

# Installation

- 1 Click on the "Try" link then on "Record the file".
- 2 Once the download is finished, uncompress the file WordMeUpXXL\_Demo\_Linux.zip in the location you want. A WordMeUpXXL\_Demo directory will then be created there. Go into that directory.
- 3 The games DOES need the following packages :

## General:

PNG library (exécutables) / [libpng12-0](#)  
Portable Sound library / [libmikmod2](#)

## SDL (game):

[Simple DirectMedia Layer 1.2 / libsdl1.2debian](#)  
[Simple DirectMedia Layer 1.2 Image / libsdl-image1.2](#)  
[Simple DirectMedia Layer 1.2 Mixer / libsdl-mixer1.2](#)  
[Simple DirectMedia Layer 1.2 TTF / libsdl-ttf2.0-0](#)  
[SDL MPEG Player Library - shared libraries / libsmpeg0](#)

## Wx Widgets (WordMeUpXXL\_Demo, Prefs):

[WxBase Library \(runtime\) / libwxbase2.8-0](#)  
[WxWidgets Cross-Platform C++ GUI Toolkit \(GTK+runtime\) / libwxgtk2.8-0](#)

- 4 To install these packages, two possibilities:
  - If you use a Debian, Ubuntu, Lubuntu, Xunbutu, Redhat or Fedora distribution, run the corresponding "install\_libs\_..." script in a terminal session. It should normally be enough to create all the needed packages and shared libraries for the game. If the packages are already on your computer, they will be updated automatically if a newer update is detected.
  - If you use another Linux distribution, you can try the script but some packages (as libsdl1.2debian) won't be found. In this case, please look for them manually if they aren't already on your system. Packages labels given at #3 could be useful.

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If your Linux distribution is a 64 bits one, you'll need the emulation package IA-32. You can install it by this way: `sudo apt-get install ia32-libs`. The game itself (Game) should work. However, the menu (WordMeUpXXL\_Demo) and the setup tool (Prefs), that use Wxgadget, may not work.



Run the WordMeUpXXL\_Demo executable: you'll be asked for your language.

If nothing happens when you launch the executable, run it by a terminal session (`./WordMeUpXXL_Demo` within the directory of the game), an error message will normally be displayed (for example, "missing shared library").



The main menu of the game is now displayed. You can then also run Game or Prefs executables if you want to skip the menu.



If you don't succeed in running the Linux native game, you can try the Windows release with Wine: it works perfectly.



Word Me Up XXL is our first game for Linux: feel free to send your remarks/questions to us ([boing.attitude@online.fr](mailto:boing.attitude@online.fr)).