

Installing WA on Mac OS X

From Worms Knowledge Base

(Up to Guides, FAQs, and ReadMes)

This page details how to install Worms Armageddon on Mac OS X via wine. Please note that, unlike in previous versions of Worms Armageddon, **3.6.30.0 and above require no special patches to wine in order to run satisfactorily**. However, there is still a number of things you may need to do, depending on your configuration - and there are still some known bugs. This page should provide a good guide to get you started. Do not be put off by its length - much of it probably won't apply to you.

Contents

- 1 Getting started
 - 1.1 Version requirement
 - 1.2 Installing Wine
 - 1.2.1 MacPorts Method
 - 1.2.2 Configure wine (Optional)
 - 1.3 Installing WA
 - 1.3.1 Install the game
 - 1.3.1.1 Using a CD
 - 1.3.1.2 Using a disk image
 - 1.3.1.3 Using the Steam version
 - 1.3.2 Install the latest beta patch
 - 1.4 Starting WA
 - 1.4.1 CD Version
 - 1.4.2 Steam version
- 2 What's next?
 - 2.1 Automating startup and replay playback
 - 2.2 Fullscreen mode
- 3 Alternative methods
 - 3.1 Virtual Machine
 - 3.1.1 Parallels
- 4 Compatibility/experiences

Getting started

Version requirement

*Note: I had bad luck with the 1.3.x builds of wine, so I cannot guarantee this information is correct.
(Koen)*

First of all, you need to have a recent version of wine, as there have been some relatively major wine-side fixes recently. If your wine version starts with 1.3 and is **1.3.3 or later**, or it starts with 1.2 and is **1.2.1 or later**, you already have a recent enough version of wine to run Worms Armageddon to a satisfactory standard. If you are not sure about which version you have, open a terminal and enter the following command:

```
wine --version
```

This should report your version of wine. If you get a "command not found" response then you probably don't have wine installed.

Installing Wine

MacPorts Method

You will need:

- Xcode (<http://itunes.apple.com/us/app/xcode/id497799835?ls=1&mt=12>) - these are the development tools for OS X. Xcode is available for free from the Mac App Store.
- MacPorts (<http://www.macports.org>) - this will download and compile all the packages for us.
- XQuartz (<http://xquartz.macosforge.org/>) - an open source X Window System for OS X. Your Mac might have Apple's native X11.app installed, which can be used but is not recommended.

To install Wine:

We will start by updating MacPorts. Type the following command into a terminal window:

```
sudo port -v selfupdate
```

This will update the list of ports that are available. Do a search for wine to see which packages are available:

```
sudo port search wine
```

Out of the available packages, you should see two versions of Wine:

```
wine @1.4.1 (x11) - This is the latest official release  
wine-devel @1.5.14 (x11) - The development version
```

Start the installation of the Wine version of your choice by running the following command:

```
sudo port install wine-devel
```

MacPorts will then start downloading, unpacking and compiling all of the dependencies that Wine requires. Be warned, though, as this process may take several hours before completing.

Configure wine (Optional)

By default WA will, at it's first launch, ask you if you would like to enable a set of tweaks which should help with wine compatibility. If you choose not to do this, remember to run winecfg from a terminal and manually set wine to emulate a desktop.

Installing WA

Install the game

Using a CD

Your CD will be automatically mounted into /Volumes/WA/. You can start the installation with the following command:

```
wine /Volumes/WA/Install/Install.exe
```

Using a disk image

You can create a disk image with the Disk Utility application. Open Disk Utility, and select the WA partition attached to your Superdrive. From the menu, create a new disk image. You can double click this image to mount it, or use Disk Utility to do so as well. If you eject your CD and mount the image it will use the same mountpoint (/Volumes/WA/).

Using the Steam version

Download and install the Steam version as follows:

```
curl -O http://cdn.steampowered.com/download/SteamInstall.msi  
wine msexec /i SteamInstall.msi
```

If after the installation of Steam the UI buttons are empty, open winecfg and in the "Libraries" tab add an override for "dwrite". Then click edit and set it to Disable. If your wine process continues to run in your terminal window, press Ctrl+C to force cancel it and run Steam:

```
wine ~/.wine/drive_c/Program\ Files/Steam/Steam.exe
```

Install WA via Steam as you would normally. Do not use the beta patch with the Steam version.

Install the latest beta patch

Download the latest update (<http://wa.team17.com/main.html?page=supp&area=upda&file=15>) . Use the following command to install it:

```
wine ~/Downloads/WA_update-3.7.2.1_Installer.exe
```

Starting WA

CD Version

Make sure your disc is mounted, and run:

```
wine ~/.wine/drive_c/Team17/Worms\ Armageddon/wa.exe
```

Steam version

```
wine ~/.wine/drive_c/Program\ Files/Steam/Steam.exe
```

Hopefully everything works. If you encounter problems, play around with the Tweaks in your WA installation folder. Also take a look at the compatibility overview below.

What's next?

Automating startup and replay playback

If you want to playback replays or do other fancy stuff, you will need to make a launch script. You can also choose to automate certain steps of the launching process. Take a look at mine (<http://privatepaste.com/4164f2984c>) for inspiration. Paste this into the AppleScript editor and compile it as an application. It will automatically mount and unmount your image, start WA when you open it, and playback replays if you choose to "open with" or "drop onto".

Fullscreen mode

If you prefer to run in fullscreen mode, configure Wine to emulate a virtual desktop as usual. Start XQuartz and in your Preferences enable fullscreen mode. After you start WA, press Command+Option+A or use the menubar to switch to fullscreen view. Set the resolution for WA to your native resolution, even if it's larger than the virtual desktop you're emulating it will show the entire game without the window border. Note: there is no scaling this way, so the menus won't be centered or zoomed.

Alternative methods

Virtual Machine

Parallels

Performance is good, be sure to enable 3D acceleration and change your renderer (use one of the `Renderer_Direct3D` registry keys in the Tweaks folder). See the compatibility list for the configuration I

used (Koen).

Compatibility/experiences

Please add your configuration here, to give others an insight into what works and what does not.

Koen:

Configuration: mid 2011 iMac; 27", 3.1GHz i5, HD6970M - wine-1.5.14 (MacPorts), XQuartz 2.7.4, WA 3.7.0.0

Tweaks: `Renderer_DirectDraw_32bit.reg`, `FrontendUseDesktopWindow_Enable.reg`, `SkipIntro_On.reg`

Notes: I had to change my DirectDraw renderer, after doing this everything works flawlessly. Update: works fine with wine-1.5.27, Steam version also confirmed to work.

Using Parallels Desktop 8: Windows 7 x64 guest, take a look at the relevant settings (http://worms2d.info/files/WA_Mac-Parallels_Settings.jpg) I use within my gaming VM. Running from a BootCamp partition on a SSD.

Zemke:

Configuration: iMac 27-inch, late 2012, OS X 10.8.3, 2.9 GHz i5, 660M 512 MB graphics, wine-1.5.27 (MacPorts), XQuartz 2.7.43, WA 3.7.2.1

Tweaks: Default tweaks when first running WA under Wine.

Notes: Just followed this wiki's instructions and now it's working like a charm.

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