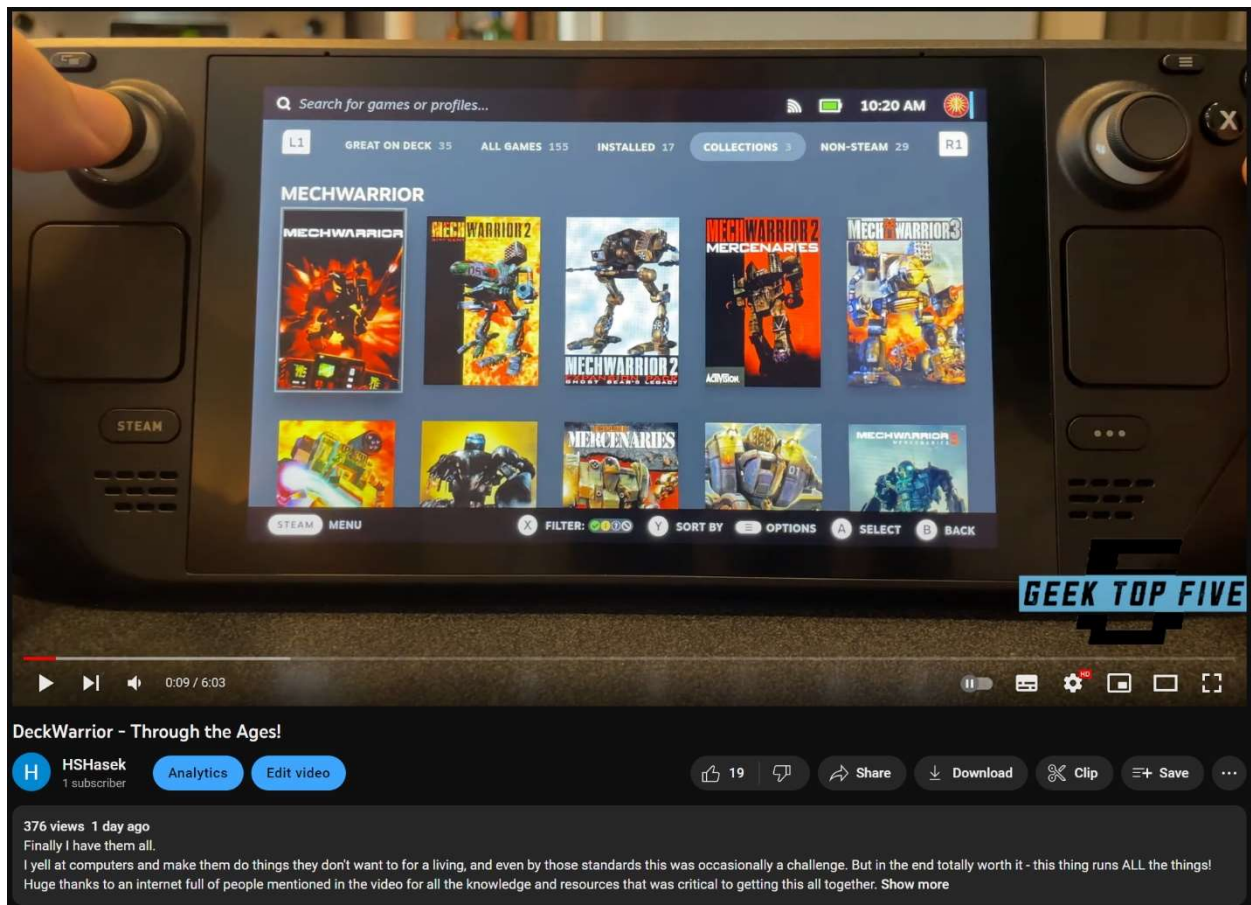




PRESENTS

JcK's Guide to Installing all of MechWarrior on your Steam Deck

A Roughly Assembled Hodgepodge of the Half-mad Ramblings of a BattleTech Devotee who Challenged the Linux Gods and Mostly Succeeded Kind Of V1.1



