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Thread: For Linux (POP OS!) users - Installation Help

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10-16-2019 11:32 PM #1

Naison

Junior Member



Join Date: Jul 2012

Location: North Carolina

Posts: 63

For Linux (POP OS!) users - Installation Help

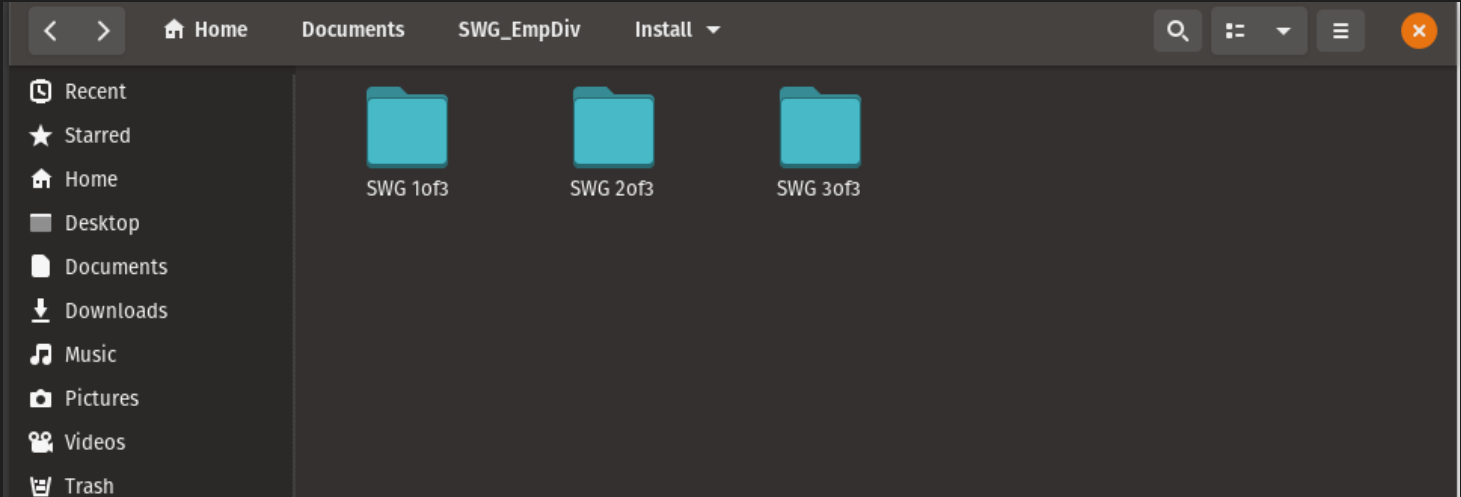
This is my first extended post in years and my first time back to SWG in literal YEARS. What is new? Well I am no longer running with the WINDOWS platform. Nope. Instead I am running POP OS! from System76 and I have been hard at work the past four days to get this oldie up and running. Yes, four days. I have decided to share my process I went through to (hopefully) save others from having to wade through countless forums and tech threads to figure out this Wampa Cave of a mess.

Before I begin, please note and be aware that I am NOT a poweruser of Linux. It may or may not work for your version of linux, I got it to work with POP which is based around the same architecture (probably not the correct terminology) of Ubuntu. NOR am I an expert and I take no responsibility if something happens to your system. (Ie. your results may vary. . .) This is a fairly simple, was not so simple to figure out, process so please do not let my disclaimer scare you off, I am just covering my cockpit in case someone mistypes a command that destroys the main reactor of their system. Anyone who uses linux long enough, finds this out the hard way eventually... So without further ado, its time to bypass that compressor! (Ok I'll quit it with the references...)

And many thanks to those on the forums that have posted help pieces before me and helped me make some sense of this crazyness. And if you need any references then hit up <https://www.swgemu.com/forums/showthread.php?p=1>

1) Find your CD-Rom!

If it works, great, you're already a step a head of me. Unfortunately, my discs only wanted to install from the first 2 and not find the files on the third disc. If this is happening to you, move all your files to a single folder or separate each disk to its separate folder. I put my folder in my documents tab, put it on the desktop if you wanna find it easier. I then inserted the cds and copied all the files over between the folders. This is the easy part.



Now you're gonna want to create ISO files out of them.
- mkisofs -o cd1.iso (filepath)
Mine was mkisofs -o SWG_1of3.iso ~/Documents/SWG_EmpDiv/Install/'SWG 1of3'
Do this for every disc or if you wanna try your luck you can make one big ISO file. I have not tested that. Moving on..

