

How to run USM98 and tools on modern operating systems

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1. Document history

Date (JJ-MM-YYYY)	Author	Modification
15-04-2018	USMC	Creation
22-04-2018	USMC	Mention black cursor bug inside the game.

2. Reminder

All the tools (USMDE, USM Tweaker and USM explorer can be downloaded on the website of the community: <http://www.usm-community.ovh/> .

3. Technical background

1. Why USM doesn't run on modern OS?

USM98 has been designed to be executed on Windows 9.x (95, 98 and ME) versions. It uses library and Windows platform as it was by the end of the 90's. After these versions, the integration of the Windows NT kernel and various new libraries, API and programming behaviors led to make a lot of software difficult to run on more recent versions of the OS. If the game usually runs properly on Windows XP, doing so on modern versions of Windows (7, 8.x and 10) using the compatibility system is very uncertain, has very few chances to succeed and tends to be unstable.

2. The various solutions to run USM today

However today players can easily play their favorite soccer game using software emulation. For those not familiar with this term: emulating is recreating software and hardware environments of a given system on another one. For instance, you can play Sega Megadrive games on your PC, or you can run Windows 98 on Windows 10, Ubuntu or Mac OS. So emulating Windows 98 is the straightest and for reliable way to play USM on your today machine.

Today there are a lot of solutions, but the most common and effective ones are:

- VMware (VMware Player or VMware Fusion)
- Virtual Box

Their purpose is the same: emulate other platforms and so allow to run other operating systems.

	Windows (7 to 10)	Mac OS	Linux
VMware Player	Free	-	Free
VMware Fusion	-	Paying Licence	-

Bootcamp	-	Included to Mac OS	-
Virtual Box	Free	Free	Free

After years of utilization, I highly recommend one of the two VMware solutions to run Windows 98. Virtual Box is a very good emulating solution but it stays far behind the two others when it comes to Windows 98. It works: but not as good as on the others.

For this reason, you will find in the second part of this document a complete tutorial to setup your environment and play USM using VMware Player for Windows. **Note the procedure is almost exactly the same* on the Linux version and on VMware fusion on Mac OS. So, nobody is left behind!**

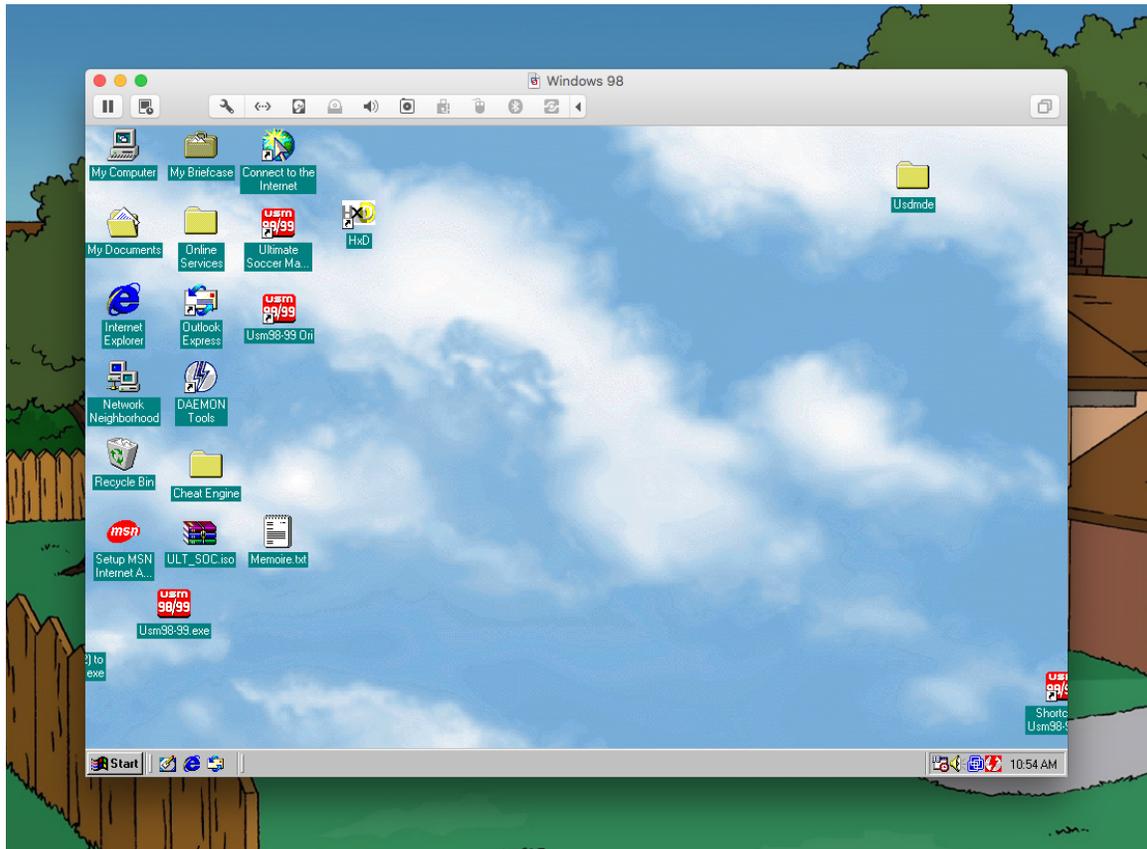
*The menu locations and labels could vary a little bit.

