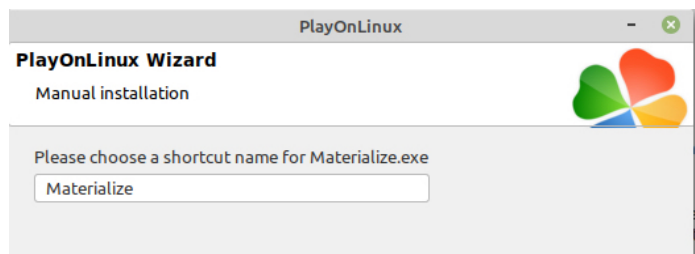
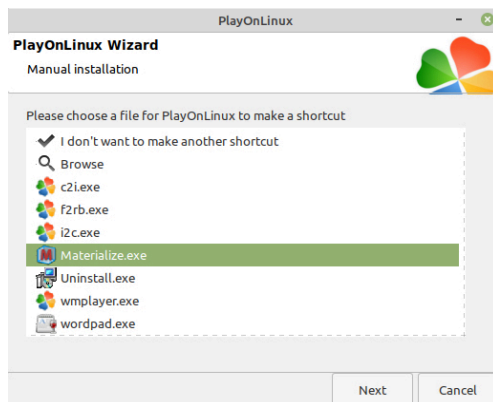
The installer will be the typical Windows setup program.



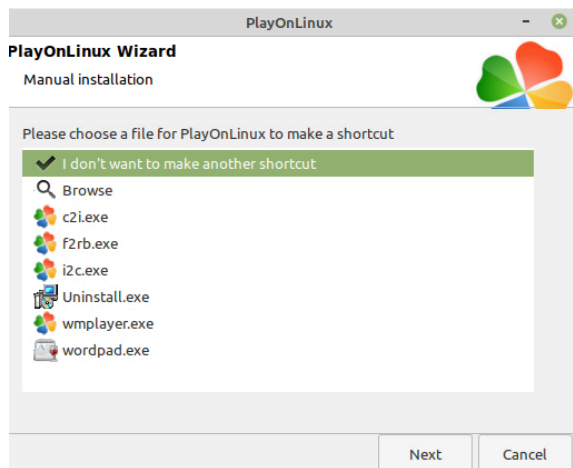
Follow the instructions like you would with any other installer. The only place to be careful is path where the application gets installed. The installer defaults to the directory “Programs (X86)”, where 32bit apps go. Since Materialize is a 64bit program, you’ll need to make sure that the destination is set to folder simply called “Programs” (no X86 in the name) inside the Windows directory.



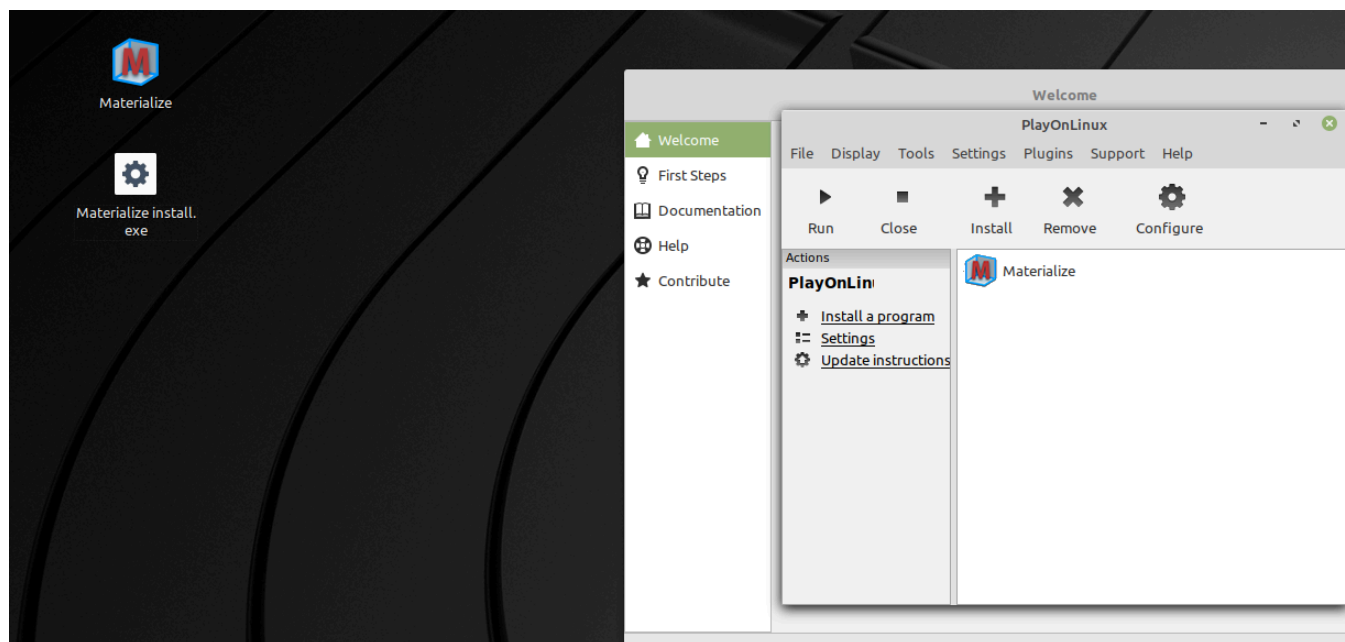
After you click Finish on the installer, Play On Linux will prompt you to create a shortcut for the app. After you select the app, you’ll be prompted for a name to go on the shortcut.



You'll be prompted once more to decide if you want any other shortcuts. Most likely you won't, so select "I don't want to make another shortcut" and click Next.



Your final screen will look like this. Materialize (or whatever app you install using this method) will appear in the Play On Linux screen as one of the installed apps. There will also be a shortcut icon on your computer's desktop. You can now quit Play On Linux. From now on you should be able to double-click that desktop icon to start up Materialize.



You are all done.