Now that we have made the ISOs we must fix one thing. My system renamed a file that is very important to the disc while writing to ISO and without it, InstallShield will constantly crash giving you this error message.

```
Setup has experienced an error.  
Please do the following:  
- Close any running programs  
- Empty your temporary folder  
- Check your Internet Connection  
  
Then try to run the Setup again.  
  
Error Code: -6002
```

Go to the first ISO for disc one. Right click and choose open with archive manager (or whatever zip viewer you have) and find the file marked 'SETUP.boo'





04-20-2014 01:30 PM

#31

jeffhoe

Junior Member

Join Date: Sep 2012

Posts: 53

Originally Posted by doubleloveyou

Ok it took me all night and 6 reloads. But got it to work. Now I do have a question. In game the Alt button usually toggles the curser. But it keeps pulling up the Linux "Type your Command" so it is not allowing me to use the Alt buton. do you know how I can get rid of that?

whatd you end up doing to get it working? had no problem installing qt in mint. just moved to debian, qt installs but having dependency errors when running launchpad

EDIT:
Got it! Instead of using qt installer on first page, I got it to work using apt-get install qt5-default libqt5webkit5
I'm on debian jessie

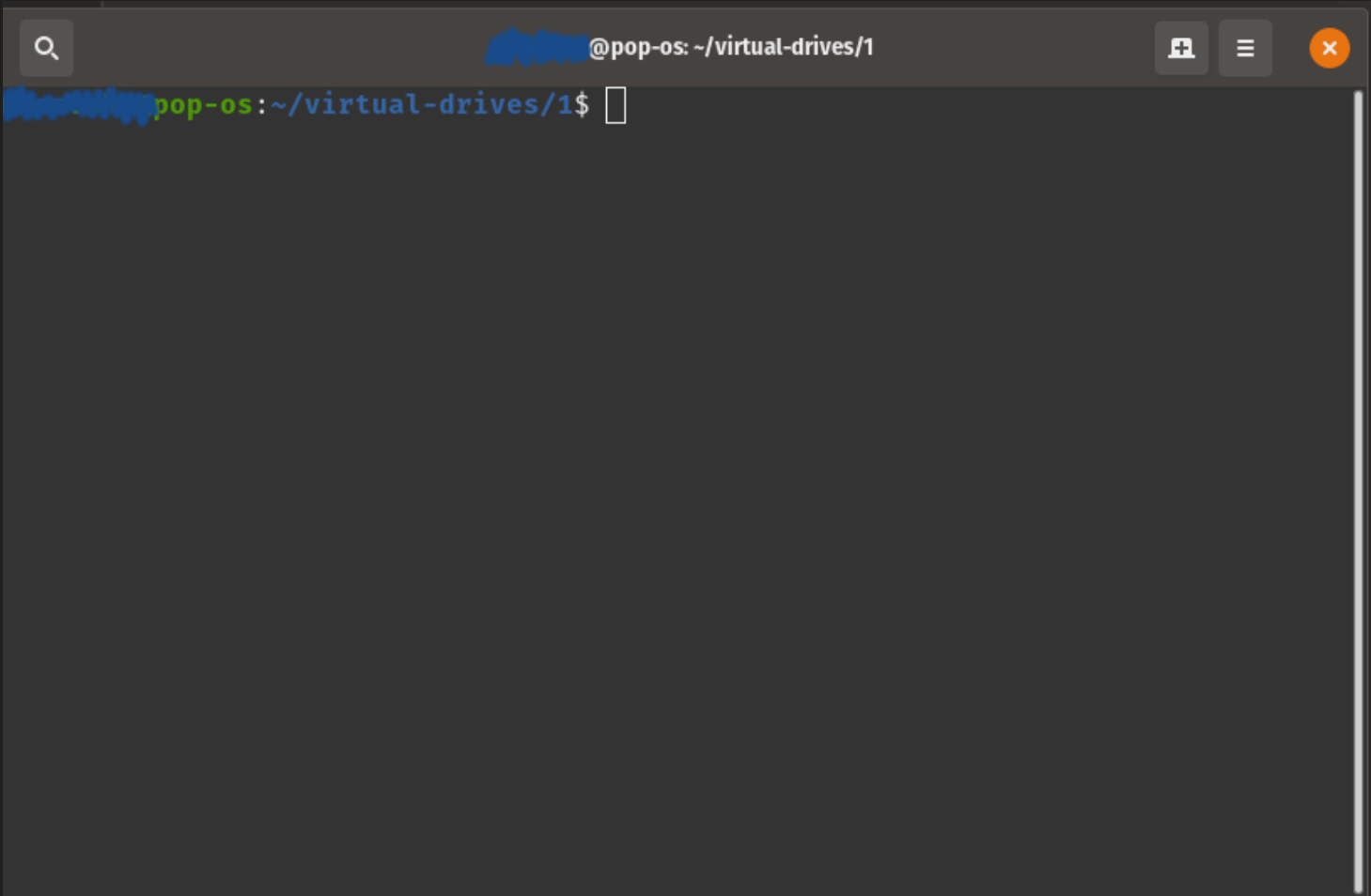
One last thing, whenever exiting the game, my windows appear much brighter than before. Anybody knows what causes this? also did it on mint