https://www.youtube.com/watch?v=9cOTWEF_yOs

Since posting this video, I'm getting a lot of requests for guides and tutorials so I decided to put together some quick resources for everyone. Instead, it turned into the Mark Z. Danielewski-esque manuscript you see before you now. Be aware, coming at this as someone who had only mucked around with Linux a little before I got started, I found this took a lot of time and patience and I am ABSOLUTELY NOT an expert. This is not going to be user-friendly. This will not be over quickly. You will not enjoy this. I am not your king.

With that warning out of the way, here's what I can offer you to help. Maybe with me having paved the way a bit you'll have an easier time of it using what I've put together here. It's sloppy and inefficient, and experts will probably cringe looking at it, but it's how I managed to land on getting all 10+ working.

Oh, also, if you have a dock you can use so that you can plug in a mouse and keyboard, you absolutely want to do that. Maybe you have a Bluetooth mouse and keyboard that will work? The point is, doing this with the trackpads and the on-screen keyboard would be torturous. Don't do that to yourself, you deserve better.

--Software you need--

Boot the Deck into desktop mode (Steam button > Power > Switch to Desktop) and click on the little blue shopping bag icon on the taskbar. This is Discover, the software centre. Search for and install the following:

Wine (Think of this like an emulator for Windows, so the games think they're being installed on a PC)

Lutris (Think of this like a relatively-friendly GUI for Wine)

Bottles (Also Wine stuff which installed extra things I seemed to need for Lutris)

DOSBox (Think of this like an emulator for DOS, because that's exactly what is)

DOSBox Staging (Think of this like DOSBox, but somewhat more limited, but easier to use)

Mount Unmount ISO (For making it easy to use disc images, discussed below) (You may also need something else similar if you are working with disc images that aren't ISO files, like CUE or CCD)

ProtonUp-Qt (this may have come with one of the others? I don't remember where I got it or if it even came with the thing. But it seems related to what we're doing. Hey, I TOLD you I am not an expert!)

If we're storing games on an SD card we may also need Flatseal, which we can use to give Wine (or anything else) permission to access folders on the card

--The Games--

In general, you are going to need disc images (ISO files) of the original game discs both to install from and to mount virtually (meaning tricking the OS into thinking you have a disc drive attached with the disc loaded in it). You of course have ripped these discs yourself from the ones you own and have legally purchased (mine are in an old cd-book along with a lot of the original manuals!) as opposed to having grabbed them off of the internet on sites like abandonware or internet archive.

--Create a Wine Prefix--

Think of this like we're installing a fake copy of a little bit of Windows somewhere on the Steam Deck, so that games that want to be running in Windows can run in here being non the wiser. There is a proper way to do this in Linux that I never got quite right, so we are going to use Lutris to make it a little easier.

