# Setting up NSMBe5 on Linux

If you are considering swapping to Linux (or are already using Linux), modding NSMB DS is still perfectly doable! NSMBe just needs a little bit of setup before you can begin opening levels. After this tutorial, you'll be up and running with NSMBe on your favorite Linux distro.

> This tutorial has been tested on the following operating systems:
> - Fedora
> - Manjaro (should work for every Arch-based distribution)
> - Linux Mint (should work for every Debian-based distribution)
> Help us improve the compatibility list!

## Requirements:

- A computer running Linux
- The latest build of NSMBe5

> While not *needed*, having administrator permission (sudo) is helpful for troubleshooting

## Step 1: Installing PortProton

### Method 1: Via Flathub (recommended)

Follow the Flathub setup guide. Then, install the app by opening a terminal and typing:

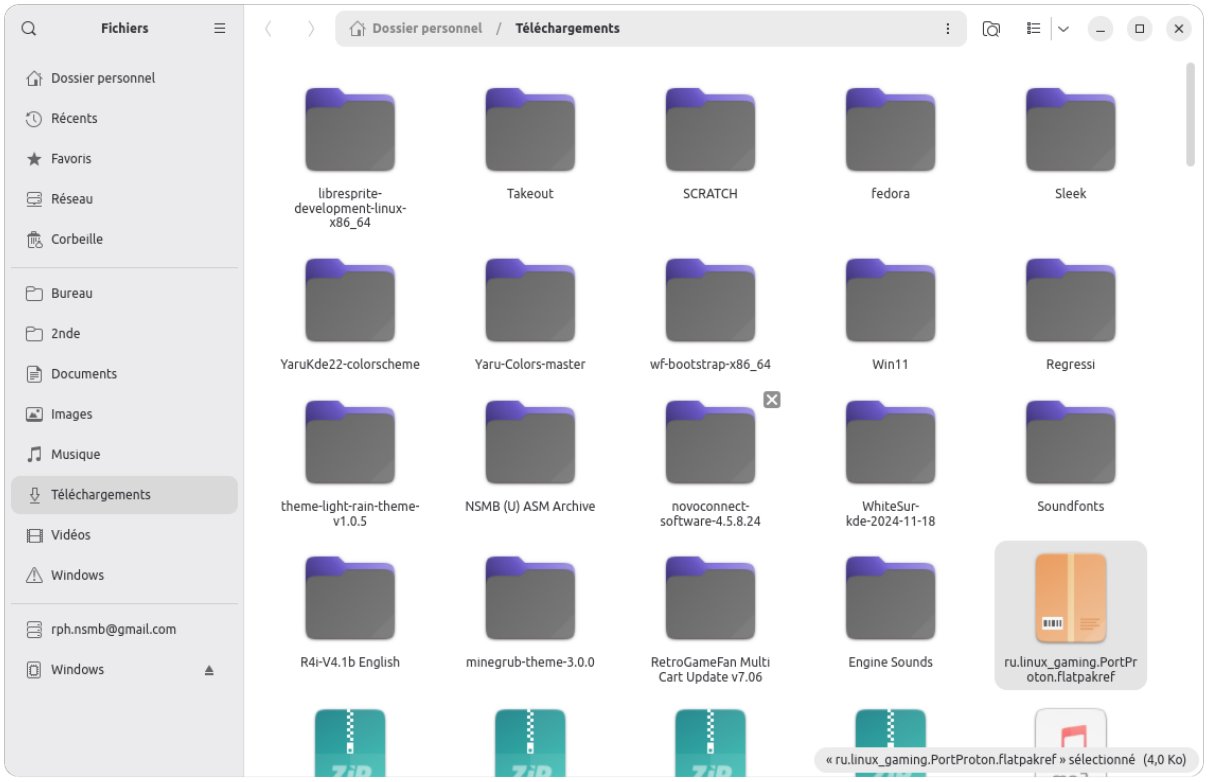
```
flatpak install flathub ru.linux_gaming.PortProton
```

> If it doesn't work or you need admin rights, check the second method.

### Method 2: Manual installation

Go to flathub.org/apps/ru.linux_gaming.PortProton and hit “download”. This will download a `.flatpakref` file.

