Gaming on Fedora
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Gamer!
(AAA) Native games

Started appearing with Steam on Linux in 2012

Lots of games use “Wrappers”

The Witcher 2, Dota 2, CS:GO and many others!

Quality varies a lot
(Dota 2 x War Thunder)
Almost every Windows game can run on Wine. Performance is heavily variable, and there are regressions & bugs.
PlayOnLinux

“Wine” for newbies

Automatic fixes

Separate namespace for every application

Multiple wine versions
Wine Compatibility

Almost all OpenGL and D3D9 are OK
Few D3D10 and D3D11 titles work
No D3D12 gaming
PunkBuster and lots of DRM are broken
appdb.winehq.org
Wine Performance

Terrible performance in D3D Games

CSMT - off main thread DirectX > OpenGL

Gallium Nine - “Native DirectX9” on Linux!
Benchmarks!

RX 480 & Core i5 6600K

Fedora 25 x Windows 10

OSS driver x AMD Crimson
War Thunder

*Broken OpenGL renderer
Unigine Valley

*Wine CSMT > Windows
Unigine Valley

*Broken OGL on Windows
GPU Drivers

3 main GPU manufacturers
AMD, nVidia, Intel
6 drivers
Drives way under the speed limit, but follows all traffic laws and drives safely.

Doesn’t even have his driver’s license yet and everyone expects him to be the next Dale Earnhardt.

Usually drives faster than Mesa, but still drives under the speed limit. Likely to crash.

He drives fast. He drives well. But he’s a massive douche.
Look to the Future

AMD killed fglrx, pushing OSS driver

nVidia and Intel are improving constantly

Vulkan (!!!)
Any questions?
Thanks for your attention!

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