

Gaming

AppData

AppData doesn't exist on Linux, so the behaviour of where files are placed is different depending on the method of launching a given app.

If utilizing Steam:

Obtain the Game's ID from the end of the Store Page's URL

`/var/home/USER/.local/share/Steam/steamapps/compatdata/GAME ID
/pfx/drive_c/users/steamuser/AppData/`

If utilizing Wine:

Lethal Company

- Use the [r2modman](#) manager
- Installation of the mods functions the same way as Overwolf
- Replace *USER*, and paste this into steam launch options:

```
WINEDLLOVERRIDES="winhttp,version=n,b"  
"/home/USER/.var/app/com.github.ebkr.r2modman/config/r2modmanPlus-  
local/LethalCompany/web_start_wrapper.sh" %command%
```

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