The file should appear in your Downloads folder. If your browser asks you where it should save it, choose a location that you will remember.




Go to the file's location, right-click an empty space, and select "Open in a terminal". From there, type the following command:

```
flatpak install ru.linux_gaming.PortProton.flatpakref
```

If it doesn't work because admin rights are needed, try the following command instead:

```
flatpak install --user ru.linux_gaming.PortProton.flatpakref
```

> If this method still doesn't work, ask us in NSMB Central.

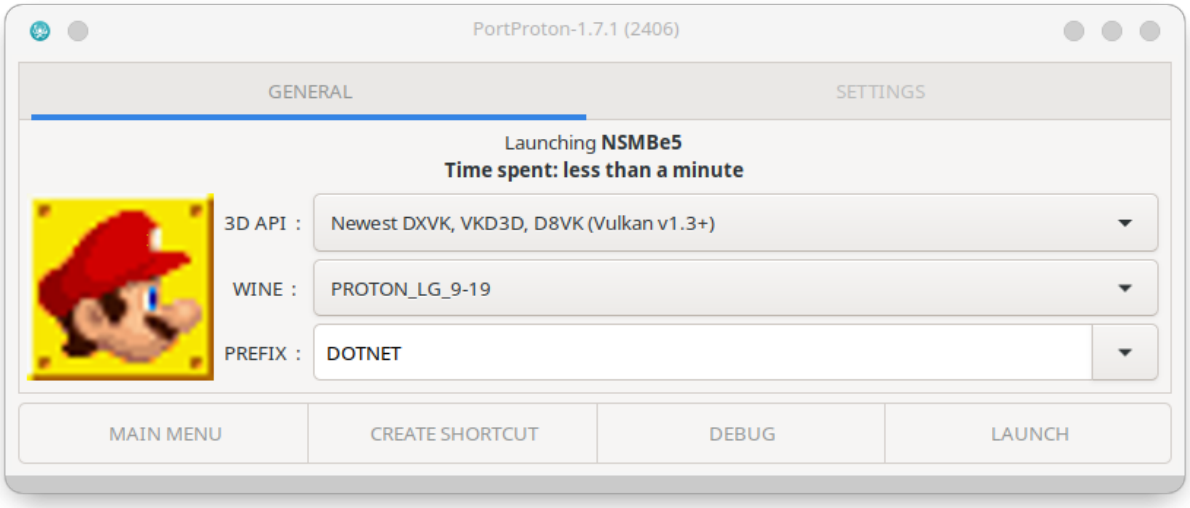
> Congratulations! You're now ready to open NSMBe!

# Step 2: Installing NSMB Editor

>

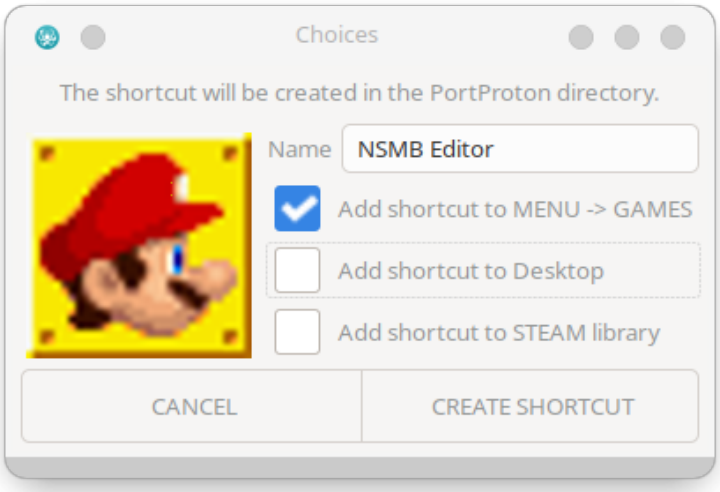
> PortProton might download some files before starting the first time you launch it. That's normal.

