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first i think you have to add wine to the list of packages on synaptic. i think it can be done by running this in terminal: 'sudo apt-get install wine' (i'm going to assume you do this for the sake of simplicity). then you have to get the wine setup files. i followed the tutorial from the wine manual on ubuntu (link in post above). in the end i had to do these steps to get it working: in the windir (the default wine folder) navigate to the folder bin/ and look in it for wine. wine should have a copy of wine.exe, wine.dll, and a libwine folder. make sure all three are there. then navigate to the folder apps/ and look for 'winetricks' in there. the first window that pops up has a box on it that says 'install' (highlighted in orange). click that. it will download something called 'winetricks' (again highlighted in orange). when the download is finished, you'll see a bunch of stuff happen on the terminal. it's alright just click cancel. once you do that, click enter for the next window. here's where you get to decide what to do. for the sake of simplicity i'm just going to paste the two files that were downloaded for the install (as they were in my case, one for linux and one for mac). they are winetricks.conf (linux) and winetricks.cfg (mac). in the winetricks.conf file you can see there is a list of dependencies, and we want to add all the ones they have on the file. i'd like to point out, if you want to add new ones you can just simply add them on the same line after the ones that already have a checkmark on it. once you have all the dependencies (in my case none) highlight them all on the file and add 'yes' under each (this is highlighted in green).

## Renpy Save Game Editor

if you want to override the standard classes that are generated, you can do this by clicking +new > script. here, you can rename the script file name and get an inputbox with options as to what exactly you want the script to look like. you can then input the code that you want the script to look like, and it will be automatically placed into that class. open the standard ren'py.rpy file and find the following line in it: if \_\_name\_\_ == '\_\_main\_\_': main() that's ren'py's main program. it runs it every time it's imported. when you run the game from ren'py it runs that part of the code to run everything. this allows you to move pictures or other objects in their own separate script and have the game reference them automatically. for instance, if you do the following: if \_\_name\_\_ == '\_\_main\_\_': class mainmenu(): name = 'main menu' if \_\_name\_\_ == '\_\_main\_\_': gamescreen(initial\_map, main\_menu=mainmenu()).run() class gamescreen(screen): name = 'main map' map = map() main\_menu.name = 'random' random\_menu = menuitem(name='random', executable=random\_function) if \_\_name\_\_ == '\_\_main\_\_': menu().add\_menu\_item(main\_menu, random\_menu) # save the map and write out the picture's path map.save('mainmap.map') map.make\_picture() # use the global resource to build a path path = r.build\_path('random\_map.png') # if the path wasn't saved, then delete the old path if path is none: os.unlink('map.png') screen.create\_background('map.create\_object(0, 0, pic\_path='map.png', bg\_pict=None) screen.show\_map() screen.clear() screen.colors['shadow'] = 1 screen.colors['map'] = 0 screen.colors['border'] = 0 screen.colors['shadow'] = 0 screen.show() screen.flip() # clear out the old paths screen.set\_background(None) if screen.get\_pict() is None: os.unlink('map.png')

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