

# [WoW] How I got World of Warcraft to run on Linux

*Source:* <http://linux.derkeiler.com/Newsgroups/comp.os.linux.x/2005-03/0155.html>

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Here's how I got `_World of Warcraft_` to run on my Linux box and ATI video card with excellent results. Since I see a `*lot*` of weeping and moaning online about how problematic the process is, I thought I'd share wisdom gleaned from my experience.

## BACKGROUND

System: Athlon 1400GHz, 512MB RAM

Distribution: Fedora Core 3, stock 2.6.10-1.766\_FC3 kernel

Card: ATI Radeon 9500 Pro, 128MB video RAM

Driver: `fglrx_6_8_0-8.10.19` RPM available at ATI Website

Emulator: CVS Cedega

Game version: 1.2.4

## STEPS

\* Follow all the directions at

<[URL:http://www.linux-gamers.net/modules/wfsection/article.php?articleid=45](http://www.linux-gamers.net/modules/wfsection/article.php?articleid=45)>

to install the CVS version of Cedega. I captured the snapshot on Saturday, 19 March early in the morning.

The default Cedega installation puts all files in your home directory. Make sure you have enough free space there, or do what I did and, after Cedega installs, move `~/.cvscedega` and `~/.WineCVS` to another partition or drive and create softlinks to the original locations.

\* I don't know how often Transgaming updates the CVS archive. I do know that, regardless of the company's claims for its latest 4.3 commercial release

(<[URL:http://downloads.transgaming.com/files/cedega-4.3\\_releasenotes.html](http://downloads.transgaming.com/files/cedega-4.3_releasenotes.html)>),

on my system I `*do*` have to follow the `exec-shield`, `legacy VA layout`, and `noexec` steps outlined at

<[URL:http://transgaming.org/forum/viewtopic.php?t=1325](http://transgaming.org/forum/viewtopic.php?t=1325)>. (To be

accurate, I `*know*` at least one of these three steps is required for me. I haven't bothered to experiment to figure out which one; perhaps they all are.) I did `*not*` have to disable automatic prelinking, also mentioned in the previous link, so presumably Transgaming's work there has migrated into the CVS code.

\* Copy the contents of each World of Warcraft CD (or the DVD) to a single directory on your computer.

\* Install the game with something like

```
$ cvscedega /path/to/previous/directory/Installer.exe
```

It's a long installation process, but fortunately there's no need to swap CDs (which is problematic on Cedega; thus our installing it this way in the first place). Don't be surprised if the installer crashes at the end.

\* Make sure `~/cvscedega/config` (the Cedega configuration file) has a section that reads something like this:

```
[d3dgl]
"AnisotropicTextureFiltering" = "Y"
"VertexShaders" = "Y"
"VertexShaderMode" = "Hardware"
"PixelShaders" = "N"
"ClipSpaceFix" = "Y"
```

Also, where it reads

```
; Use a desktop window of 640x480 for Wine
"Desktop" = "800x600"
```

Make sure to comment out the "Desktop" line. This ensures WoW will run in full screen mode, which is important.

\* Run the game with something like

```
$ cvscedega -- \
~/cvscedega/c_drive/Program\Files\World\ of\ Warcraft\WoW.exe \
-opengl
```

The game will repeatedly download patches then restart. Again, don't be surprised if there are crashes; simply run `WoW.exe` again. However, give each patch download some time to get started before assuming Cedega has crashed; it's a slow process.

\* Run the game again. Log into an existing World of Warcraft account (I don't have firsthand experience with creating one on Linux, but don't see why it wouldn't work) and character. Yay! The game is running, with decent graphical performance and good sound. However, note the horrible graphical corruption that occurs.

\* Never fear; go to

<[URL:http://digital-conquest.ath.cx/wiki/index.php/World\\_of\\_Warcraft](http://digital-conquest.ath.cx/wiki/index.php/World_of_Warcraft)> and follow the steps under "How to use OpenGL rendering" up through step 4. Since we're not using Point2Play, modify the path in step 1

accordingly. These are the lines that magically enable the WoW/CVS Cedega/ATI combination to work without bugs.

\* Run the game again. Note how 99% of the graphical corruption has disappeared. On my computer, with the lowest graphical detail settings according to Ctrl-R I get about 10–25 fps outdoors, which is eminently playable in my book (I'm used to similar settings when playing WoW on my 800MHz iBook G4). The absolute, positive worst I've seen is 1–2 fps in the Ironforge auction house, but then lag there is horrible for everyone. Overall, all is well with Linux in the land of Azeroth.

#### CAVEATS

\* I am writing this from memory and quite possibly forgot important steps.

\* I also tried running the game with the latest (also as of 19 March) CVS version of Wine (<URL:<http://www.winehq.org/>>), Cedega's cousin. Without going into details, I found that while the game ran much faster than under CVS Cedega, sound did not work well, with many buffer overruns. This is possibly because the ~/.wine/config as installed by the Wine CVS installation script appears incomplete.

\* In any case, the WoW 1.3 released today reportedly breaks compatibility with Wine and, thus, quite possibly breaks Cedega compatibility as well, but I haven't had a chance to see for myself. I'm keeping my fingers crossed.

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```
<URL:http://www.pobox.com/~ylee/>                                PERTH ----> *
Cpu(s): 23.2% us,  4.6% sy,  0.5% ni, 67.6% id,  3.8% wa,  0.3% hi,  0.0% si
Mem:    515800k total,  446744k used,   69056k free,   26700k buffers
Swap:   1052216k total,  182076k used,   870140k free,  115428k cached
```