Go to your NSMBe5 folder. Open `NSMBe5.exe` by double-clicking on it. You should see a window like this:



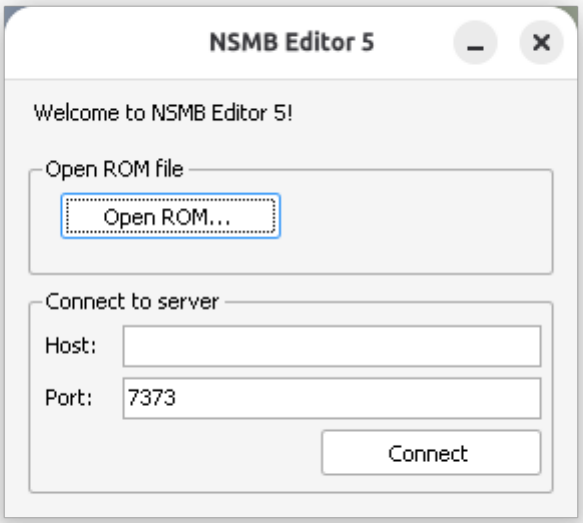

> Make sure to change the prefix to "DOTNET"

If you want to add a shortcut to your app menu, click on "Create shortcut". It will ask you where to put it:



Once it's done, click "create shortcut".

Now, to launch the app, just have to click on the "Launch" button, and there you go!

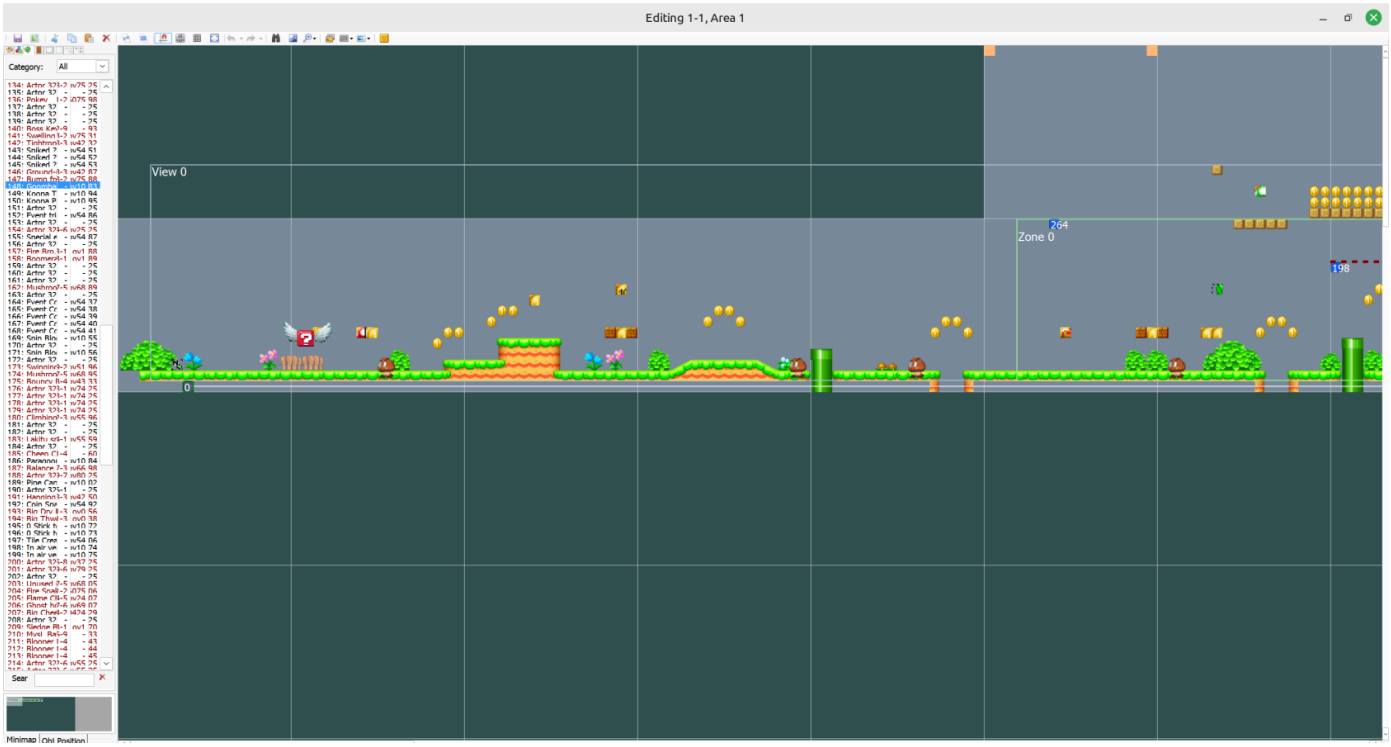



> Congratulations! Now, you are ready to make awesome stuff with Linux!

