DXVK

dxvk is vulkan-based translation layer of wine Direct3D 3D/8/9/10/11 that has usually better interop with Linux GPU drivers (especially for nvidia-based cards).

Installation

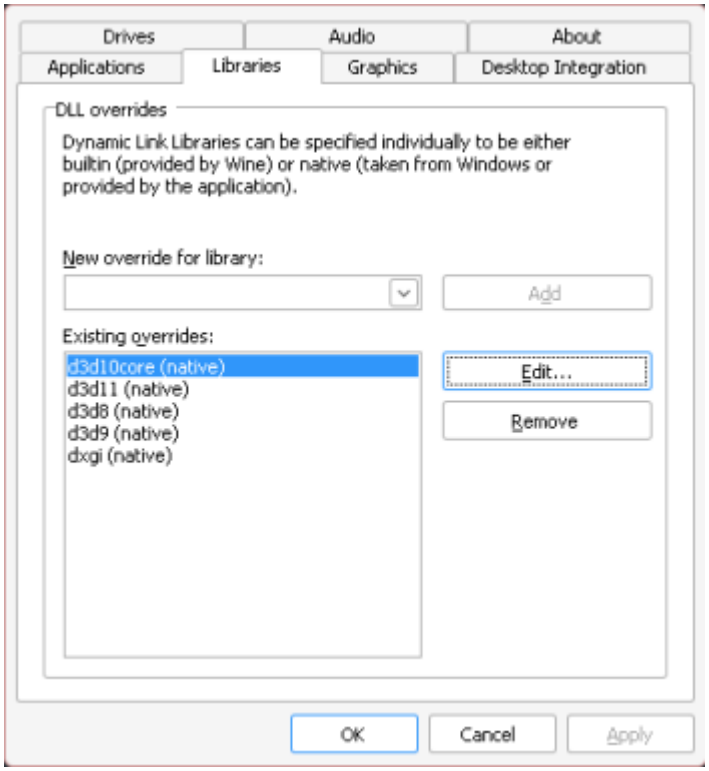
The easiest method of installation is using winetricks. However, it is notably delayed in keeping up to date with newer releases of packages/dlls, so manual installation might be preferable. With the release downloaded and extracted:

```
export WINEPREFIX=/path/to/wineprefix
cd dxvk-<version>/
cp x64/*.dll $WINEPREFIX/drive_c/windows/system32
cp x32/*.dll $WINEPREFIX/drive_c/windows/syswow64
```

Next run `winecfg`, then go to *Libraries* → *DLL Overrrides* and add the following overrides. For each override, hit *Edit...*, then set the override type to *Native (Windows)*.

- `dxgi`
- `d3d8`
- `d3d9`
- `d3d10core`
- `d3d11`

To check if successfully installed, set DXVK_HUD=`devinfo`. If all succeeds, you should see some devinfo overlaid.



DLL Overrides Dialog



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