And do not be afraid: it's easy!

4. A complete tutorial

1. Before starting: a few words about the virtual machine

Once installed and running: your virtual machine will run as a normal software inside a window:



The software is VMware. It runs on the **host** (your real computer operating system), running itself a given virtual machine, itself running a given specific operating system (the **guest**): however, keep something in mind: the emulated operating system run as it was designed and so is not aware that it is emulated: it means that you can use it as it was a real computer. For example, to shut it down properly, do it as if it was a real computer. For a Windows 98: click on the start menu and then on "Shut down";

1. Capturing the cursor

The mouse cursor could be a little tricky: on VMware fusion on Mac OS, there is no problem: the cursor behaves normally as the software detect automatically if it in the

host system (Mas OS) or on the emulated one. However, on VMware Player, the cursor is “Captured” automatically when you click inside the virtual machine. The is one thing to know: if you want to get out of there for clicking on something on the host system: you have to press Ctrl + Alt while moving the cursor. At the beginning it is very confusing but after a few hours you will do it automatically without thinking about it.

2. Exchanging data with the virtual machine

The straightest way to exchange data with your virtual machine and your host is to simply make a drag and drop. The data will be copied from one end to the other. Sometimes, if it won't work. Don't worry there is a workaround: copy something on the other way: it will fix the exchange system, and you will be able to perform the first operation again.

You can question yourself: what the interest is to exchange data between the virtual machine and the host. The answer is simple: give software installer to the guest OS or make a save of some files, for example your savegame.

