

Esports for engineers 24.04 installation

Once the esports for engineers tar file is unpacked in an Ubuntu 24.04 partition, the next step is to cd to the ese directory and run the package installation script in a terminal window:

```
./runThisScriptFirst.sh
```

This will install a large number of packages, takes roughly 25 minutes to run, and will ask for your password a couple times in order to execute sudo commands.

Next, repair the wine front-end lutris to run with some of the esports for engineers games:

```
cd ese  
python3 lutris_restore.py
```

You are now ready to play a game, either by picking a game from the launcher via:

```
./launcher.py
```

or by running the game's script file, e.g.

```
cd MON  
./jack.sh
```

The first time a game is invoked, using either of the methods above, the game will be installed. (If you want to know what game path and script corresponds to a launcher entry, look at the .csv file spreadsheets in ese/filesForLauncher.) If there are any glitches running a game, try these troubleshooting tips:

#1: windows games are installed in wine directories named "WP". In the case of Jack bridge, it will be installed in the directory

```
ese/MON/WP
```

If you need to restart installation, delete and recreate the appropriate WP directory for a fresh start, e.g.

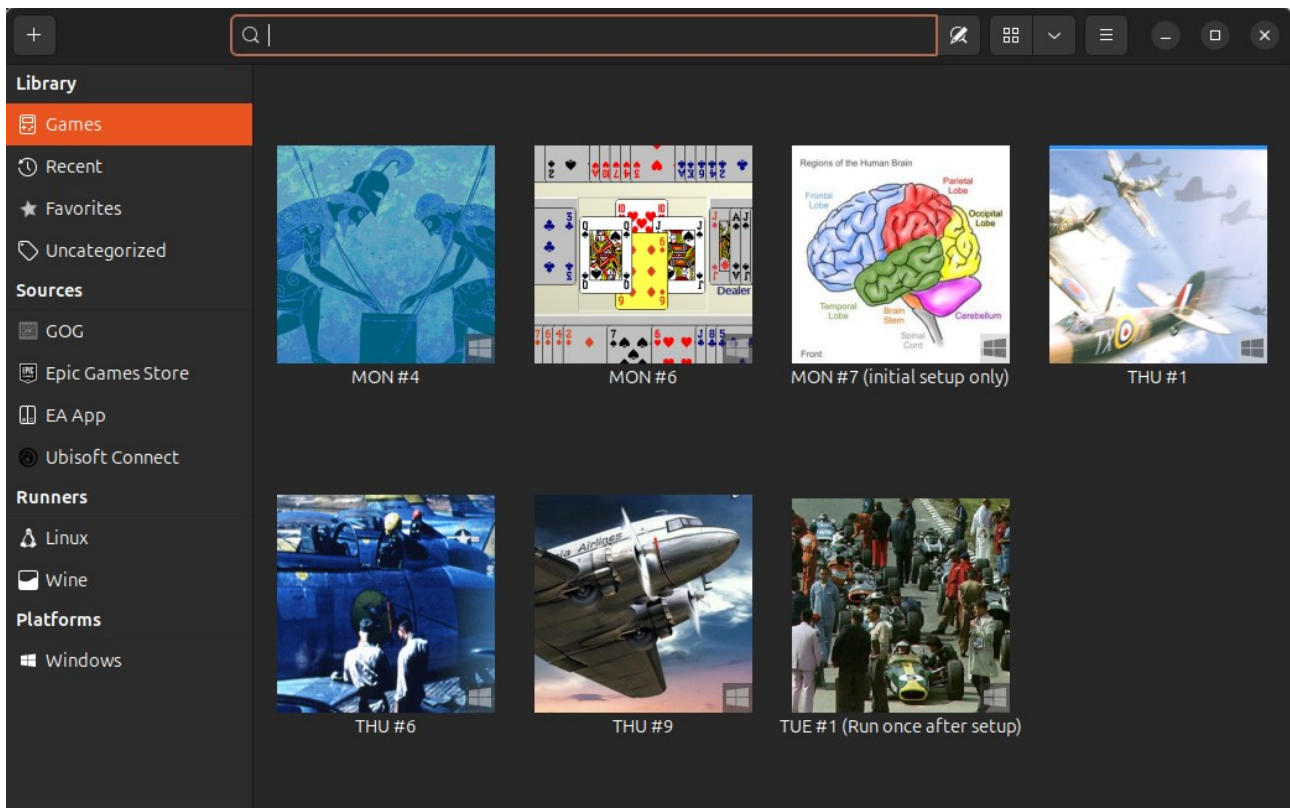
```
rm -rf WP  
mkdir WP
```

Note that this will also delete any other game installs which use the same WP directory, thus such games will re-install the next time they are run.

