How to TAS Wii/GameCube games on Linux

As the updated version of LUA Core Dolphin isn't supported on Linux platforms you can install PyCore, which is an alternative that uses Python for scripting instead of LUA. PyCore is based on newer version of Dolphin, and supports Vulkan rendering (as new Dolphin), which you can't use on LUA Core Dolphin (because its stuck at Dolphin 5.0)

In order to get PyCore, you need to compile it. On Windows, this is a much harder process, because you need MSVC Toolchain and Visual Studio. On Linux, we just need a bunch of packages and we're done.

First, install the building tools:
- Compiler: **gcc and g++**
- Build Systems: **make and cmake**

Then install the library **libev** which of the package is commonly called **pkg-config**
- Fedora: **pkgconf-pkg-config** and **libev-devel**
- Ubuntu and Debian-derivates: **pkg-config** and **libev**
- Arch Linux: **pkg-config** and **libev**

Now you are ready to clone the PyCore git repository!
If you do some research, there are a bunch of different PyCore repositories. The original one is **TASLabz/dolphin** but it's not maintained anymore. Instead, there is the Blounard's PyCore repo (**Blounard/dolphin-pycore**) which is maintained daily.

So, we are going to install Blounard's fork. FIrst, make sure you have **git** installed, and then clone the repository by doing:
- *git clone https://github.com/Blounard/dolphin-pycore*
Now enter into the new directory called "dolphin-pycore" and make a directory called "Build". Enter into "Build" and send this command:
- *cmake .. -DLINUX_LOCAL_DEV=true*
Wait until the process finishes. If it throws a version error which mentions CMake v3.5, launch the same command with this environment variable:
- *CMAKE_POLICY_VERSION_MINIMUM=3.5*

Now it should generate a Makefile without errors. After this, launch *make -j $(nproc)* and wait until the compilation is done. This might take a long time if you have bad hardware. After the compiling is done, launch this last two commands:

- *cp -r ../Data/Sys/ Binaries/*
- *touch Binaries/portable.txt*

Congrats! You now have the Dolphin PyCore binaries in the Build/Binaries folder! Your build is configured in portable mode, so you will have the Dolphin's User folder in Build/Binaries/user. To use scripts, just put them in user/Load/scripts, and check the box to view the script selector in Dolphin.

Troubleshooting

Failed to initialize video backend
Launch the dolphin-emu binary with the following environment variable:
QT_QPA_PLATFORM=xcb

Crash on savestate load
Either set your locale to "C.UTF-8" or just launch the dolphin-emu binary with the following environment variable:
LC_ALL="C.UTF-8"

Permission denied on file execution
Give the binary permissions with *chmod +x ./dolphin-emu*

Scripts for Mario Kart Wii

You can find fixed Mario Kart Wii TASing scripts at **Epik95mkwii/mkw-scripts** at branch "linux-fix"

Credits:
The TASLabz group
Blounard for mantaining PyCore
Epik95 for the scripts