2. Install and run Windows 98 with VMware

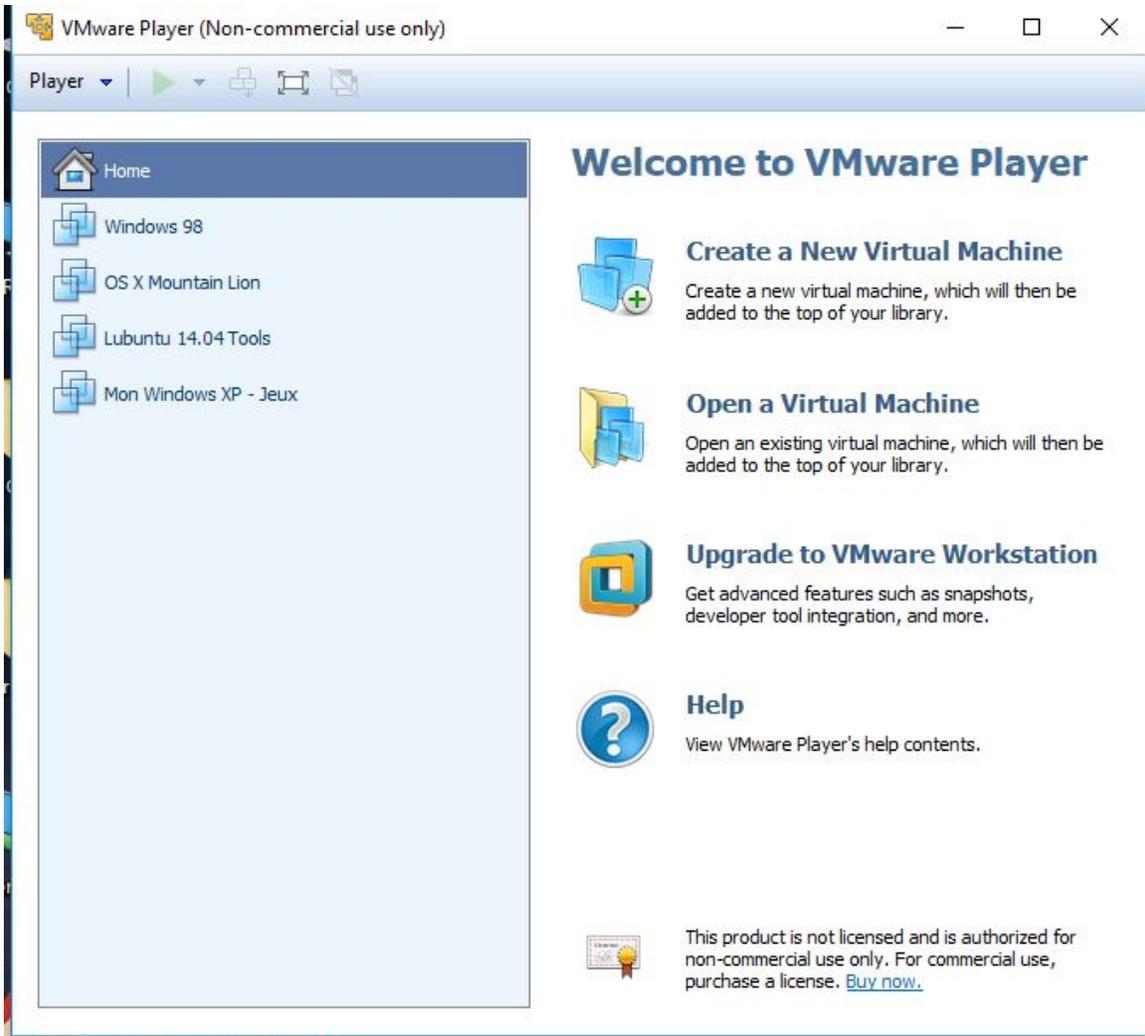
1. Creating the virtual machine

Download and install VMware **Player** from the official website (https://my.vmware.com/en/web/vmware/free#desktop_end_user_computing/vmware_workstation_player/14_0). Launch the installation. There is nothing much to say here. Once it is done, launch the application.

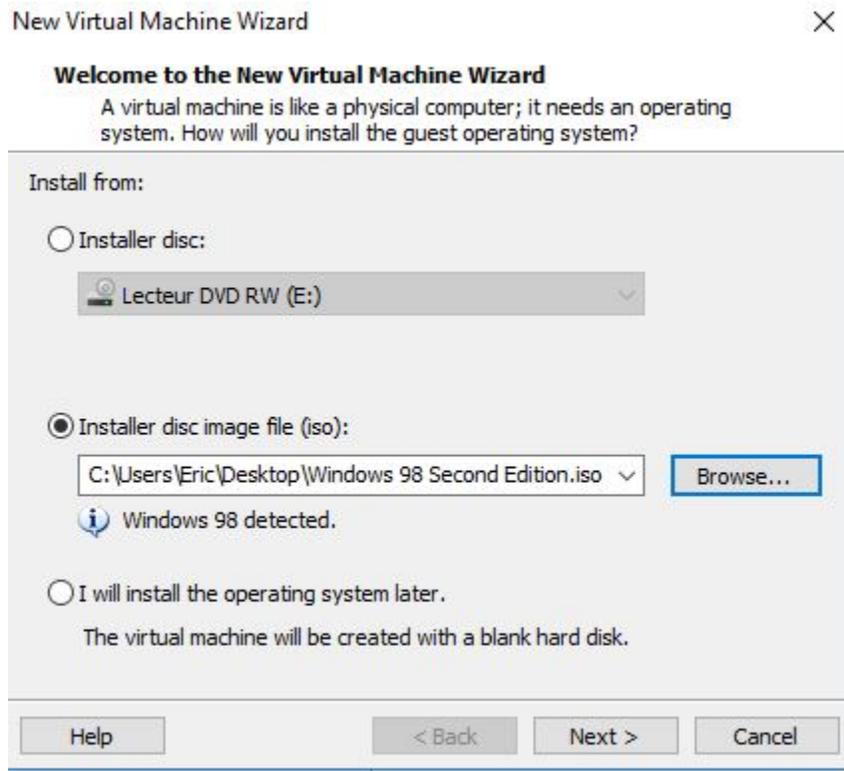
Now you need a copy of Windows 98. The official CD with license can be bought easily on Internet for a few dollars. If you are a child of the 80's like me, perhaps you still have your Win98 installation of this famous computer you spent hours on in your childhood. I still have my copy of Windows 98 SE, I keep it safe.

