

Native Unreal Tournament 2004 ECE from gog.com

This guide walks through the steps necessary to install ut2004 ECE from gog.com using a SlackBuild that can be found at SlackBuilds.org.

Some manual preparation before using the script at SlackBuilds.org

1. In a terminal as root create the game directory and a directory where the CDKey will go; here is an example using the SlackBuild's default

```
mkdir -p /usr/share/games/ut2004/System
```

```
chgrp -R games /usr/share/games/ut2004
```

```
chmod -R 774 /usr/share/games/ut2004
```

```
exit
```

2. In a terminal as **non** root user, install ut2004 via wine. Here is an example (Note: on 64 bit systems replace "wine" with "wine64"):

```
wine setup_ut2004_2.0.0.6.exe
```

3. Find your UT2004 cdkey with wine regedit.

```
wine regedit
```

a windows registry window will open up; navigate via mouse to find the CDKey located in HKEY_LOCAL_MACHINE/Software/Unreal Technology/Installed Apps/UT2004/

4. In the terminal log back in as root, and, create a new text document called CDKey with the discovered digits inside of the correct directory.

```
su root
```

```
vim /usr/share/games/ut2004/System/CDKey
```

5. Copy over all the game data from the wine install to the correct directory (make sure you are still root during this step):

```
cp -rfv ~/.wine/drive_c/GOG\ Games\Unreal\ Tournament\ 2004/*  
/usr/share/games/ut2004/
```

Use the SlackBuild from SlackBuilds.org

1. Download the SlackBuild from SlackBuilds.org

```
wget https://slackbuilds.org/slackbuilds/14.2/games/ut2004.tar.gz
```

2. Extract the files

```
tar -xvf ut2004.tar
```

3. Change to the correct directory

```
cd ut2004
```

4. Download the required files found in the .info

```
wget  
https://liflg.reto-schneider.ch/files/final/ut2004_3369-english.midway.  
dvd-3.run
```

5. Execute the script

```
./ut2004.SlackBuild
```

6. Finally install the package it produces.

Sources

* Original source:

<https://www.linuxquestions.org/questions/blog/disturbed1-175451/native-ut2004-from-gog-com-3305/>

* Originally written by khronosshoty

[howtos>misc>games>ut2004](#)

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<https://docs.slackware.com/> - **SlackDocs**

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