- 1) Start up Lutris
- 2) Click the + sign in the top left corner of the window to add a game
- 3) Select Add locally installed game
- 4) Name it whatever we like, Test for example.
- 5) In the Runner combo box select Wine (Runs Windows games)
- 6) Then click Save in the top right corner.
- 7) We should now see a grey box in the main Lutris workspace with our Test name under it. Click on this.
- 8) Now at the bottom of the Lutris window there are buttons that say Play, then an up arrow, then a little picture of a wine glass, and another up arrow. Click that last up arrow.
- 9) Click Winetricks
- 10) Wine will take a moment to process and then the Winetricks window will open (it's very white).
- 11) Click the radio button for Create new wineprefix and click OK.
- 12) For whatever reason, the window that pops up in my case always appeared hidden behind Lutris at first, so move it out of the way to be sure. We should be seeing a window asking for Architecture and a Name. Set Architecture to 32, and use a Name we can remember – for this quick walkthrough we'll call it TestPrefix but you probably want to go with Mechs or something.
- 13) Click Ok.
- 14) There will be a window telling you to wait while Wine does its thing. Once its done, the big white Winetricks menu will have reappeared. We're done here for now so close up Winetricks and then close up Lutris.
- 15) Using the file explorer (It's called Dolphin in this kind of Linux, not to be confused with Dolphin the GCN emulator. Or Dolphin the aquatic mammal.) navigate to
"/home/deck/.var/app/net.lutris.Lutris/data/wineprefixes/"
- 16) Once here if we did everything right we should see a folder with the name of the prefix we created. With some exceptions specified below, this is where we are going to install all of our MechWarrior games. As such it would be wise to add this folder to Places (the equivalent of Windows' quick access folders in the left-hand pane) by right-clicking it and selecting Add to Places. If you aren't using a mouse (we talked about this before, please don't do this, it's so unnecessarily painful!) you can get the right-click menu to come up by pulling the left trigger / L2 on the deck.
- 17) Okay, now we're ready to install some MechWarrior games!

--MechWarrior--

This one is nice and easy, as its so self-contained. This pre-dates CDs so you've almost certainly got the game files just sitting in a folder somewhere.

- 1) Copy the installed game in a folder into our prefix location on its drive c. So for instance the full path of mine is
"/home/deck/.var/app/net.lutris.Lutris/data/wineprefixes/TestPrefix/drive_c/MW1"

- 2) This game is too old for Linux or our pseudo-windows to know what to do with it, so we are going to be running it with DOSbox under the hood. To do this we will be creating a shortcut in Steam to a batch file that will open DOSbox and tell it how to start MechWarrior up. To get this started, create a new text file in the same folder as MechWarrior's exe file, mw.exe.
- 3) Edit that text file by right-clicking on it and opening it in a text editor (My text editor on the Deck is called Kate for some reason? I don't recall installing it separately, but if you don't have anything that works here try looking for 'Kate' in Discover I suppose)
- 4) Type "C:" on line 1, and then "mw.exe" on line 2. Then save and close.
- 5) Now right-click the file and rename it to "MW1.bat" to make it a batch file, essentially a file with instructions the computer can try and execute. MW1 is just a placeholder, we can call it whatever we want.
- 6) Now open up Steam (still in desktop mode!), and click Games, then Add a Non-Steam Game to My Library...
- 7) In the Add a Game menu that appears click the Browse button below.
- 8) Now navigate to our folder and select our new batch file and click open. It will appear in the list of games on the left, but we're not quite done yet.
- 9) Right click the new game on the list of games, and select Properties
- 10) Change the Shortcut name to whatever we would like the game to be named in our actual library. Presumably "MechWarrior".
- 11) In the TARGET box, we should see the file path of the batch file, starting with "/home/deck/ etcetera. WITHOUT deleting any of that, we are going to insert the following in front of it: "flatpack run io.github.dosbox-staging ". So when finished the results should look like: flatpack run io.github.dosbox-staging "/home/deck/...
- 12) This is telling Steam to startup DOSbox and use the batch information we wrote in DOSbox to run Mechwarrior. That should be all we need to do, and when we hit Steam's PLAY button, the game will start up.
- 13) Adding custom artwork can all be done through right-clicking the various empty spaces in the steam library in desktop mode, and will appear in gaming mode. I'm not going to cover that here as this document is already enormous but you can find how-tos pretty quickly if you're having trouble finding the specific menus, and you can find art resources at <https://www.steamgriddb.com/>

--MechWarrior 2 / GBL / Mercs--

These are also pretty easy, but unlike MechWarrior we want images of the CDs with them. Otherwise the instructions are very similar

- 1) Copy the installed game (If you're literally starting from scratch, just install it on your PC or wherever first and grab the install folder. These are old enough that you don't have to worry about it installing it directly onto the Deck) in a folder into our prefix location on its drive c. So for instance the full path of mine is
"/home/deck/.var/app/net.lutris.Lutris/data/wineprefixes/TestPrefix/drive_c/MW2"
- 2) Then ALSO copy the disc image (an ISO or a CUE file most likely) into here as well. This is so we can mount that disc image so the game thinks we have the original disc as a copyright measure, and also so that sweet sweet CD-audio soundtrack will play.