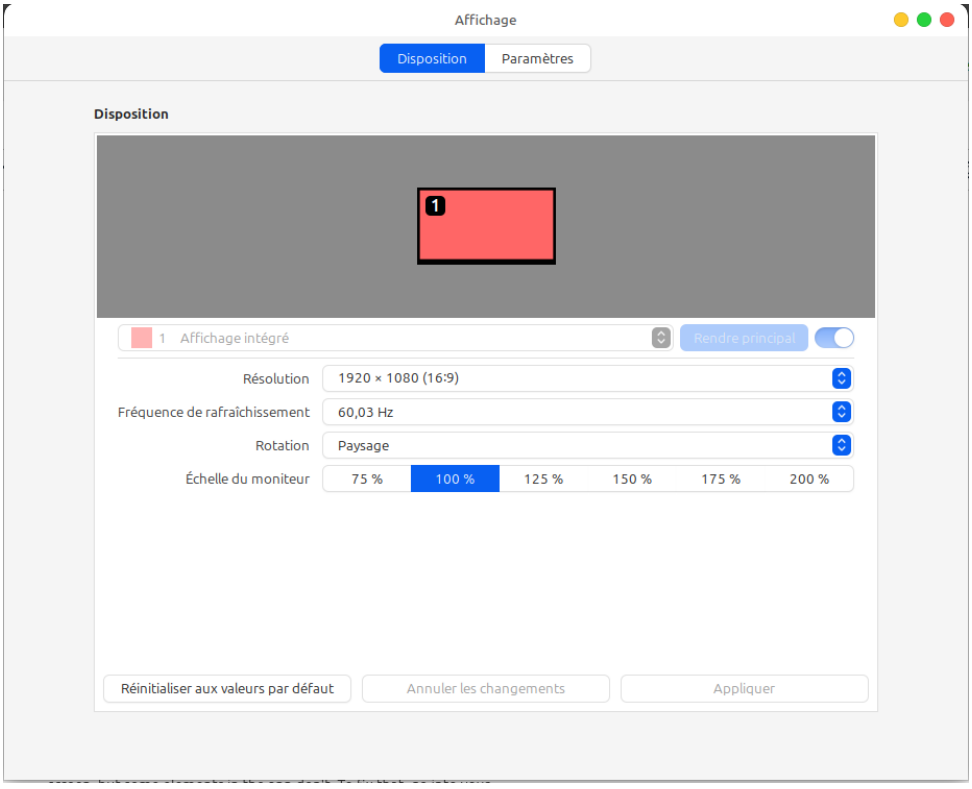
# FAQ / Troubleshooting

> “ Some actors appear weirdly, how can I fix it?

