



WINE

WINE IS NOT EMULATOR

Il progetto Wine non vuole essere un emulazione del S.O. Windows ma solo una riscrittura delle sue librerie per Linux.



Come si installa?

Può essere scaricato in formato sorgente (tar.gz) o pacchettizzato

(rpm, deb, ...). Esaminiamo l'installazione da

Una volta scompattato il programma in una cartella a piacere (ad esempio tmp) bisogna spostarsi al suo interno

```
$ cd /tmp/wine191004
```



Come si installa?

Si avvia lo script di installazione

```
(/tmp/wine191004)$ tools/wineinstall
```

A questo punto lo script compila il programma e lo installa.

Controlla, inoltre, se esiste una versione precedente o configura l'installazione di base.



Tipi di installazione

Drive_c reale

Drive_c virtuale

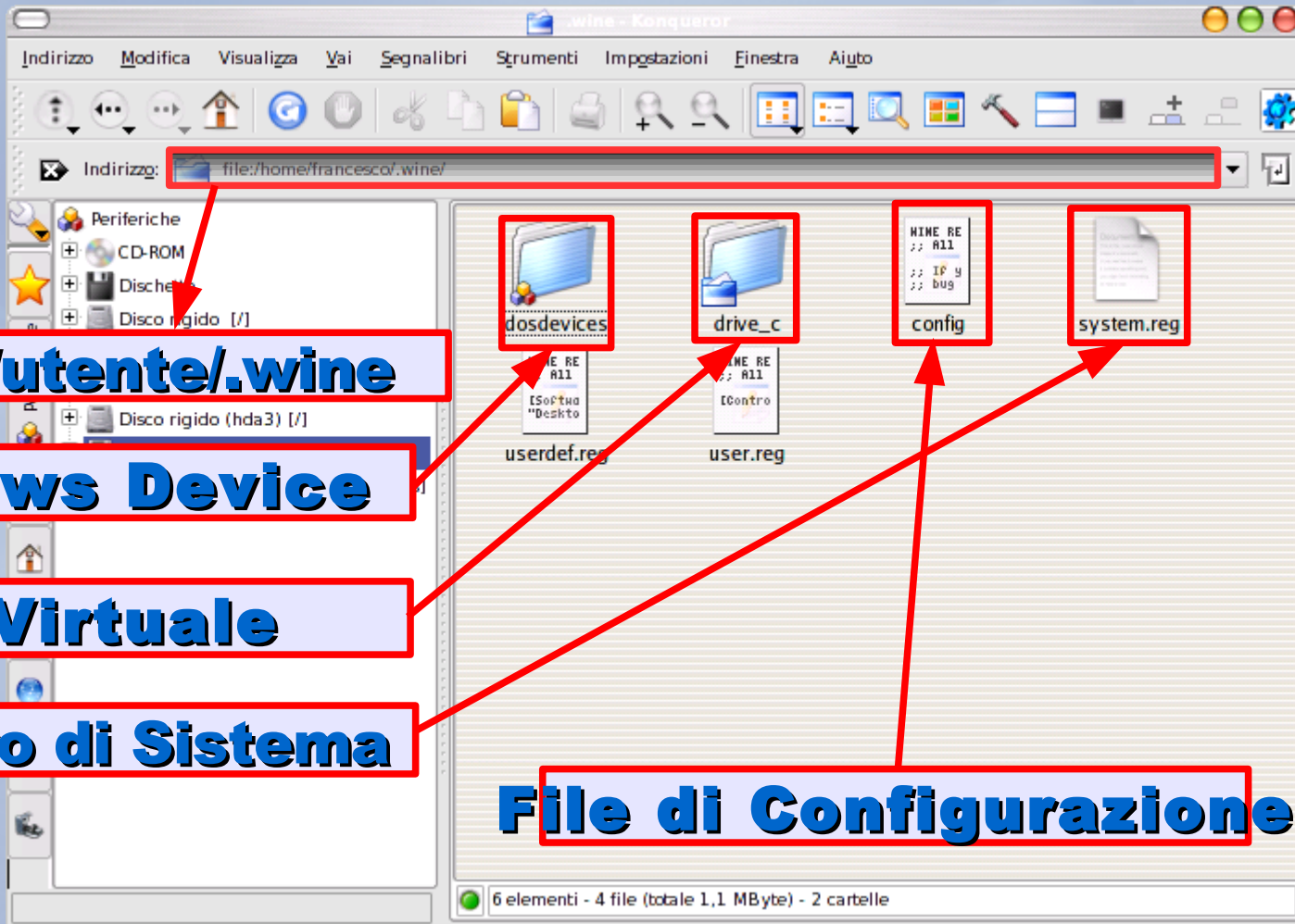


**Installazione
Reale di Windows**

**Nessuna Installazione
di Windows**

Partizione FAT

Nessuna partizione



/home/utente/.wine

Windows Device

C:\ Virtuale

Registro di Sistema

File di Configurazione



File di configurazione

```

TIME REGISTRY Version 2
; All keys relative to the path c:\Software\Wine\Wine\config
; If you think it is better to show the full path for
; debugging, filter the empty lines and comments with
; grep -v ";" ~/wine/config | grep '.'

[wine]
"Windows" = "c:\\windows"
"System" = "c:\\windows\\system"
"Temp" = "e:\\\"
"Path" = "c:\\windows;c:\\windows\\system;e:\\e:\\test;f:\\\"
"Profile" = "c:\\windows\\Profiles\\Administrator"
"GraphicsDriver" = "xldrv"
;"ShowDirSymLinks" = "1"
;"ShowDotFiles" = "1"

# [wine.conf]

[Version]
; Windows version to imitate (win95,win98,wir98,nt351,nt40,win2k,winxp,win2k3,win20,win30,win31)
"Windows" = "win98"
; DOS version to imitate
;"DOS" = "6.22"

; Be careful here, wrong DLLoverrides settings have the potential
; to pretty much kill your setup.
[DLLoverrides]
; some dlls you may want to change
"oleaut32" = "builtin, native"
"ole32" = "builtin, native"
"comdlg32" = "builtin, native"
"shell32" = "builtin, native"
"shfolder" = "builtin, native"
"shlwapi" = "builtin, native"
"shdocvw" = "builtin, native"
"advapi32" = "builtin, native"
"msvcrt" = "native, builtin"
"mciavi.drv" = "native, builtin"
"mcianim.drv" = "native, builtin"
"d3drm" = "native, builtin"