- 3) This game is too old for Linux or our pseudo-windows to know what to do with it, so we are going to be running it with DOSbox under the hood. To do this we will be creating a shortcut in Steam to a batch file that will open DOSbox and tell it how to start MechWarrior 2 up. To get this started, create a new text file in the same folder as MechWarrior's exe file, mech2.exe.
- 4) Edit that text file by right-clicking on it and opening it in a text editor (My text editor on the Deck is called Kate for some reason? I don't recall installing it separately, but if you don't have anything that works here try looking for 'Kate' in Discover I suppose)
- 5) Type "imgmount d
/home/deck/.var/app/net.lutris.Lutris/data/wineprefixes/TestPrefix/drive_c/MW2/MECH2.cue -
t cdrom" on line 1, where the directory is the path we has installed the game to and the
"MECH2.cue" part is the name of the disc image file. Be very careful of the spaces here as
they're important.
- 6) and then "C:" on line 2, and "mech2.exe" on line 3. Then save and close. Note, The name of the
exe file may be slightly different depending on what edition of the game we're using and
whether it's classic, Ghost Bear, or Mercs. Adjust accordingly.
- 7) Now right-click the file and rename it to "MW2.bat" to make it a batch file, essentially a file with
instructions the computer can try and execute. MW2 is just a placeholder, we can call it
whatever we want.
- 8) Now open up Steam (still in desktop mode!), and click Games, then Add a Non-Steam Game to
My Library...
- 9) In the Add a Game menu that appears click the Browse button below.
- 10) Now navigate to our folder and select our new batch file and click open. It will appear in the list
of games on the left, but we're not quite done yet.
- 11) Right click the new game on the list of games, and select Properties
- 12) Change the Shortcut name to whatever we would like the game to be named in our actual
library. Presumably "MechWarrior 2".
- 13) In the TARGET box, we should see the file path of the batch file, starting with "/home/deck/
etcetera. WITHOUT deleting any of that, we are going to insert the following in front of it:
"flatpack run io.github.dosbox-staging ". So when finished the results should look like:
flatpack run io.github.dosbox-staging "/home/deck/...
- 14) This is telling Steam to startup DOSbox and use the batch information we wrote in DOSbox to
run Mechwarrior. That should be all we need to do, and when we hit Steam's PLAY button, the
game will start up.

Adding custom artwork can all be done through right-clicking the various empty spaces in the steam library in desktop mode, and will appear in gaming mode. I'm not going to cover that here as this document is already enormous but you can find how-tos pretty quickly if you're having trouble finding the specific menus, and you can find art resources at <https://www.steamgriddb.com/>

--MechWarrior 3 / Pirates Moon--

Ugh, these bastards are the Merry & Pippin of the Fellowship. SO much trouble to install, even on a Windows PC much less Deck. The key here is we need to create a very specific and separate wine prefix just for them with very specific features. So I'm going to start by copy/pasting the prefix instructions from earlier but follow carefully since there are some very different steps, and even then I only got it to work when I did things in this very precise order. Otherwise I couldn't even get them to start up.