If you are a pirate, you can download the ISO from the Internet. There is a lot of websites which provide these. If you do so, take the Win98SE edition. There is the point: VMware allows to use real CD-ROM or just ISO files.

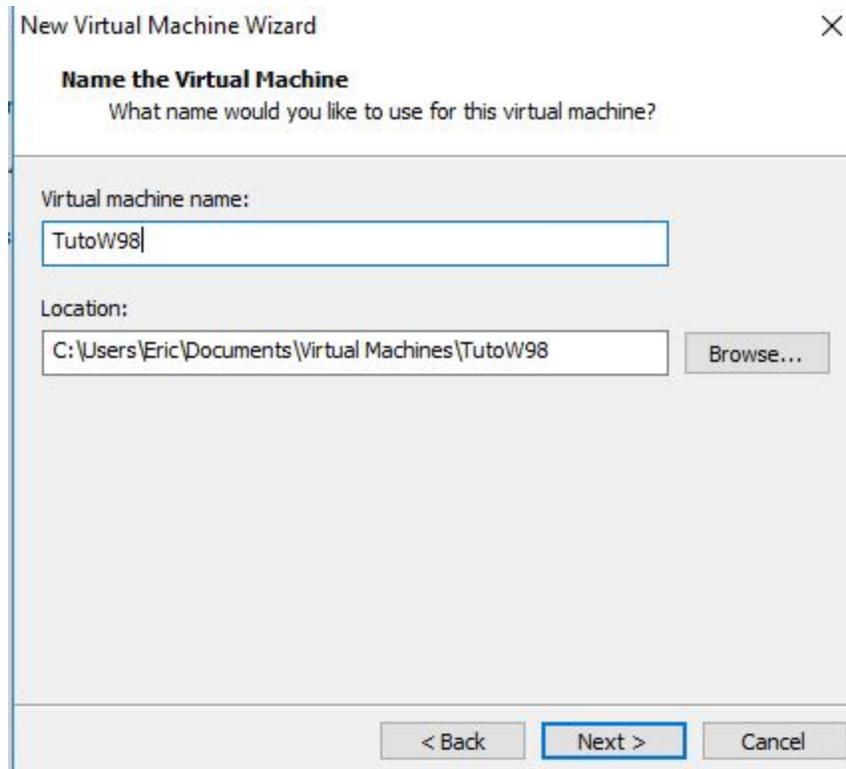
So, now you have launched VMware and have a copy of Windows 98, let's create our virtual machine. The below picture shows you the interface of VMware:



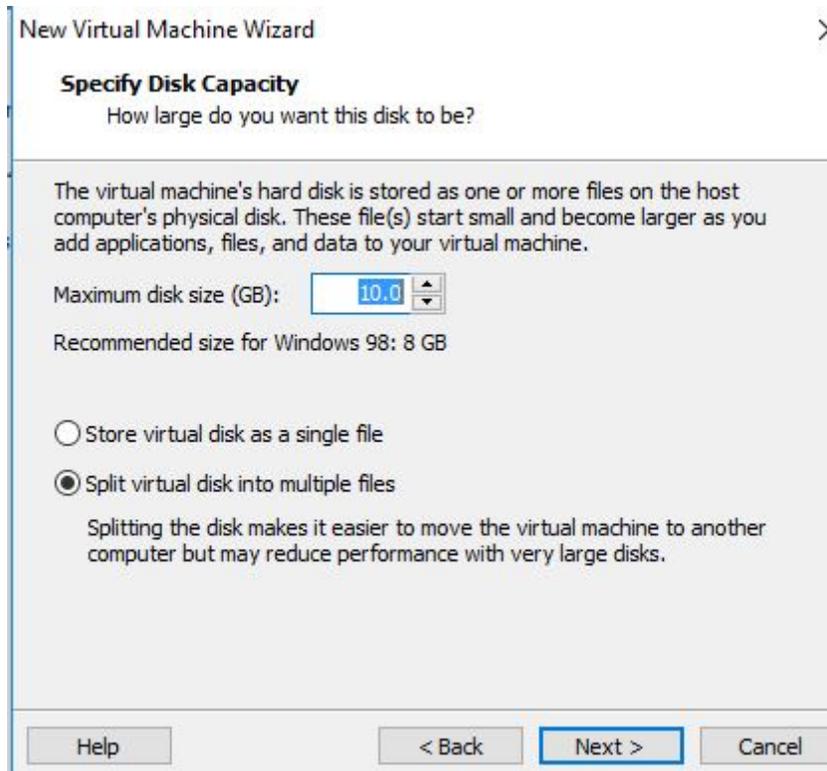
On the right, click on “Create a new virtual machine”. The below screen appears:



Here you can select if you use a real CD-ROM or just an ISO file of Windows 98. Go to the next step.

