

How I Got AVSMods Running on Linux (Steam / Proton)

I run World of Tanks through the official Steam release (App ID 1407200) on Bazzite, a Fedora Atomic-based Linux distro. AVSMods only ships as a Windows .exe installer, so I had to figure out how to get that running properly. Writing down exactly what I did, in case it's useful for other Linux users or for an official install guide.

Why this was needed

On Linux, WoT runs through **Proton**, Valve's Wine-based compatibility layer. Steam automatically creates and manages a "prefix" for WoT — a self-contained virtual Windows environment — the first time you launch the game. Since AVSMods is a Windows .exe rather than drop-in files, I had to run that installer *inside WoT's own Proton prefix*. Otherwise it either wouldn't launch at all, or it would install into a prefix the game never sees.

What I used

- World of Tanks installed via the official Steam client (App ID **1407200** — I checked this via Steam → right-click WoT → Properties)
- **Protontricks**, a small tool that runs commands or executables inside an existing game's Proton prefix. I got it via Flatpak, since Bazzite is an immutable distro: `flatpak install flathub com.github.Matoking.protontricks`. On other distros it's usually available through the normal package manager or via `pipx install protontricks`.

What I did

1. Confirmed the AppID

Right-clicked World of Tanks in my Steam library → Properties. Confirmed AppID 1407200, which also matches the folder name under `steamapps/compatdata/`.

2. Installed Protontricks and fixed sandbox permissions

Since Protontricks runs sandboxed on my distro, it couldn't see my Steam folder or the folder with the installer by default. I had to grant access explicitly:

```
flatpak override --user --filesystem=<path-to-my-Steam-folder>
↳ com.github.Matoking.protontricks
flatpak override --user --filesystem=<path-to-installer-folder>
↳ com.github.Matoking.protontricks
```

Two things tripped me up here that are probably common for other Linux users:

- My real home directory resolves to `/var/home/<user>`, not `/home/<user>` — a quirk of Atomic/ostree-based distros. I used the real, fully-resolved path rather than `~`.
- My Downloads folder is actually named `Pobrane` (localized to Polish). I ran `xdg-user-dir DOWNLOAD` to get the real path before granting access to it.

3. Ran the installer inside WoT's Proton prefix

```
protontricks-launch --appid 1407200 /full/path/to/AVSmods_latest_install.exe
```

This was really the key step — it launches the .exe using the exact same Wine prefix and Proton version WoT itself uses.

4. Pointed the installer at the correct game folder

When AVSMods asked where to install, it pre-filled an invalid path and threw:

“You must enter a full path with drive letter”

Under Wine/Proton, **Z:** is the drive letter that represents my entire Linux filesystem root (/). So I just prefixed the real path with Z: and swapped in backslashes:

```
Z:\home\<username>\.local\share\Steam\steamapps\common\World of Tanks\eu
```

(the eu subfolder is specific to my regional client — could be na, asia, or nothing at all for other people). I ended up using the installer’s **Browse...** button instead of typing it out, clicking through Z: → home → <username> → .local → share → Steam → steamapps → common → World of Tanks → region folder — much safer than typing it by hand. Spaces in “World of Tanks” were no problem in the file picker.

5. Finished and verified

Clicked through the rest of the installer normally. Then checked that a res_mods folder had appeared inside the region folder with AVS files in it:

```
ls -la "/path/to/World of Tanks/eu/res_mods"
```

Launched WoT via Steam — mod loaded fine.

Troubleshooting notes (for anyone else trying this)

- **FileNotFoundError from protontricks-launch:** almost always a Flatpak sandbox permission issue. Double-check the real, absolute path to both the Steam folder and the installer’s folder, and grant access with flatpak override as above. I confirmed what was actually granted with:

```
flatpak override --user --show com.github.Matoking.protontricks
```

- **Missing .NET / DirectX / VC++ runtimes:** these can be installed into the same prefix with:

```
protontricks 1407200
```

This opens a winetricks-style picker for WoT’s prefix.

- **Non-Steam installs** (Wargaming Game Center via Lutris/Bottles): I didn’t test this myself, but the same principle should apply — the .exe needs to run inside that launcher’s own Wine prefix instead of Steam’s. Lutris has a “Run EXE inside Wine prefix” option per-game; Bottles has an equivalent “Run executable” action.

Short version, if this becomes an official install note

World of Tanks on Linux (Steam release) runs under Proton. Install [Protontricks](#), then run:

```
protontricks-launch --appid 1407200 /path/to/AVSmods_latest_install.exe
```

When prompted for the install folder, browse to Z:\ → your WoT install directory (visible under Steam → Properties → Local Files), or type it manually with Z: and backslashes.