Compiling from source

Make sure you have the following packages installed:

git (source control management)
g++ (compiler)
imagemagick (image conversion tools)
xclip (access to X Windows clipboard)

Make sure you have the **dev** package of the following libraries installed:

libsdl1.2
libgl
libglu

On Ubuntu, for example, the package names are:

git
g++
imagemagick
xclip
libsdl1.2-dev
libglu1-mesa-dev
libgl1-mesa-dev

If you want to do this from the command line, you would run:

```
sudo apt-get install git g++ imagemagick xclip libsdl1.2-dev libglu1-mesa-dev libgl1-mesa-dev
```

After installing the required packages on your system, download the UnixSource bundle and extract it:

```
tar xzf OneLife_Live4_UnixSource.tar.gz
```

The included "pullAndBuildLatest" script should pull from git and build the game for you automatically. You would run it like this:

```
cd OneLife_Live4_UnixSource
./pullAndBuildLatest
```

After that, you can run the game like this:

```
./OneLifeApp
```