#2: Certain games will not run correctly, or will not run the first time, under wine 9.0, the default version of wine under Ubuntu 24.04. In what follows, games will be identified by day and number as in ese/launcher.py. The following games need lutris in order to display card suite symbols: MON #4, MON #6. Install MON #7 by clicking on it's lutris panel. After that, you can run MON #7 using launcher.py or by running the game .sh script from the command line. Invoke TUE #1 and THU #9 using launcher.py as usual, but once the install is complete, start lutris and run these games once from the lutris panel to properly set up the games' WP directory. After running lutris once after setup, you can run TUE #1 and THU #9 as usual using launcher.py or the games' .sh script.

The THU flight sims THU#1 and THU #6 should always be run from lutris. As lutris was already installed by the ./runThisScriptFirst.sh script, to start lutris simply type

lutris



You should not need to add other esports for engineers games to lutris, but if you choose to, click the “+” sign at upper left and then choose add a game locally.

#4: If glitches persist, check your graphics driver. If the 2nd to last line of output from the command

```
lsmod
```

contains the word “nouveau” it means you are using the slow, non-proprietary graphics driver. Switch to a proprietary driver for better performance, as described in ese/runThisScriptFirst.sh. If you have an nvidia card, check that the proprietary drivers are installed (and the right version) via:

```
nvidia-smi
```

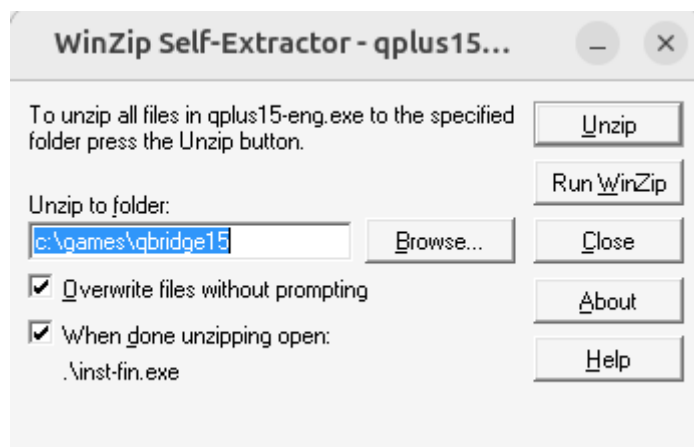
For the purpose of running esports for engineers, a GPU is nice to have, but the game package will run fine on, e.g., a 5 year old laptop with Intel internal graphics.

#5: Check the esports for engineers forum for further assistance with installation. (a link to the forum is on the esports for engineers github page).