- 1) Start up Lutris
- 2) Click the + sign in the top left corner of the window to add a game
- 3) Select Add locally installed game
- 4) Name it whatever we like, Mechwarrior3 for example.
- 5) In the Runner combo box select Wine (Runs Windows games)
- 6) Then click Save in the top right corner.
- 7) We should now see a grey box in the main Lutris workspace with our Mechwarrior3 name under it. Click on this.
- 8) Now at the bottom of the Lutris window there are buttons that say Play, then an up arrow, then a little picture of a wine glass, and another up arrow. Click that last up arrow.
- 9) Click Winetricks
- 10) Wine will take a moment to process and then the Winetricks window will open (it's very white).
- 11) Click the radio button for Create new wineprefix and click OK.
- 12) For whatever reason, the window that pops up in my case always appeared hidden behind Lutris at first, so move it out of the way to be sure. We should be seeing a window asking for Architecture and a Name. Set Architecture to 32 (this is especially important for Mech3)Del, and use a Name we can remember – for this quick walkthrough we'll call it Mech3Prefix here.
- 13) Click Ok.
- 14) There will be a window telling you to wait while Wine does its thing. Once its done, the big white Winetricks menu will have reappeared. THIS IS WHERE THE INSTRUCTIONS DIVERGE SPECIFICALLY TO RUN THE MECHWARRIOR 3 GAMES
- 15) Click the radio button for Install a Windows DLL or component and click OK.
- 16) Winetricks will open a window asking which packages would we like to install. We have to check off all of and only the following:
 - avifil32
 - l3codec
 - directplay
 - directshow
- 17) With all four boxes checked, click OK.
- 18) We're done here for now so close up Winetricks but we're still using Lutris.
- 19) With our Mechwarrior 3 box still selected Click that last up arrow next to the wineglass again.
- 20) Select Wine configuration
- 21) The Wine Configuration menu will appear on the Applications tab, and at the bottom there will be a combobox for Windows Version:. Select Windows 98 and click Ok.
- 22) Using the file explorer (It's called Dolphin in this kind of Linux, not to be confused with Dolphin the GCN emulator. Or Dolphin the aquatic mammal.) navigate to `"/home/deck/.var/app/net.lutris.Lutris/data/wineprefixes/"`
- 23) Once here if we did everything right we should see a folder with the name of the prefix we created. With some exceptions specified below, this is where we are going to install MechWarrior 3 (and/or Pirate's Moon). As such it would be wise to add this folder to Places (the equivalent of Windows' quick access folders in the left-hand pane) by right-clicking it and selecting Add to Places. If you aren't using a mouse (we talked about this before, please don't do this, it's so unnecessarily painful!) you can get the right-click menu to come up by pulling the left trigger / L2 on the deck.

- 24) Next, move the disc image (probably an ISO or a CUE) file into that directory so that it's in the folder/prefix.
- 25) Right click the image file and select Mount/unmount image. After a moment the disc will appear under devices as if it were really a CD plugged into a real drive. (If you're new to this, this is called mounting the image by the way!)
- 26) Back in Lutris now, right click on the Mechwarrior3 box we have created and select configure.
- 27) It will open to the Game info tab. The only thing we have to worry about here is the box for Runner and it is already set to Wine (Runs Windows games) so there is nothing to change here.
- 28) Click over to Game options. In the Wine prefix combobox add in or browse to the folder of the prefix, example `"/home/deck/.var/app/net.lutris.Lutris/data/wineprefixes/Mech3Prefix/"`
- 29) Now click Save, and we're back at the main Lutris workspace. With our Mechwarrior 3 box still selected Click that last up arrow next to the wineglass again.
- 30) Select Run EXE inside Wine prefix
- 31) A window will appear allowing you to select an executable file. Navigate to the disc image you have mounted, and select SETUP.exe. This will begin the process of installing the game directly onto the Deck from the disc image.
- 32) Note: Pirate's Moon specifically requires MechWarrior 3 to already be installed and will want to test to see if we have the Mechwarrior 3 CD before it installs. When the installer requests it, we will have to alt-tab out to Dolphin, unmount the Pirate's Moon disc (and then wait a breath or two for it to kick in), mount the original Mech 3 disc, and then go back to the installer. Once it makes that check, we will then have to do all that again to switch back to having the Pirate's Moon disc mounted. If the check for the disc fails, that may be a sign that one disc wasn't unmounted before another was mounted properly. I don't know why, but waiting a few seconds in between mounting and unmounting made the difference for me here.
- 33) In the MechWarrior3 installer, accept the licencing terms and then choose a directory to install the game to. Feel free to pick any directory you like AS LONG AS IT IS ON THE C DRIVE (C:\). This will allow it to work in the drive_c folder in our Wine prefix.
- 34) Next the installer will ask us to select which components we want to install. Select all five boxes, Program Files, AVI Files, Software Render Files, 3D Accelerator Files, and Sound. Then click Next and next until the install starts. Should only take a couple of minutes.
- 35) Once it is finished it will ask if it wants us to install a shortcut on the desktop. No we do not, it wouldn't work anyway.
- 36) Decline the Microprose Registration and select never register. They aren't around anymore.
- 37) Setup is complete and the default options are checked off to view the readme file and launch direct X 6.1 setup. UNCHECK both of these and especially direct x 6.1. Then we're finished.
- 38) It is advisable but not necessary I think to run the MechWarrior 3 1.2 patch at this point. We would have to place it in the same folder the game was installed to, and then run the EXE in the wine prefix the same way we started the installation.
- 39) Back in Lutris now, right click on the Mechwarrior3 box we have created and select configure.
- 40) Click over to Game options. In the executable box, navigate to and select the executable file for the game, Mech3.exe, in the folder/wine prefix we had set up and then the installation directory we chose.
- 41) In the Working directory box, navigate to the same directory, just don't select the executable leave it as the folder.