Last edited by jeffhoe; 04-21-2014 at 01:26 AM.

Thank you to jeffhoe for finding this! We can easily download the libraries to our file system and let linux take care of it. Sudo apt install qt5-default libqt5webkit5. Once that is downloaded we have all the libraries we should need to get going. Now we can install the game!

4) Time to Install!
So this is where things really tripped me up on day 2. So follow closely because many Bothans died to bring you this information. So if you were as naive as I was and decided, "I am gonna use Lutris for this", you were probably met with disappointment and headaches. While Lutris was good to install GrimDawn, this was a separate beast. If you use lutris it will install it where it into a default location that cannot be read by the system very easily. We are going to install using WINE. And if you are not familiar with WINE then prepare to get friendly with it.

Go to the terminal and navigate to the virtualdrive, or go to the virtualdrive in the gui and into the setup folder. Right click and choose open in terminal, you will be presented with this window.



Type
ls
to find the SETUP folder and type
cd SETUP
now use the command wine SETUP.EXE
It should start the installation process.

Now I bet you're asking "Will Galaxies run if we choose not to use WINE?"
Short Answer: NO.
Long Answer: Launchpad will run, however every time you press start, it will never open the graphics module and it will not contact the server nor start the game. You will see the server uptime and that's about it.
If you found a way to make it work, then ldk why you are reading my tut.

*** If you get errors like ..




```
err:process:init_windows_dirs directory L"C:\\windows" could not be created, error 2
err:process:init_windows_dirs directory L"C:\\windows\\system32" could not be created, error 3
err:process:init_windows_dirs directory L"C:\\windows\\syswow64" could not be created, error 3
err:file:init_redirects cannot open L"C:\\windows" (c000000f)
err:process:init_windows_dirs directory L"C:\\windows" could not be created, error 2
err:process:init_windows_dirs directory L"C:\\windows\\system32" could not be created, error 3
err:process:init_windows_dirs directory L"C:\\windows\\syswow64" could not be created, error 3
err:wineboot:main Cannot set the dir to L"C:\\windows" (2)
err:wineboot:ProcessRunKeys Error running cmd L"C:\\windows\\system32\\winemenubuilder.exe -a -r" (2)
err:process:init_windows_dirs directory L"C:\\windows" could not be created, error 2
err:process:init_windows_dirs directory L"C:\\windows\\system32" could not be created, error 3
err:process:init_windows_dirs directory L"C:\\windows\\syswow64" could not be created, error 3
```

then you may have to delete and replace your wine directory, or move it. This is where I say right now, do at your own risk, because I do not know what you have in that folder. I didn't have much of anything so I did it.

The command is `rm -rf ~/.wine` if you were curious.

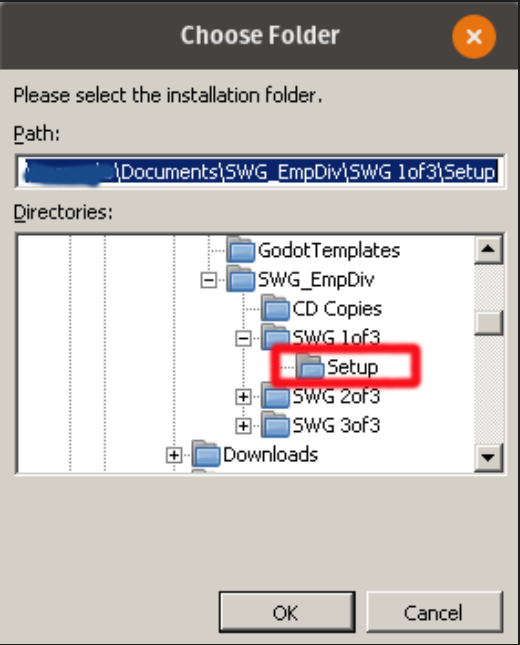
Go here <https://forum.winehq.org/viewtopic.php?f=8&t=23884> for the forum post that led me to the command for your reference.