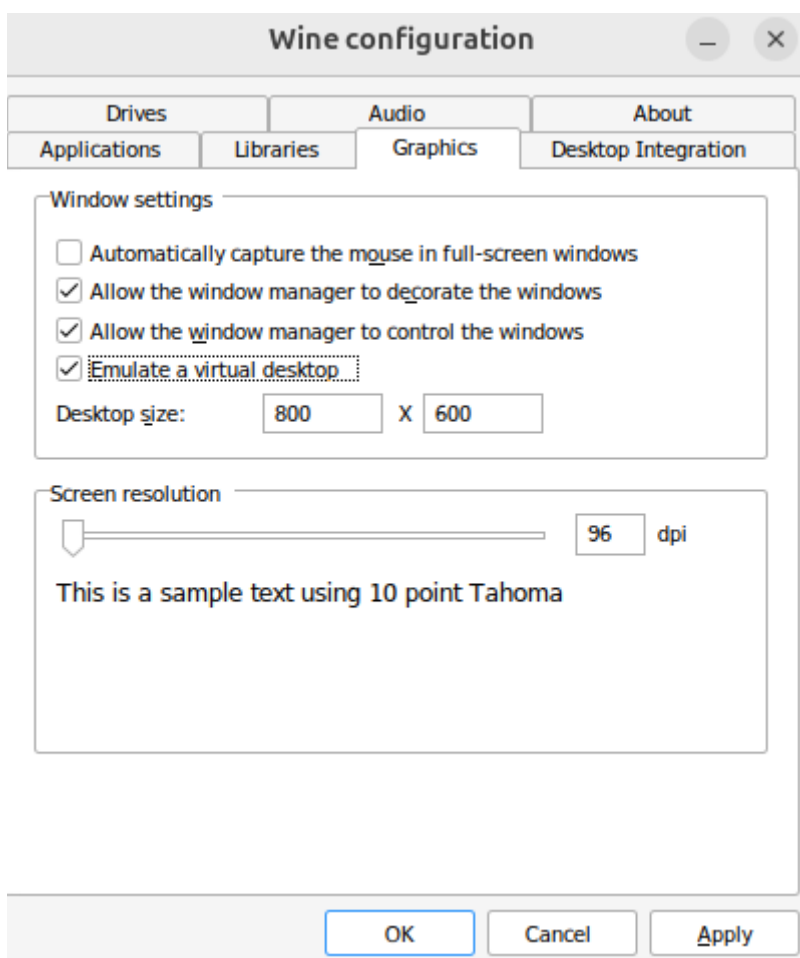
What follows are some notes and hints about installing the games. In most cases, simply following prompts and clicking through the installation dialog boxes will produce a successful installation.

There are a few steps worth explaining in more detail, however. Going through the list of games chronologically, as listed in `ese/launcher.py`:

The first time you invoke the game MON #4, you will see this installation screen:



Simply choose “Unzip” to proceed with the installation. For many games, you will see a wine configuration dialog. The MS windows version to emulate should already be filled in correctly. You will often be asked to go to the graphics tab and de-select “allow the window manager to decorate the windows”, and in some cases to enable virtual desktop. Typically you will chose a virtual desktop resolution equal to your monitor resolution. However some older games, such as MON #5, work best at a lower resolution:



Selecting MON #7 from launcher.py will produce an error message if this game has not been invoked before. Instead of using launcher.py or the game script to install this game, type

lutris

and click on this game's panel on the lutris GUI. Once the game has been installed using lutris, you can run it normally using ./launcher.py or the game .sh script.

MON #8 needs no installation – it is a simple python program.

If you like sim racing you may find that TUE #1 is the best free game available on linux, but be prepared to spend 25 minutes installing it. No other esports for engineers game has been refined and enhanced as much by its user community, and has as many installation steps, though SAT #5 comes close.

With TUE #1 and with many other games, you will be asked to issue a linux mount commands so that the game can be installed from an .iso (a virtual CD). Simply cut and paste the mount command syntax you are given, modifying to specify the correct path to your .iso file:

```
Installing the free Grand Prix Legends demo version or
(optional) the full version if you have downloaded the iso

Note: you can download the iso at this link: https://www.myabandonware.com/game/grand-prix-legends-9zz

If you have a copy of the Grand Prix Legends (GPL) iso, and have not mounted it yet then
1. press CTRL C to exit

2. cd to the TUE directory, mount your GPL iso to the isoDir directory via the command
sudo mount -o loop <path>/<name of GPL iso>.iso /home/m/ese/TUE/WP/./isoDir

3. run this script again.

Press ENTER to install the free GPL demo version
or press CTRL C and download the GPL iso (recommended).
m@d:~/ese/TUE$ sudo mount -o loop ../tar/gpl.iso /home/m/ese/TUE/WP/./isoDir
```

You will then be asked to re-run the game's .sh script to continue with the installation:

Installing the free Grand Prix Legends demo version or
(optional) the full version if you have downloaded the iso

Note: you can download the iso at this link: <https://www.myabandonware.com/game/grand-prix-legends-9zz>

If you have a copy of the Grand Prix Legends (GPL) iso, and have not mounted it yet then

1. press CTRL C to exit

2. cd to the TUE directory, mount your GPL iso to the isoDir directory via the command
`sudo mount -o loop <path>/<name of GPL iso>.iso /home/m/ese/TUE/WP/./isoDir`

3. run this script again.