- 42) Finally click over to Runner options. The Wine version combobox will probably have a couple of options if you installed all the software mentioned above. It should be fine the way it is, but if you can't get the game to start after following these instructions come back here and try a different one. I haven't been able to narrow down what the differences are.
- 43) Click Save in the top right.
- 44) Back in Lutris now, right click on the Mechwarrior3 box we have created one more time and select Create desktop shortcut. A Mechwarrior3 icon will appear on the desktop and we can now close Lutris.
- 45) Now open up Steam (still in desktop mode!), and click Games, then Add a Non-Steam Game to My Library...
- 46) In the Add a Game menu that appears click the Browse button below.
- 47) Now navigate to /home/deck/Desktop and add the desktop shortcut we just created.
- 48) Right click the new game on the list of games, and select Properties
- 49) Change the Shortcut name to whatever we would like the game to be named in our actual library. Presumably "MechWarrior 3".
- 50) That should be all we need to do, and when we hit Steam's PLAY button, the game will start up. Note that we have not made accommodations for mounting the disc image, and the game will not play without it. If these instructions were followed to the letter it is still mounted right now and so will start fine, but we'd need to come back to desktop mode again and mount it after a restart. There probably IS a way to do this in Lutris, I just haven't gotten it to work yet, and I haven't bothered because I don't mind the extra step and the game should run fine. A No-CD patch will probably also work, but I haven't tried that either.
- 51) Adding custom artwork can all be done through right-clicking the various empty spaces in the steam library in desktop mode, and will appear in gaming mode. I'm not going to cover that here as this document is already enormous but you can find how-tos pretty quickly if you're having trouble finding the specific menus, and you can find art resources at <https://www.steamgriddb.com/>

--MechWarrior 4 Vengeance / Black Knight / Mercenaries--

These use Lutris rather than DOSbox as well, just like MechWarrior 3, but we can use the same prefix we'd already setup in the beginning. The only hitch here is some specific runner options we need to configure in Lutris.

- 1) Start up Lutris
- 2) Click the + sign in the top left corner of the window to add a game
- 3) Select Add locally installed game
- 4) Name it whatever we like, Mechwarrior4 for example.
- 5) In the Runner combo box select Wine (Runs Windows games)
- 6) Then click Save in the top right corner.
- 7) We should now see a grey box in the main Lutris workspace with our Mechwarrior4 name under it. Click on this.
- 8) Now at the bottom of the Lutris window there are buttons that say Play, then an up arrow, then a little picture of a wine glass, and another up arrow. Click that last up arrow.