Once the deed is done, go back to the former terminal and try the setup again. This time it should work flawlessly and you can get installshield going. Wine will install where it needs to.

Now onto the next dilemma I ran into. When you install the game it will ask for the directory to disc 1 2 and 3 in order. You will be greeted with this screen,



Even though the vitrual drive is stated in the path, it will not work. Let me repeat, IT WILL NOT WORK! Click browse and go into the file hierarchy and find the folder where your CD copies are and choose the SETUP folders from each disc and repeat until finished. The game will install quicker from the folders than from the disc.

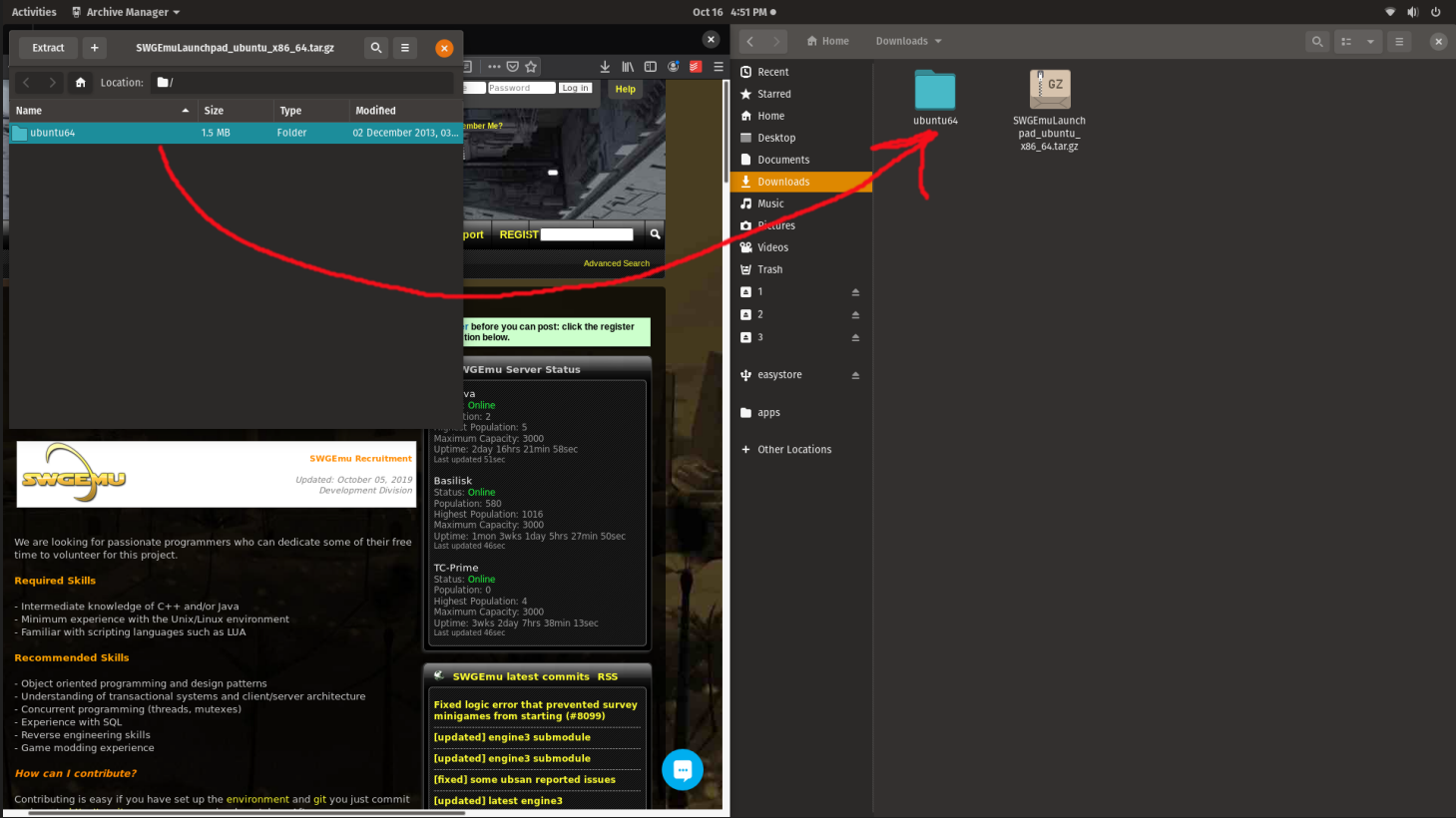


Now if you did everything I stated and it has worked, congrats you are in the home stretch! Now the light out of the cave.