Press ENTER to install the free GPL demo version

or press CTRL C and download the GPL iso (recommended).

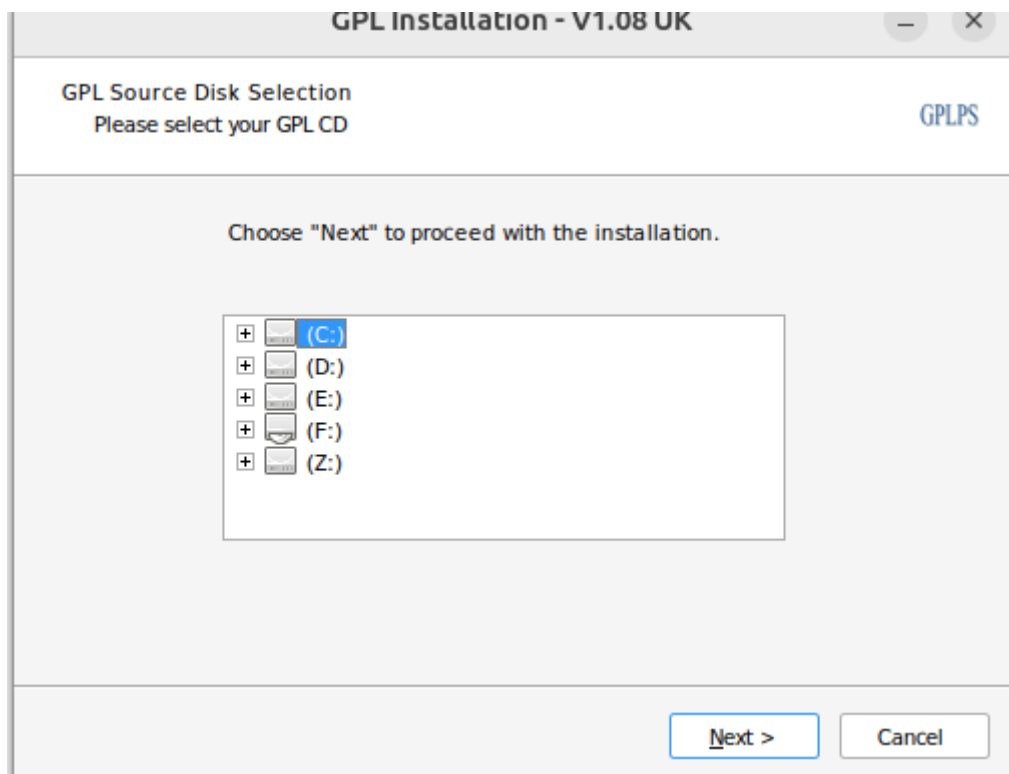
```
m@d:~/ese/TUE$ sudo mount -o loop ../tar/gpl.iso /home/m/ese/TUE/WP/./isoDir
```

```
[sudo] password for m:
```

