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I ran the B12 folder with wine and the file itself, and everything seemed to be ok. Then, I logged into Winecfg, went into the Database and checked if the version information was correct. It was, but when I tried to apply the patch, it told me that there were 2 more folders in the folder, but it couldn't check them for installation. Then, I tried to open the folder, and the installer failed. I tried using B12 as Admin and normal, same issue. I did a google search and found many people having the same problem, but no solution. I did notice that I was able to download and install up to 8 patches with the official B12 files in the 2nd folder, but the 9th failed no matter what I tried. I finally remembered that my friend and I had tried installing B12 a couple months ago, and at the end of the installation, the game appeared in the games folder, but the icon was a normal black box. So, we started searching and found out that it was a 64-bit issue. We finally got a steam version of the game, and the install went perfectly. So, my question is... Will you be able to fix the version issues for the Community Patch? I tried a similar trick, but I am using the 32-bit version, and the bl2 folder cannot be opened. It always displays this message in my Wine: "Failed to create a wine prefix directory. This application cannot function properly without a valid.wine directory." I do not know whether you can help me with this problem, or if you can at least confirm that my version of Wine (which I think is the same as yours) will not

support it. I got this error too. But I also encountered the problem that the "patch" install failed and the folder "community-patches" was empty. I am using version 1 82157476af

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