- 9) Next, move the disc image (probably an ISO or a CUE) file into the directory of our wine prefix.
- 10) Right click the image file and select Mount/unmount image. After a moment the disc will appear under devices as if it were really a CD plugged into a real drive. (If you're new to this, this is called mounting the image by the way!)
- 11) Back in Lutris now, right click on the Mechwarrior4 box we have created and select configure.
- 12) It will open to the Game info tab. The only thing we have to worry about here is the box for Runner and it is already set to Wine (Runs Windows games) so there is nothing to change here.
- 13) Click over to Game options. In the Wine prefix combobox add in or browse to the folder of the prefix, example
"/home/deck/.var/app/net.lutris.Lutris/data/wineprefixes/WhateverWeCalledIt/"
- 14) Now click Save, and we're back at the main Lutris workspace. With our Mechwarrior 4 box still selected Click that last up arrow next to the wineglass again.
- 15) Select Run EXE inside Wine prefix
- 16) A window will appear allowing you to select an executable file. Navigate to the disc image you have mounted, and select SETUP.exe. This will begin the process of installing the game directly onto the Deck from the disc image.
- 17) In the MechWarrior4 installer, accept the licencing terms and then choose a directory to install the game to. Feel free to pick any directory you like AS LONG AS IT IS ON THE C DRIVE (C:\). This will allow it to work in the drive_c folder in our Wine prefix.
- 18) The installer will give us options of what we want to install. Check the box to do a Full Install.
- 19) UNCHECK the box to create a desktop icon. It wouldn't work anyway.
- 20) Note: Venheance specifically requires two discs. When the installer requests it, we will have to alt-tab out to Dolphin, unmount disc 1 (and then wait a breath or two for it to kick in), mount disc 2, and then go back to the installer. If the check for the disc fails, that may be a sign that one disc wasn't unmounted before another was mounted properly. I don't know why, but waiting a few seconds in between mounting and unmounting made the difference for me here.
- 21) Once it is complete, exit out of the installer.
- 22) Back in Lutris now, right click on the Mechwarrior4 box we have created and select configure.
- 23) Click over to Game options. In the executable box, navigate to and select the executable file for the game, Mech4.exe, in the folder/wine prefix we had set up and then the installation directory we chose.
- 24) In the arguments combobox, type the following, being very careful of the spaces: -32bit -window -f 1280x800 -gl -GameTime.MaxVariableFps 60 /gosnvideo
- 25) In the Working directory box, navigate to the same directory, just don't select the executable leave it as the folder.
- 26) Finally click over to Runner options. The Wine version combobox will probably have a couple of options if you installed all the software mentioned above. It should be fine the way it is, but if you can't get the game to start after following these instructions come back here and try a different one. I haven't been able to narrow down what the differences are.
- 27) Click Save in the top right.
- 28) Back in Lutris now, right click on the Mechwarrior4 box we have created one more time and select Create desktop shortcut. A Mechwarrior4 icon will appear on the desktop and we can now close Lutris.

- 29) Now open up Steam (still in desktop mode!), and click Games, then Add a Non-Steam Game to My Library...
- 30) In the Add a Game menu that appears click the Browse button below.
- 31) Now navigate to /home/deck/Desktop and add the desktop shortcut we just created.
- 32) Right click the new game on the list of games, and select Properties
- 33) Change the Shortcut name to whatever we would like the game to be named in our actual library. Presumably "MechWarrior 4".
- 34) That should be all we need to do, and when we hit Steam's PLAY button, the game will start up. Note that we have not made accommodations for mounting the disc image, and the game will not play without it. If these instructions were followed to the letter it is still mounted right now and so will start fine, but we'd need to come back to desktop mode again and mount it after a restart. There probably IS a way to do this in Lutris, I just haven't gotten it to work yet, and I haven't bothered because I don't mind the extra step and the game should run fine.
- 35) Adding custom artwork can all be done through right-clicking the various empty spaces in the steam library in desktop mode, and will appear in gaming mode. I'm not going to cover that here as this document is already enormous but you can find how-tos pretty quickly if you're having trouble finding the specific menus, and you can find art resources at <https://www.steamgriddb.com/>