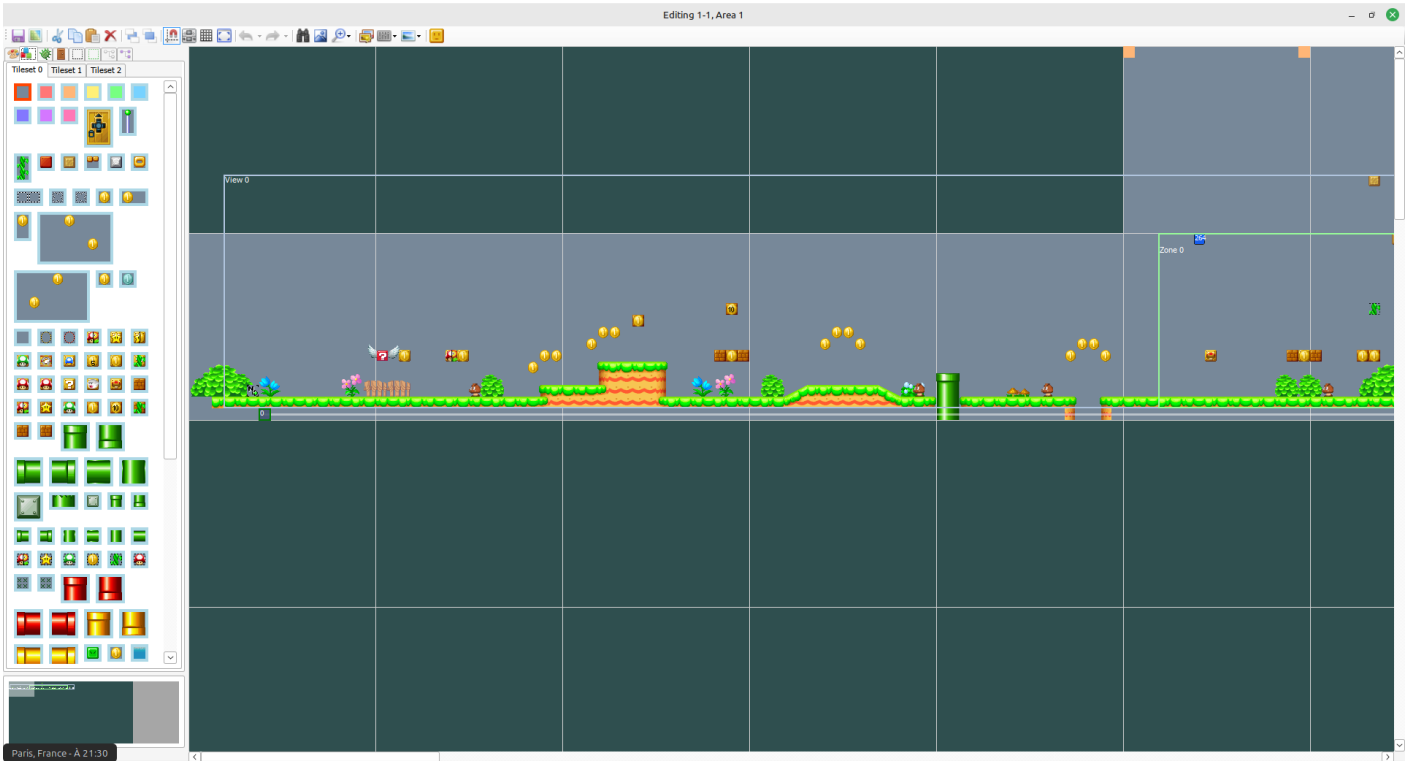
When opening a level in the level editor, some elements may seem scaled incorrectly:




This is because your computer is using **fractional scaling**. This zooms your screen, but not all elements in the app. To fix that, go into your display settings and select 100% or 200%:



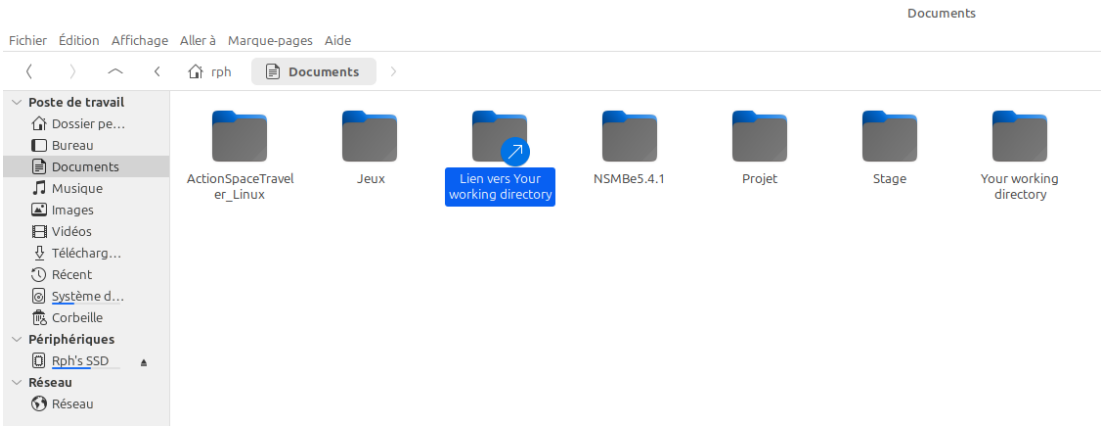

Now it's working better!