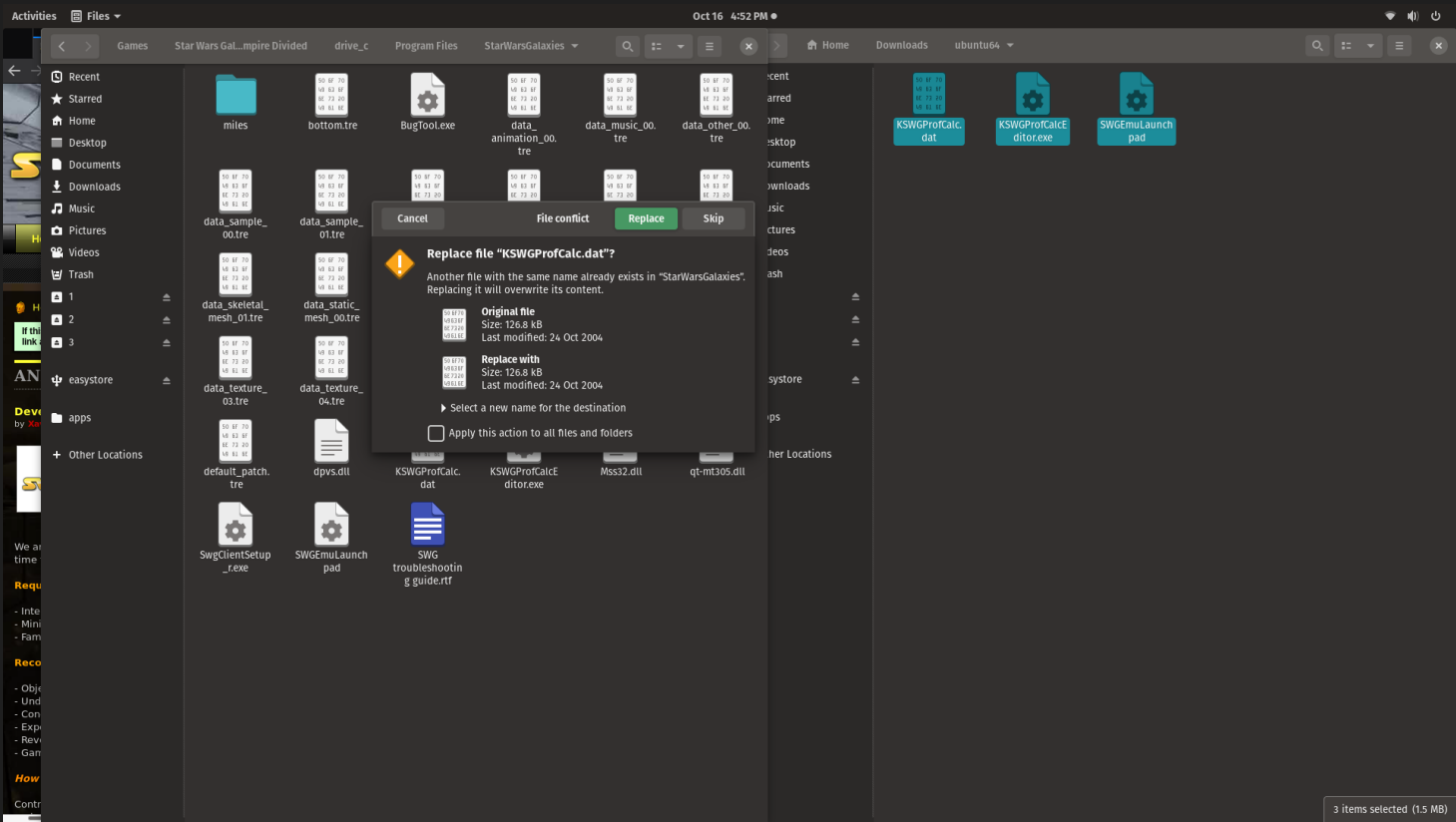
5) Launchpad!

