

Sailwave – PlayOnMac Setup

PlayOnMac is a free compatibility layer for macOS that allows installation and use of video games and apps designed to run on Microsoft Windows. PlayOnMac is based on the open-source Wine project.

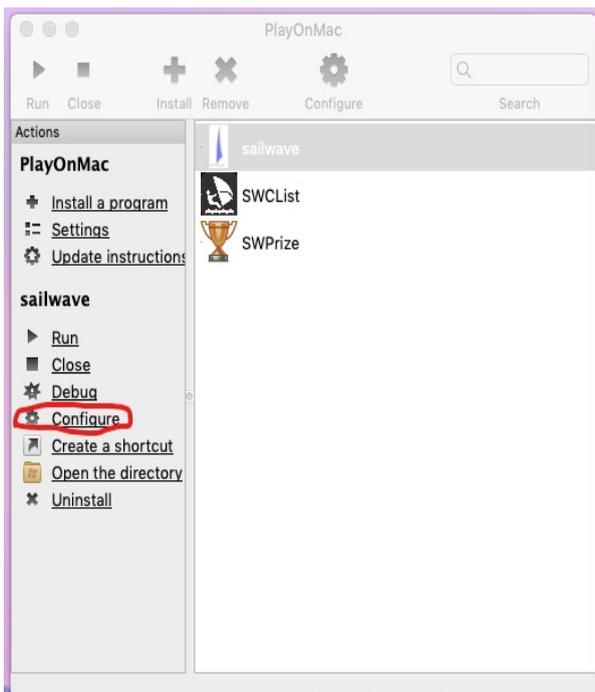
Installing PlayOnMac software allows Sailwave to run as an application on a macOS system. This set of notes has been tested and proven on a macOS 10.14 ‘Mojave’ virtual machine (VM) using Sailwave version 2-29-2.

A problem was reported by a Sailwave user that when they tried to use the ‘Tools | Seed competitor’ functionality that Sailwave crashed immediately, when running on both a Chromebook running Codeweavers Crossover and on an Apple Mac system running PlayOnMac. This was using Sailwave v2-29-0.

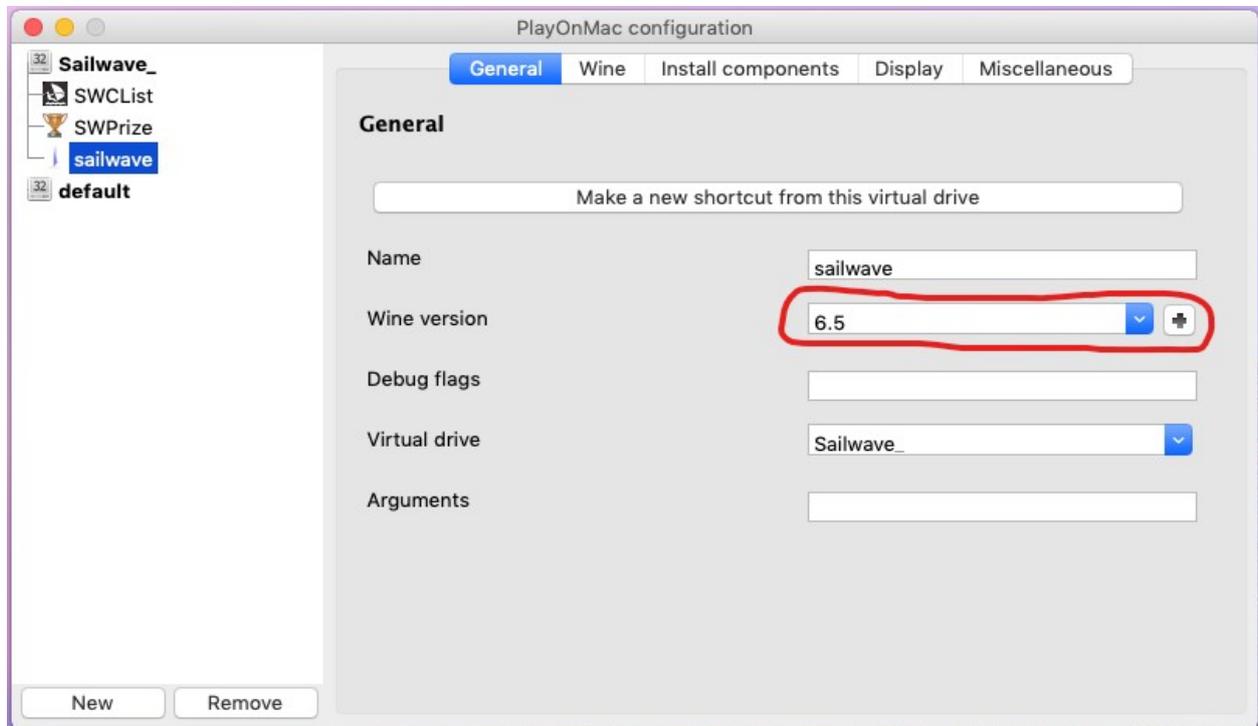
Investigation has shown for PlayOnMac that this is due to the default revision of WINE not being sufficient. As far as can be currently determined the same applies to Codeweavers Crossover. Crossover is based on an early WINE release 5.x. It is not known what version of WINE PlayOnMac uses in the default installation.