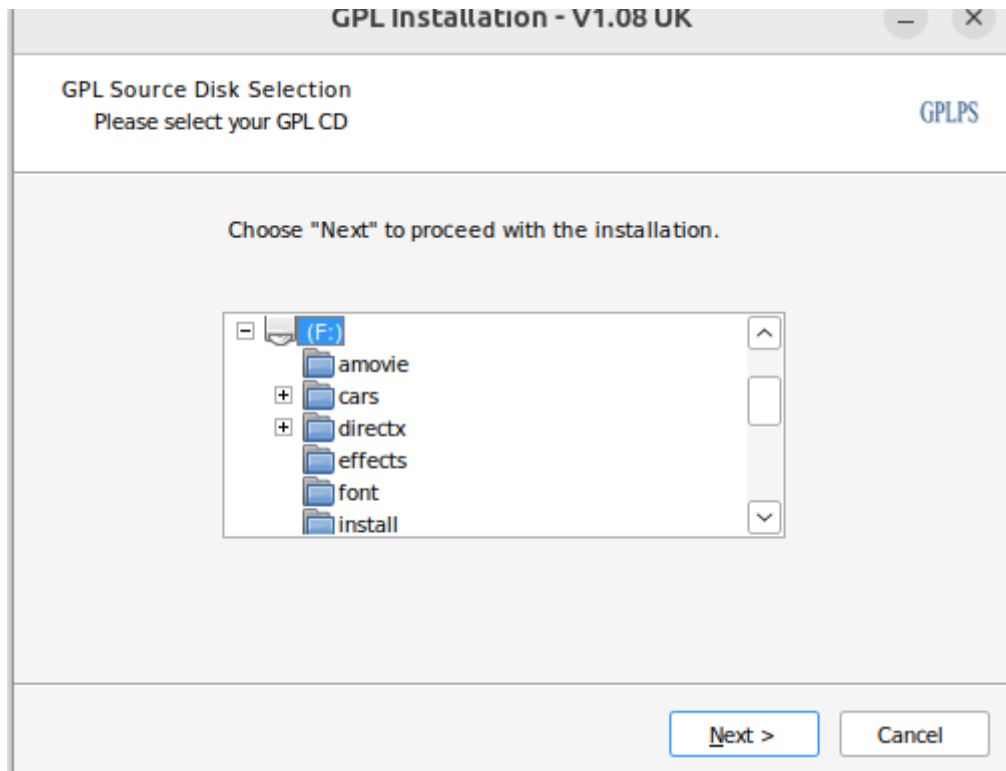
```
mount: /home/m/ese/TUE/isoDir: WARNING: source write-protected, mounted read-only.
```

```
m@d:~/ese/TUE$ ./gpl.sh
```

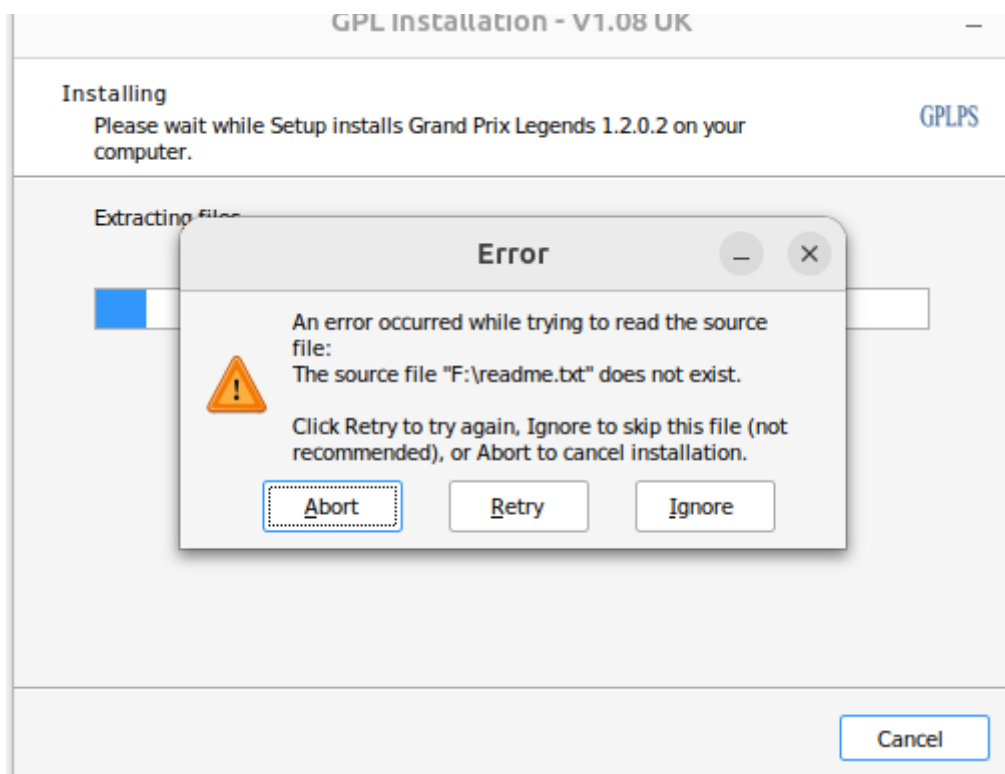
When installing TUE #1 using the CD, you will be asked to choose the CD drive:



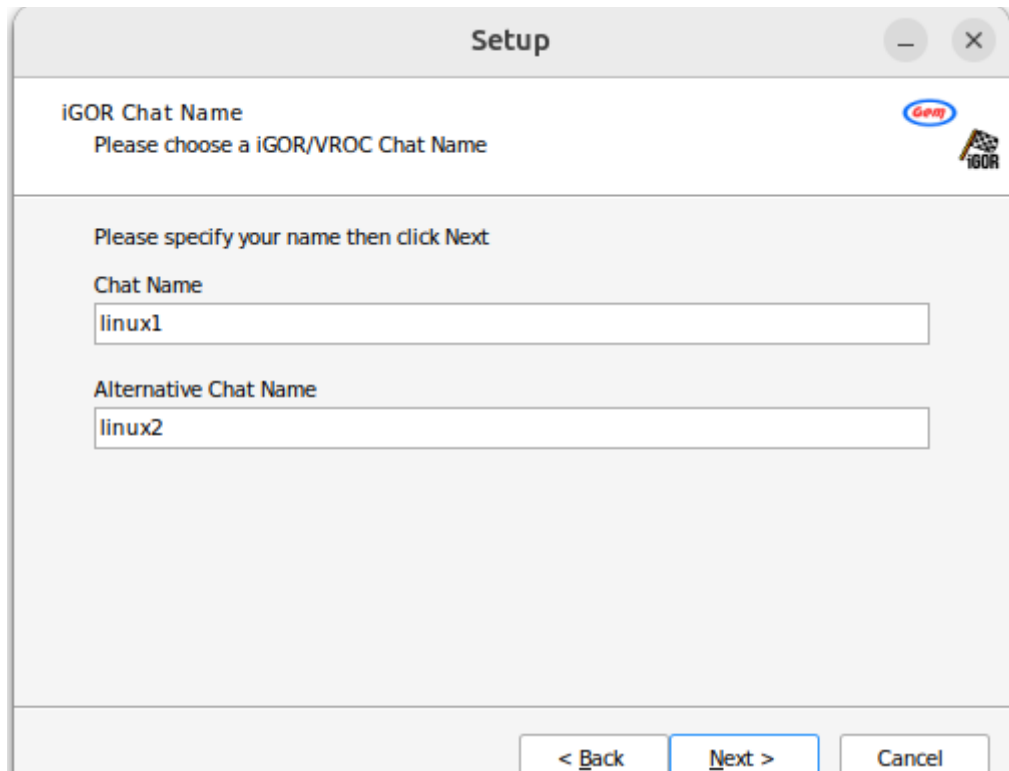
Click on drives that are shown with a CD disk inserted. If you see the list of files below, you'll know you picked the right one.



Continuing with the TUE #1 install, per the instructions printed to the terminal at the beginning of the install, ignore the missing readme file:



Chose any names you want for your chat nicknames:



After you have completed all 8 steps of the installation of TUE #1, remember to run this particular game under lutris once before running it the regular way, either via launcher.py or the game's bash script, TUE/gpl.sh. (For most of the games, it is not necessary to use lutris at all, as the default Ubuntu 24.04 wine version, wine 9.0, works fine).

Installation of most of the other games is straightforward. If installation glitches happen, refer to the 5 troubleshooting tips described above. For TUE #5, install the additional cars and tracks after installing the main game. For SAT #5, install the main game, then install all 6 of the theaters by running the corresponding .sh scripts, then run ./runIfTheaterMissing.sh, and finally run ./bmsPatch.sh.