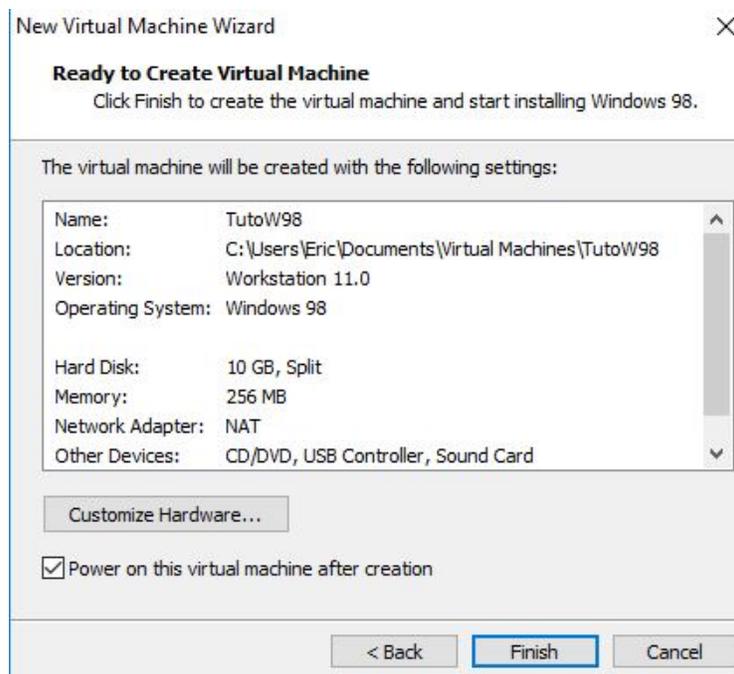


Here name your virtual machine. Next!



Here you have to set a size for the virtual hard drive of your virtual machine. I recommend at least 10GB (it won't use really 10GB as the virtual hard drive is compressed) because you could use your virtual machine for other games and not only USM.

The next step sum-up your configuration:



You can finish. You can now go back the VMware main window. The newly created virtual machine will appear in the list on the left.

2. Installing Windows on your virtual machine

You can launch it (double click). A screen will appear: your virtual machine is running. It starts like a real computer. The first screen will ask you if you want to start from the hard drive or the CD drive. Select the CD drive.

Then, to the second menu, select start the installation with the handling of the CD-ROM drive. The installation process will start, and an old-fashioned blue screen will appear. You will probably cry: the young ones because your eyes will be hurt by the design, the older ones because it will remind you your childhood.



Select the option to configure the hard drive like in the top picture. Your system will restart. Repeat the operation to start the install. It will ask you to perform a system check (select OK) and then ask you to handle large hard drive. Select this option like in the below picture:

Microsoft Windows 98 Setup

You have a drive over 512MB in size. Would you like to enable large disk support?

This allows more efficient use of disk space and larger partitions to be defined.

No, do not use large disk support
Yes, enable large disk support

To accept the selection, press ENTER.
To change the selection, press the UP or DOWN ARROW key, and then press ENTER.

The installation will really start now. There is nothing special to say: just follow the steps. After a few minutes, your virtual machine will restart: this time select start from the hard drive. Windows 98 is loading. Bravo!!!