PlayOnMac can be set-up to use several different releases of WINE and each application can then use the most appropriate version for it. The following notes will document the steps involved in having Sailwave not crash when using the ‘Tools |Seed competitor field’ functionality. The steps assume PlayOnMac has already been successfully installed and an application under PlayOnMac, for example Sailwave.

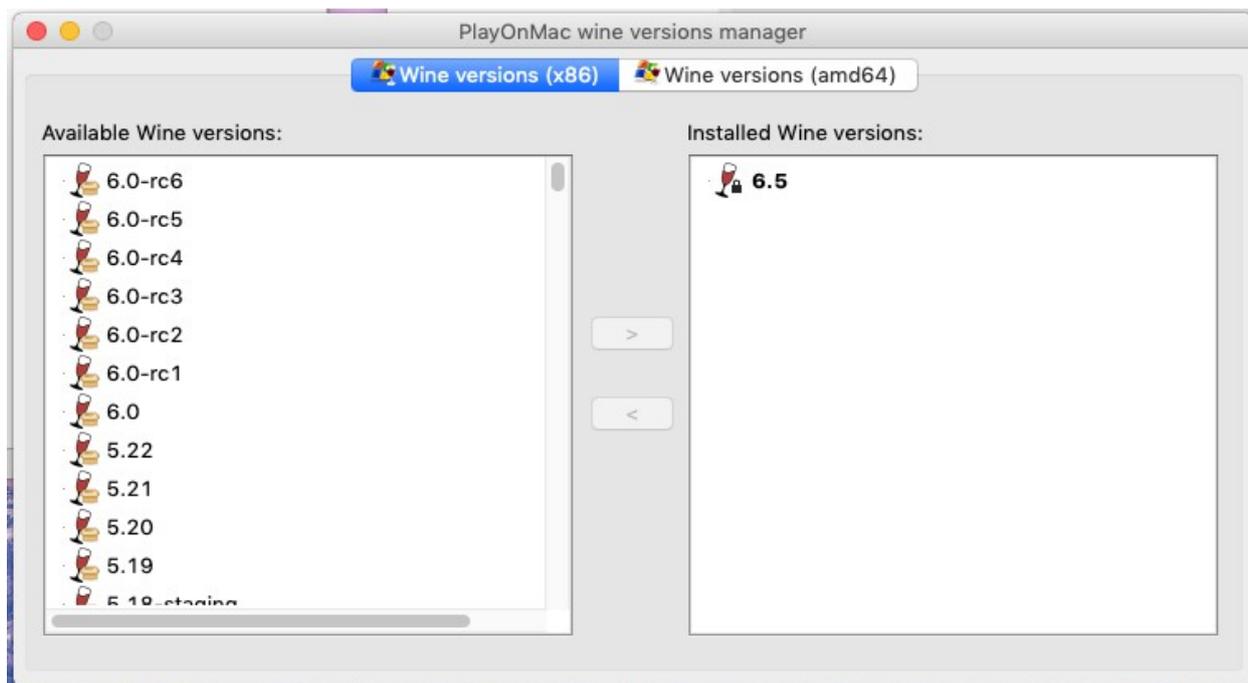
Note – these instructions were tested on macOS 10.14 ‘Mojave’ running in a VM using PlayOnMac version 4.3.3 which is for macOS before 10.15. There is also PlayOnMac version 4.4.2 which is for macOS 10.15 ‘Catalina’ or macOS 11+ ‘Big Sur’. Make sure you download the version of PlayOnMac for your macOS version.



The screen capture shows the list of applications installed under PlayOnMac, in this case only Sailwave applications. With an application highlighted, click the ‘Configure’ option on the left hand side. Another window will appear.



The above window shows the configuration after a version of WINE other than the default has been installed. In a new installation of PlayOnMac the highlighted box will show 'System default'. To add a different version of WINE click the '+' sign to the right of the box. Another window will appear.



Make sure the 'Wine versions (x86)' is highlighted. To add another version of WINE select it from the list on the left hand side and then click the '>' to install. The latest version of WINE offered was installed, the version being 6.5 when the testing was done. Wait whilst the installation takes place. You may be prompted that somethings is missing so just say yes install.

Once the installation of a newer version, in this case the latest available, is complete close all windows except the first one shown. Make sure that the listed version of WINE that Sailwave will use is the latest version or at east version 6.5 which was the version installed in these instuctions.

Now run Sailwave. The image shows the 'Tools | Seed competitor field' open in Sailwave instead of Sailwave having crashed and showing an error message window.

