

Windows On Linux (i guess im a btw user)

- [protontricks](#)
 - [authorising logins on proton *wine* launched \(applications unity.exe on windows\)](#)

protontricks

protontricks

authorising logins on proton *wine* launched (applications unity.exe on windows)

so you want to install unity?

i still have no idea how im supposed to get passed the unity is running lets kill it screen. tbh. i already have unityhub and unity working on linux normally but i wanted to see if this works for the windows exe and using the windows blender exe to auto convert .blend to a usable format for vrchat.

ANYWYAS

i installed it on windows then coppied the install and the hub data to my steam data folder

but if you already installed it, copy the data from your windows install to your definately a windows install (steam library)

when you launch unityhub exe from your steam install of whatever proton application you want
and it hopefully works without issue

it made me login again, fine whatever

but it opened it in my bin/firefox and it wants to send the link to my bin/unityhub

so

what do you do?

well you run the command `` protontricks -c 'wine "C:\Program Files\Unity Hub\Unity Hub.exe" "unityhub://linkgoeshere" 365670 ``

ok then whats the *unityhub://linkgoeshere*

you will get a page that looks like this if you press escape and cancel the auto launch link.

Launching Unity Hub

If you are not redirected automatically, follow this [link to login page](#).

copy the "link to the login page"

then run

`` protontricks -c 'wine "C:\Program Files\Unity Hub\Unity Hub.exe" "unityhub://linkgoeshere"``

365670 ``

honestly im opening a project and idek if its gonna work
its stuck at the initial asset database refresh