The first loading will configure your virtual machine devices. After its done, you will reach Windows:



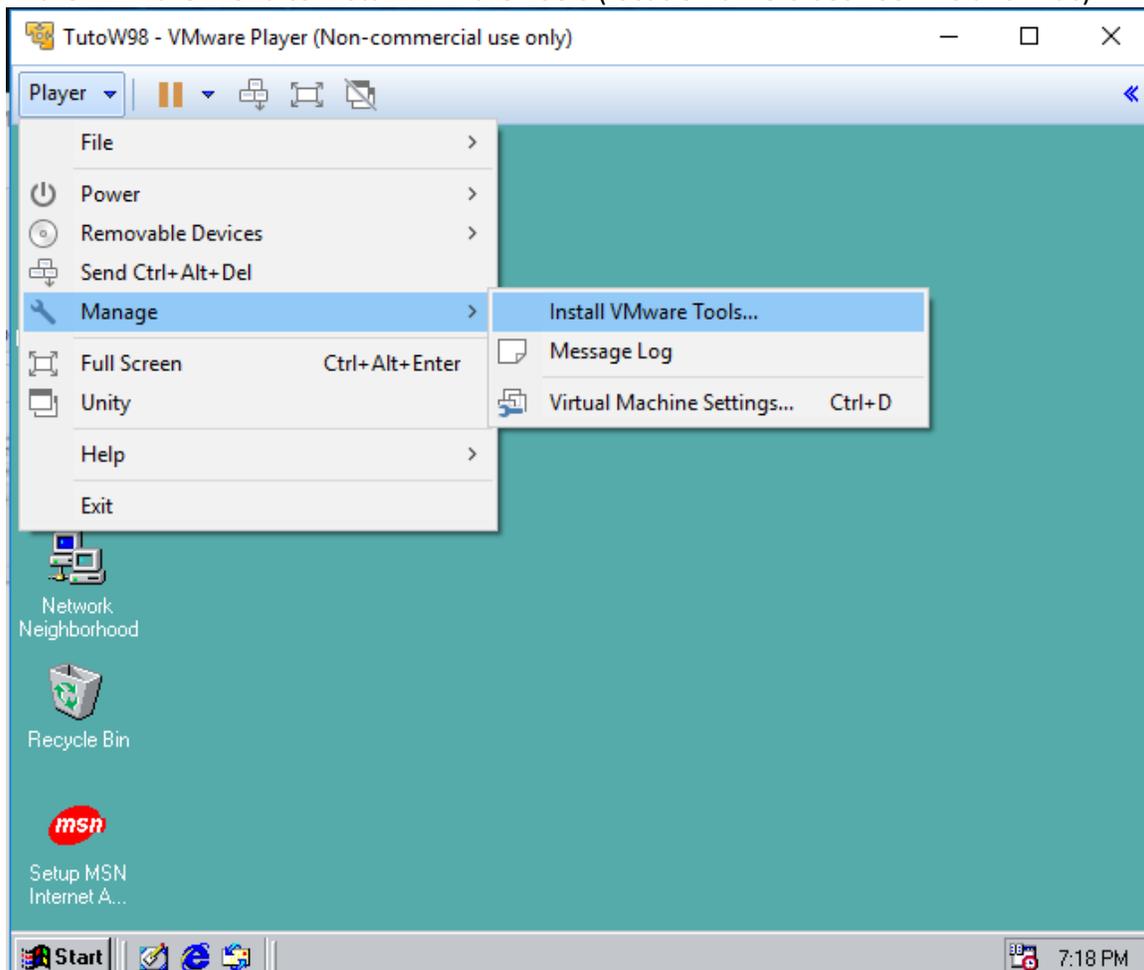
Uncheck the checkbox to avoid the welcome screen to appear each time you start your virtual machine.

So now, a little thing: I recommend you to, in your virtual machine, create a folder where you will copy the content of the W98 folder located in the installation CD-ROM. I repeat: we are working inside the VM.

Copying this content will avoid you to put the ISO / Original CD again in the virtual drive if the virtual machine asks you the cd rom to install new options of Windows (network drivers for example): you'll have just to point out the folder you copied.