"d3dxof" = "native, builtin"
"dpnphst" = "native, builtin"
"cabinet" = "native, builtin"
"*msi" = "native, builtin"

"ddraw" = "builtin"
    
```

[Version]
; Windows version to imitate (win95,win98,..)
"Windows" = "win98"
; DOS version to imitate
;"DOS" = "6.22"



File di configurazione

```

File Modifica Progetto Documento Visualizza Segnalibri Strumenti Impostazioni Aiuto
+ [Icons] [Navigation] [File Operations] [System] [Clipboard] [Search] [Zoom]
Profile = "c:\windows\profiles\administrator"
raiver = "
links"
Show = "
# [wine.conf]
[Version]
; Windows version to imitate (win95,win98,winme,nt351,nt40,win2k,winxp,win2k,win28,win30,win31)
"Windows" = "win98"
; DOS version to imitate
;"DOS" = "6.22"

; Be careful here, wrong DLLoverrides settings have the potential
; to pretty much kill your setup.
[DLLoverrides]
; some dlls you may want to change
"oleaut32" = "builtin, native"
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"comdlg32" = "builtin, native"
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"shlwapi" = "builtin, native"
"shdocvw" = "builtin, native"
"advapi32" = "builtin, native"
"msvcrt" = "native, builtin"
"mciavi.drv" = "native, builtin"
"mcianim.drv" = "native, builtin"
"d3drm" = "native, builtin"
"d3dxof" = "native, builtin"
"dpnhpast" = "native, builtin"
"cabinet" = "native"
"*msi" = "native"

"ddraw" = "builtin"
"ddrawex" = "builtin"

; you can specify applications too
; this one will apply for all notepad.exe
;"*notepad.exe" = "native, builtin"
; this one will apply only for a particular file
;"C:\windows\regedit.exe" = "native, builtin"
; default for all other dlls
"*" = "builtin, native"
;"*" = "native, builtin"

[xlldrv]
Riga: 19 Colonna: 1 INS NORM config
Cerca nei file Terminale
  
```

- [DLLOverrides]**
; some dlls you may want to change
- "oleaut32" = "builtin, native"**
 - "ole32" = "builtin, native"**
 -**
 - "shlwapi" = "builtin, native"**
 - "shdocvw" = "builtin, native"**
 - "advapi32" = "builtin, native"**
 - "msvcrt" = "native, builtin"**
 - "mciavi.drv" = "native, builtin"**
 - "mcianim.drv" = "native, builtin"**
 - "d3drm" = "native, builtin"**
 - "d3dxof" = "native, builtin"**
 - "dpnhpast" = "native, builtin"**
 - "cabinet" = "native"**
 - "*msi" = "native"**