> No better solution has been found yet. If you have one, please tell `@rph_nsmb` on the NSMB Central server.

> "It takes a while to navigate with the file explorer. Can't I add a shortcut?

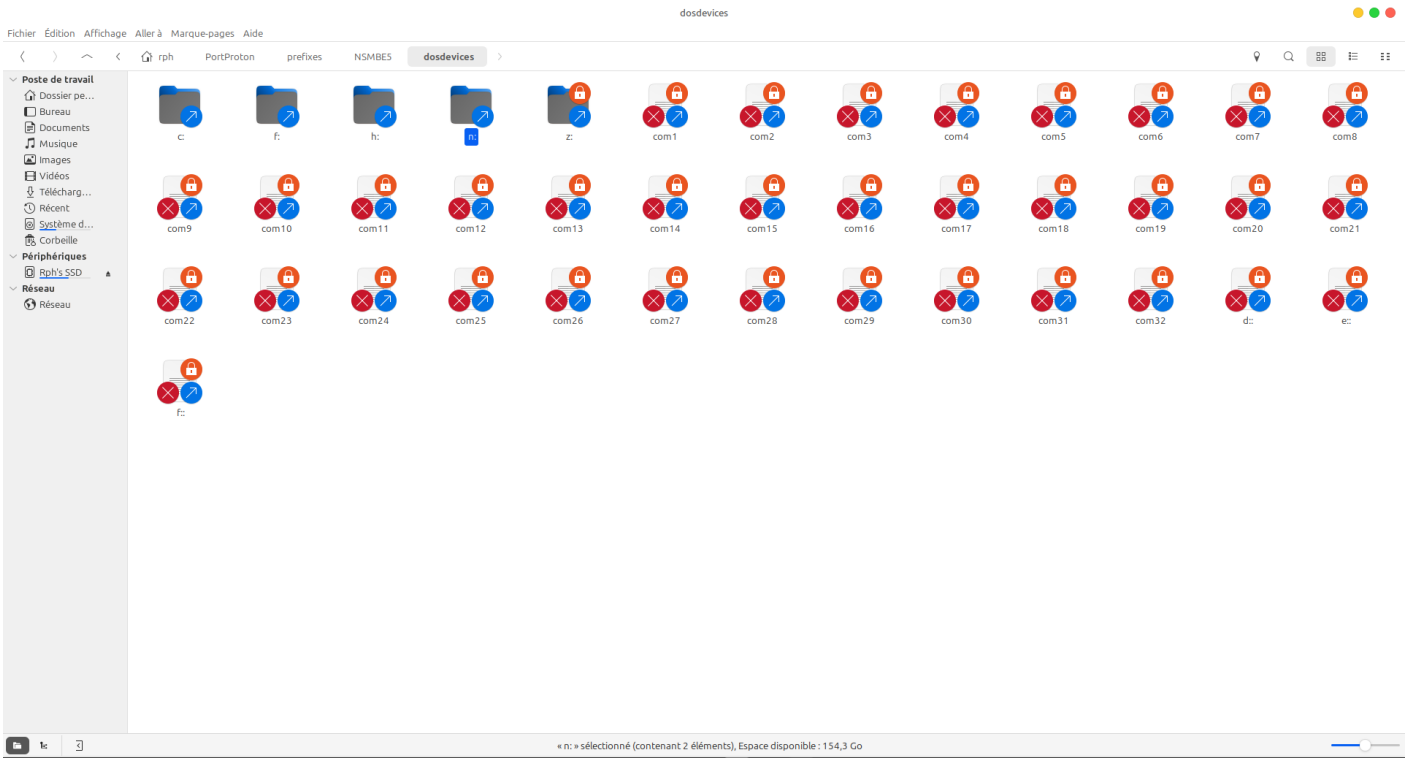
Of course you can! First, you will need to go to the parent folder of the one you want to make a shortcut (for example, I want to add `/home/rph/Documents/Template`, I'll go to `/home/rph/Documents`). Right-click on the folder you want to make a shortcut and select "create link". You should see something like this:



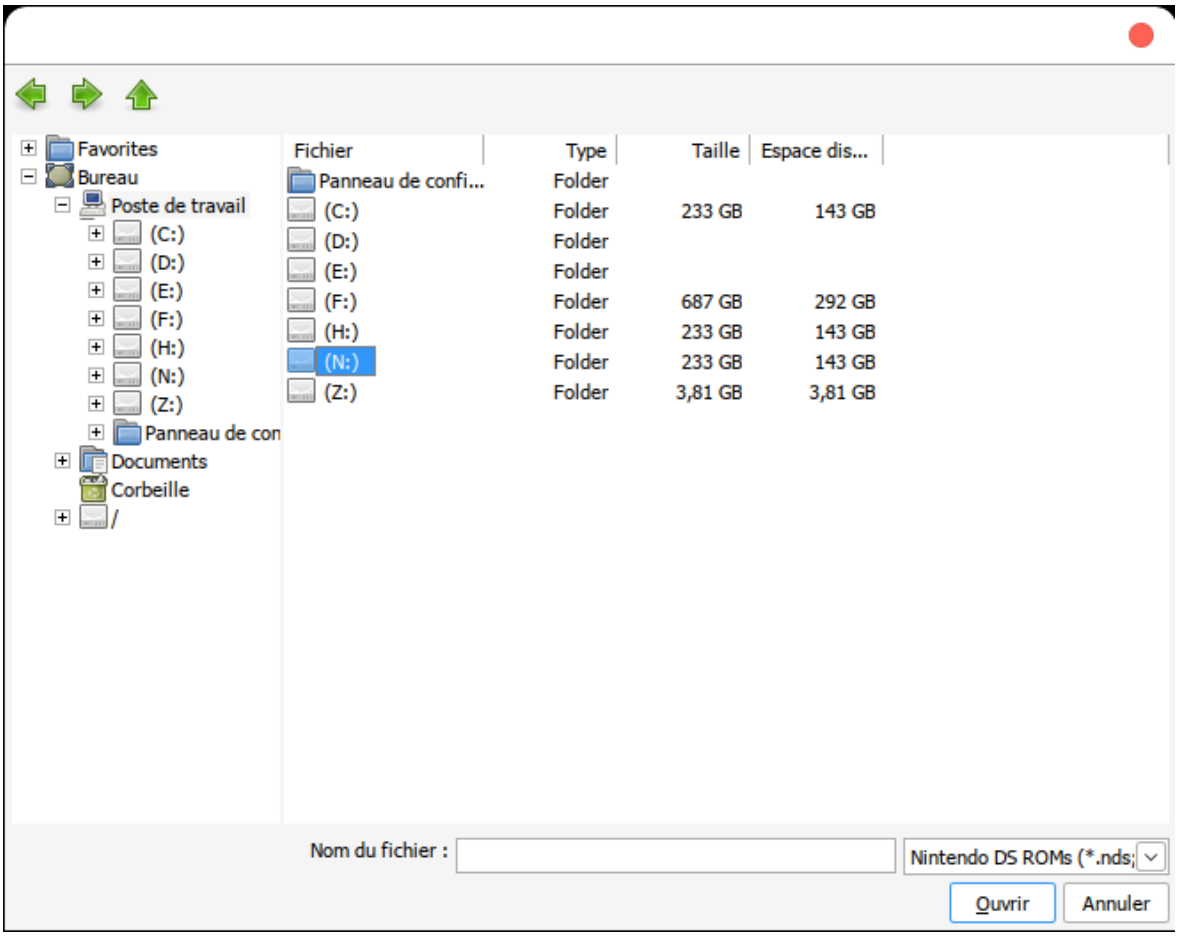
> If you don't see the "Create shortcut" option, take a look at the file explorer's menus orcheck its settings.

Right-click on the link and select "cut".

Now, you will need to go to your PortProton setting folder. To do so, go to your home folder and go to `PortProton/prefixes/DOTNET/dosdevices`. Now paste your linked folder and rename it to a lowercase letter followed by a colon, for example: `n:`.




Now, if you open the file explorer, you should see your drive in "Computer":




> Congratulations! You have your shortcut.

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