3. Finishing the installation: installation of VMware tools

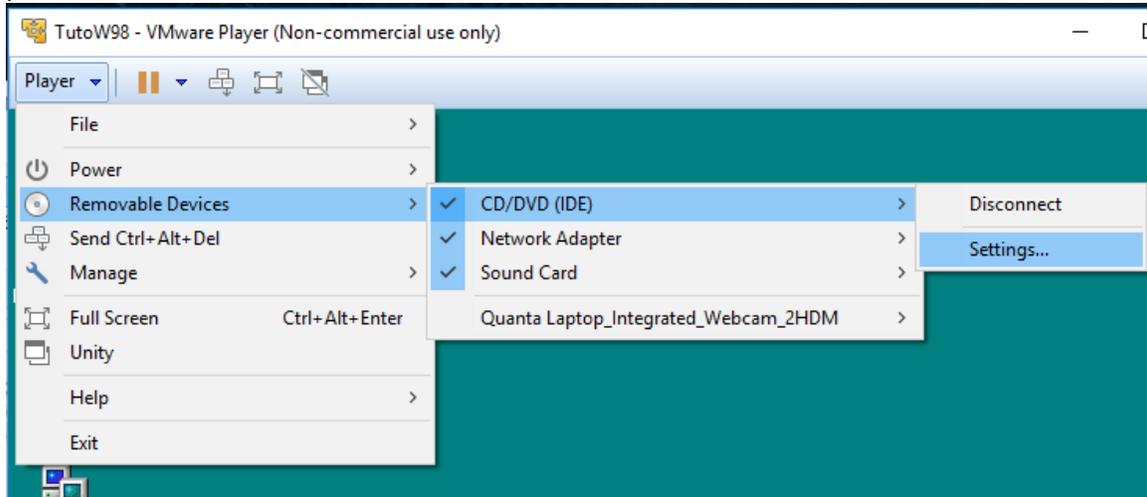
The last step is to install the VMware tools: while your VM Windows 98 is running, click in the VMware menu to install VMware Tools (location differs between PC and Mac).



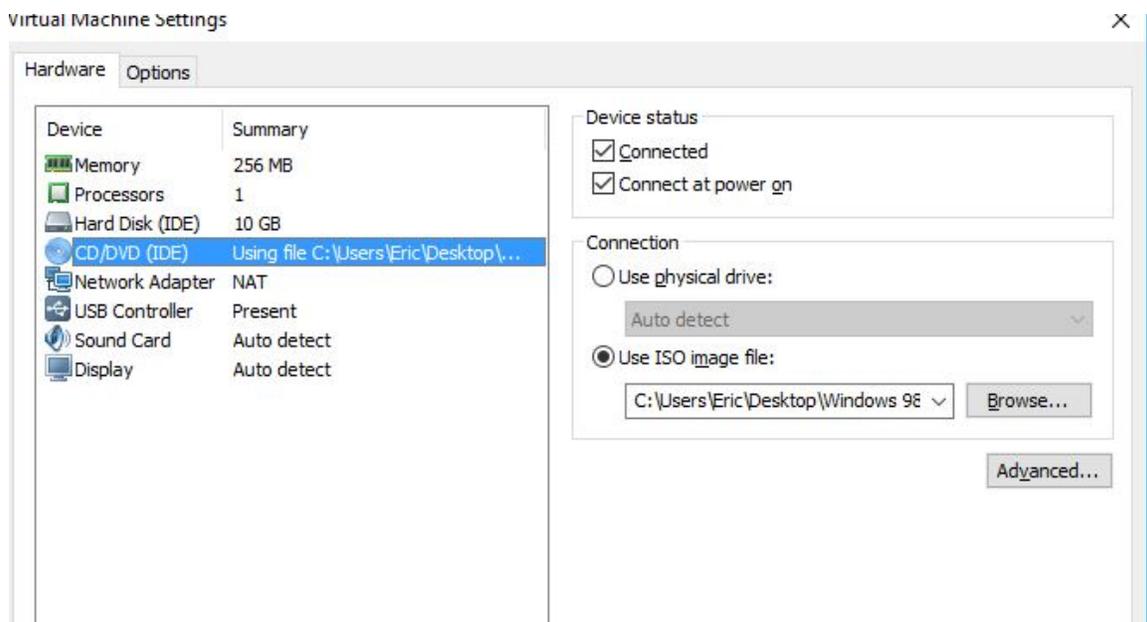
VMware tools installs the drivers to get a good screen resolution and colors, and also various tools. Once it's done, restart your virtual machine. It is ready to use. Congratulations.

3. Install and run USM98

In order to install USM, you need to use the original CD-ROM or the ISO of the game. To change the content of the Virtual CD-ROM of your virtual machine just do as in the below picture:



Here you can change the settings: use an ISO file or the real CD-ROM drive of your real computer.



Do the proper settings, and answer yes to this window (if asked):



From this part, you don't need me anymore: the virtual CD-ROM will now contain what you decided, and you can follow the classical process of setup for your favorite game.

Note: The only issue we found is, while running the game, a transparency bug happens. The cursor is a black square. Don't worry, just remember that the cursor is the upper left corner of the square. After a few minutes, you won't pay attention to it anymore.