--MechWarrior 5 & Battletech--

They're both available on Steam, and both great! Well, Battletech is phenomenal. MechWarrior 5 is pretty great once it is boosted with DLC and maybe some mods. Either way, buy 'em, download 'em, and run 'em right out of the box.

--Conclusion and Other Resources--

That is I think as close as I could ever get to a step-by-step for how to do this. It happened over many attempts over many many hours over several weeks. There are a lot of other things I tried that failed, went absolutely nowhere, and one time needed serious work just to undo and repair what I had done. I think what remains is right, and I hope it should work fine for you.

Why am I being so modest about this I hear you ask? Because I anticipate a lot of people reading this are not going to be able to get it to work the first time. Or the second. Or the third. And unfortunately, I can't really help you. So long as you're doing everything it says here then you know everything I know, and if you've read this whole thing top to bottom I think you realize by now that I'm near to an empty-headed acolyte praying to an HPG hoping the ritual will make the machines work. Fingers crossed, better people than me will come along and improve this document one day. Until then, if you've gotten this far and done absolutely everything I wrote, and you're still stuck, here's the best I can do. I've gone through my browser history and selected everything that I think had even a little bit of knowledge that I've amalgamated as part of this project. Some videos, some reddit threads, etcetera. Maybe reviewing these will help you out as well.

Godspeed, MechWarriors. And long live the Federated Suns.

<https://www.youtube.com/watch?v=BJDvaTXP8cc>

How to install & run MechWarrior 3 & Pirate's Moon on modern systems - a step by step walkthrough
Falconer Gray

<https://www.youtube.com/watch?v=pi8RreLqcHs>

Making your own premade prefix folder for Lutris
JDRoss

<https://www.youtube.com/watch?v=Aw-Hb-3JE>

DOSBox on Steam Deck Guide, with Star Wars Dark Forces
GamingOnLinux

<https://www.youtube.com/watch?v=mQ2OkwEp7hw>

Ditch the headache. Play your favorite DOS games on the Steam Deck with DOSBox!
Gardiner Bryant | TLG

<https://www.youtube.com/watch?v=NEPPDFE02QE>

Steam Deck: Run EXE Apps "Easy Way" (Lutris/Wine)
KsAmJ

<https://www.youtube.com/watch?v=Ojl-ArelgWk>

[LinuxPlaying] MechWarrior 4 Mercenaries (MTX version) // Wine
snowdreike

<https://www.steamgriddb.com/>

Download your game library art here

https://mwomercs.com/forums/topic/853-running-older-mechwarrior-titles-with-windows-7-x64/page_st_40

RUNNING OLDER MECHWARRIOR TITLES WITH WINDOWS 7 X64?

<https://appdb.winehq.org/objectManager.php?sClass=version&iid=4549>

WINE HQ page for MechWarrior 3

https://www.dosbox.com/wiki/Shortcuts_that_You_Run_in_DOSBox

Shortcuts that You Run in DOSBox
DOSBox Wiki

<https://discord.gg/MPuZwvGW38>

The MechWarrior 3 Community Project Discord

**SPECIAL THANKS TO:
STRIKER
MRANDY
SANCTUMSYS
GARDINER BRYANT
FALCONER GREY
BOUKOBELISK
PPMGURE
GAMINGONLINUX
& EVERYONE AT WINEHQ
FOR GUIDES, TUTORIALS, AND ADVICE
FOR GETTING ALL THIS TO WORK**