Download the launchpad for linux from the homepage of <http://swgemu.com/>
Unzip it and extract to your downloads folder, or wherever you put it yourself.

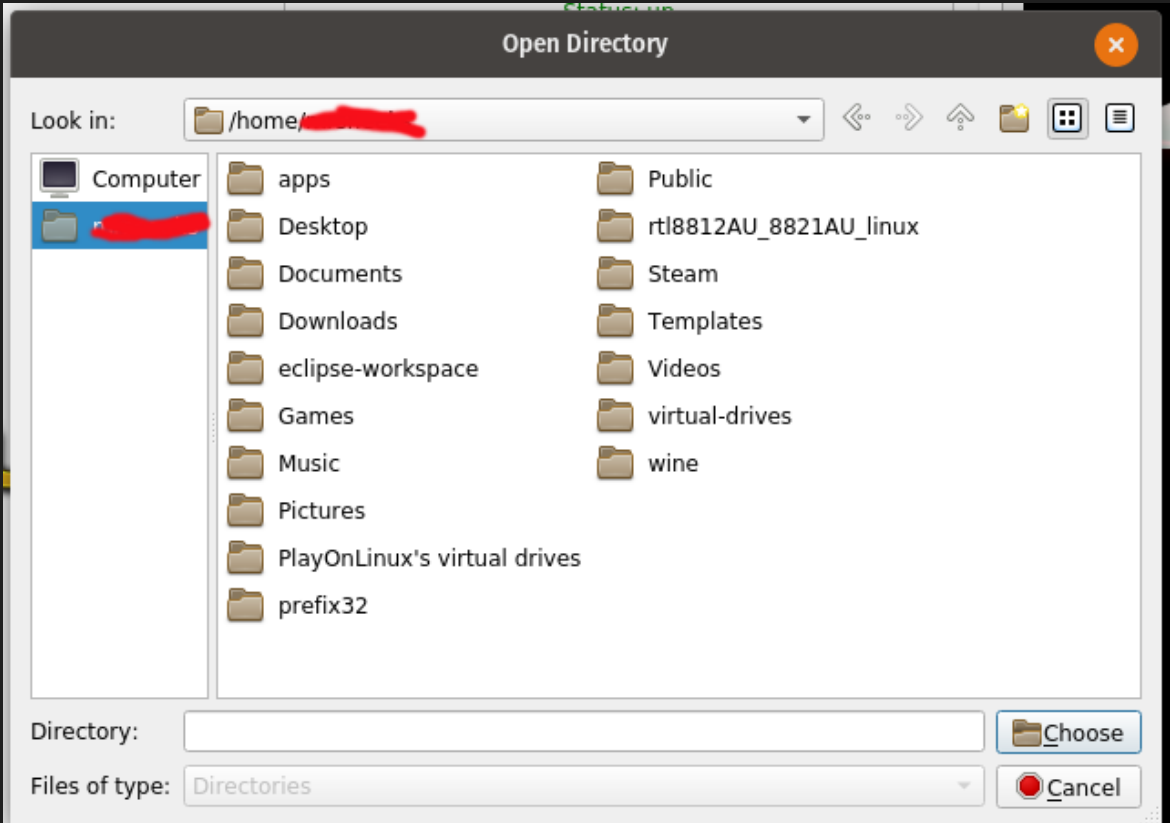




Open it and copy the files into your SWG directory under “/wine” (/wine/drive_c/.../StarWarsGalaxies)



Right click the SWGEmu Launchpad icon and go to permissions and ensure that it can be run as a program. Then double click and Launchpad should come up. Now to update Launchpad, go to settings in the top right hand corner and go to install SWG and navigate the directories it tells you.



You will not see .wine directory so right click in the blank space and choose “show hidden folders” then navigate through .wine . Filepath : “ /wine/drive_c/Program Files(x86)/StarWarsGalaxies “ for both SWG and SWGEmuLaunchpad.

Now Launchpad will install all the extra goodies it needs to run. Once it is done give it a sec and it will open the graphics tab so you can change what you need to and once that is done, press START and the game will Launch.

If you found this helpful please let me know! I thought it best to at least give my advice in the hopes that someone would find this useful. We all deserve to be apart of the Galaxy!

If you have any questions, lemme know and I will try to help to the best of my ability! And as always,

Happy Hunting! 😊