4. Install and run USMDE

You can use USMDE very easily: just drag and drop it in your Virtual Machine, where you want. Then launch it.

5. Install and run the USM Tweaker

The USM Tweaker doesn't run on Windows 98. It runs on every modern OS (Windows, Mac OS and Linux) at the condition they have the JRE (Java Runtime Environment) installed. Most of the users already have it, but if it is not the case, just go [here](#) to download it and install it on your host. The process on installation is very user-friendly and straightforward and doesn't need any explanations. Just download the good version. If you are a Windows user, I recommend the .exe offline version:

Java SE Runtime Environment 8u162

You must accept the [Oracle Binary Code License Agreement for Java SE](#) to download this software.

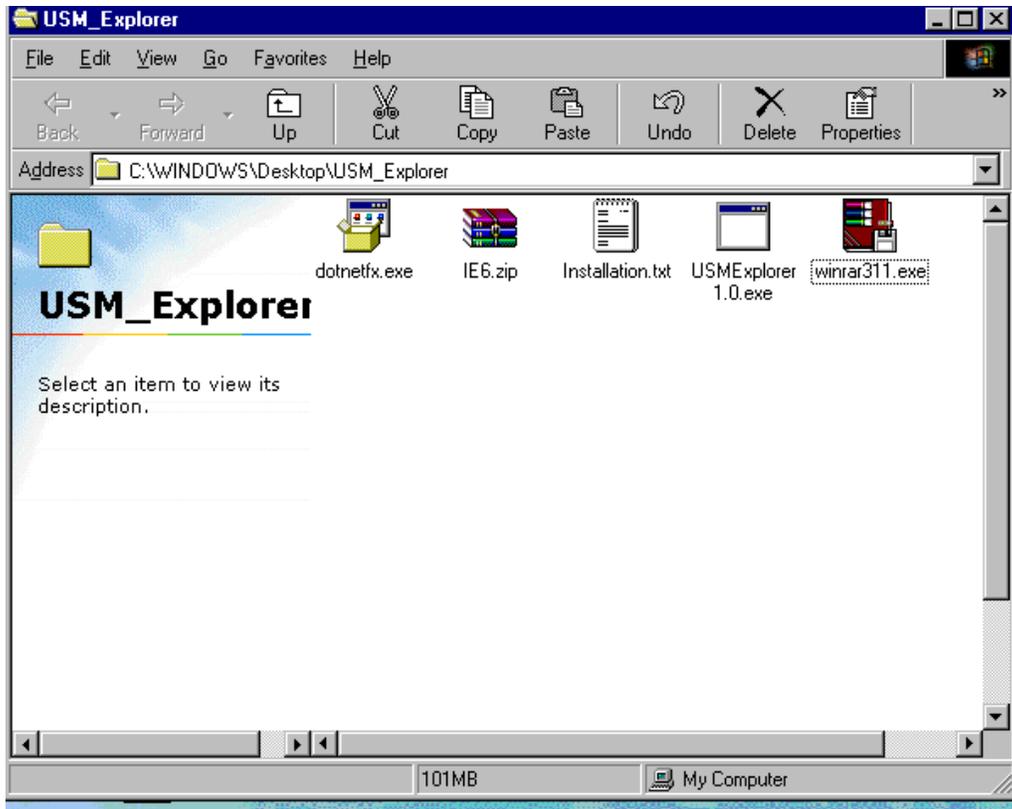
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Windows x64 Offline	68.27 MB	jre-8u162-windows-x64.exe
Windows x64	68.58 MB	jre-8u162-windows-x64.tar.gz



Once everything is OK, you just have to run the Tweaker. Of course, you must have previously copied your USM98 executable file on the desktop of your host to be able to patch it with your favorite settings. I won't explain further: **the Tweaker has its own documentation.**

Just a note: Once I have done my settings, it is "forever". In fact, there is only one thing who change: the fact that transfers are enabled or disabled. So, I take it easy: I duplicate the patched exe file of my USM and edit the copy to enable transfers. Then, I drag and drop both in my virtual machine, so I won't have to do anything again: just the launch the proper exe regarding the settings I want.



“Run winrar311.exe.

Then extract the IE6.zip archive.

In the extracted folder, run ie6setup.exe.

Once the installation is done (Win98 will restart) run dotnetfx.exe.

Same thing: restart your virtual machine.

Then just run the USM explorer file.”