File di configurazione

```

File Modifica Progetto Documento Visualizza Segnalibri Strumenti Impostazioni Aiuto
+ - < > [Icons] [Power] [Undo] [Redo] [Cut] [Copy] [Paste] [Find] [Find Next] [Find Previous]
File
; This will apply to a particular file
; Use a private color map
; "PrivateColorMap" = "N"
; "*" = "native, builtin"

[x11drv]
Number of colors to allocate from the system palette
AllocSystemColors = "16"
Use a private color map
PrivateColorMap = "N"
; Favor correctness over speed in some graphics operations
PerfectGraphics = "N"
; Color depth to use on multi-depth screens
ScreenDepth = "16"

; Allow the window manager to manage created windows
Managed = "N"
Use a desktop window of 640x480 for Wine
Desktop = "640x480"
Use XFree86 DGA extension if present
UseDGA = "Y"
; Use XvidMode extension if present
UseXvidMode = "Y"
; Use XRandR extension if present
UseXRandR = "Y"
; Use the take focus protocol
UseTakeFocus = "Y"
; Enable DirectX mouse grab
DXGrab = "N"
; Create the desktop window with a double-buffered visual
; (useful to play OpenGL games)
DesktopDoubleBuffered = "N"
; Run in synchronous mode (useful for debugging X11 problems)
Synchronous = "Y"
; Use the Render extension to render client side fonts (default "Y")
ClientSideWithRender = "Y"
; Fallback on X core requests to render client side fonts (default "Y")
ClientSideWithCore = "Y"
; Set both of the previous two to "N" in order to force X11 server side fonts
;
; Anti-alias fonts if using the Render extension (default "Y")
ClientSideAntiAliasWithRender = "Y"
; Anti-alias fonts if using core requests fallback (default "Y")
ClientSideAntiAliasWithCore = "Y"
;
Riga: 45 Colonna: 26 INS NORM config
Cerca nei file Terminale
    
```

[x11drv]
....
; Allow the window manager ...
"Managed" = "N"
; Use a desktop window ...
"Desktop" = "640x480"
....



File di configurazione

```

Load Windows registry from the Windows directory
...
[Clipboard]
"ClearAllSelections" = "0"
"UsePrimary" = "0"

; List of all directories directly on the host
[afmdirs]
"1" = "/usr/share/ghostscript/fonts"
"2" = "/usr/share/a2ps/afm"
"3" = "/usr/share/enscript"
"4" = "/usr/X11R6/lib/X11/fonts/Type1"

[WinMM]
; Uncomment the "Drivers" line matching your sound setting.
;"Drivers" = "wineoss.drv" ; default ..
;"Drivers" = "winearts.drv" ; for KDE
;"Drivers" = "winealsa.drv" ; for ALSA users
;"Drivers" = "winejack.drv" ; for Jack sound...
;"Drivers" = "winenas.drv" ; for NAS sound...
;"Drivers" = "wineaudioio.drv" ; for Solaris...
;"Drivers" = "" ; to disable sound
"WaveMapper" = "msacm.drv"
"MidiMapper" = "midimap.drv"

[dsound]
;; HEL only: Number of waveOut fragments ahead to mix in new buffers.
;"HELMargin" = "5"
;; HEL only: Number of waveOut fragments to prebuffer.
;"HELqueue" = "5"
;; Max number of fragments to prebuffer.
;"SndQueueMax" = "28"
;; Min number of fragments to prebuffer
;"SndQueueMin" = "12"
;; Forces emulation mode (using wave api)
;"HardwareAcceleration" = "Emulation"
;; Sets default playback device (0 - number of devices - 1)
;"DefaultPlayback" = "0" ; use first device (/dev/dsp)
;"DefaultPlayback" = "1" ; use second device (/dev/dsp1)
;"DefaultPlayback" = "2" ; use third device (/dev/dsp2)
;; Sets default capture device (0 - number of devices - 1)

```

[WinMM]

Uncomment the "Drivers" line matching ...

;"Drivers" = "wineoss.drv" ; default ..

; default ..

;"Drivers" = "winearts.drv" ; for KDE

; for KDE

;"Drivers" = "winealsa.drv" ; for ALSA users

; for ALSA users

;"Drivers" = "winejack.drv" ; for Jack sound...

; for Jack sound...

;"Drivers" = "winenas.drv" ; for NAS sound...

; for NAS sound...

;"Drivers" = "wineaudioio.drv" ; for Solaris...

; for Solaris...

;"Drivers" = "" ; to disable sound

; to disable sound



Wine al lavoro

A screenshot of a Windows desktop environment. The desktop background is a Warcraft 3 game scene. Several windows are open: Adobe Photoshop (with a bald eagle image), a Microsoft Office 2000 installation progress dialog, and a Warcraft 3 game window. The Photoshop window shows a bald eagle image with a selection box. The Office dialog shows a progress bar and an 'Annulla' button. The Warcraft 3 window shows a game scene with a character and a text box at the bottom.

Adobe Photoshop

File Modifica Immagine Livello Selezione Visualizza Finestra Aiuto

Aquila.psd @ 50% (Livello)

Installazione di Microsoft Office 2000

Attendere. Configurazione di Microsoft Office 2000 in corso...

Installazione di Microsoft Office 2000 in corso...

Annulla

Doc: 795 KB/1,23 MB

Uther Lightbringer

I padri hanno diritto di sognare, non credi? Ah, ah, ah!



Bibliografia

Sito Ufficiale

<http://www.winehq.com>

Frank's Corner

<http://www.frankscorner.org>

CrossOver Office

<http://www.codeweavers.com/site/produ>

Cedega

<http://www.transgaming.com/>

Manuale “man wine” e “man wine.conf”