

SIG Linux

April 13, 2018

Linux + Gaming

- **Yes, it's possible**
- **Depends on the game you want to play and your hardware**
- **Still not as pleasant of an experience as Windows but probably better than macOS**



Historical Issues

- **Driver support**
- **Hardware support for controllers and peripherals is spotty**
- **Direct X & OpenGL**
- **Proprietary GPU drivers**



Vulkan

- **Next generation open standard API for graphics and computing on modern GPUs**
- **Vulkan is to OpenGL as DirectX 12 is to DirectX 11**
- **Easier to develop cross platform (desktop/mobile) games, uses asynchronous operations**
- **Boost performance and efficiency**



Native Linux Ports

- **Some games have a native Linux port**
 - Performance may vary
- **Valve's SteamOS is actually a Debian-based Linux distribution**
- **Valve has done a great job of porting their games on Linux**
- **Steam is available on Linux and some games work fine**

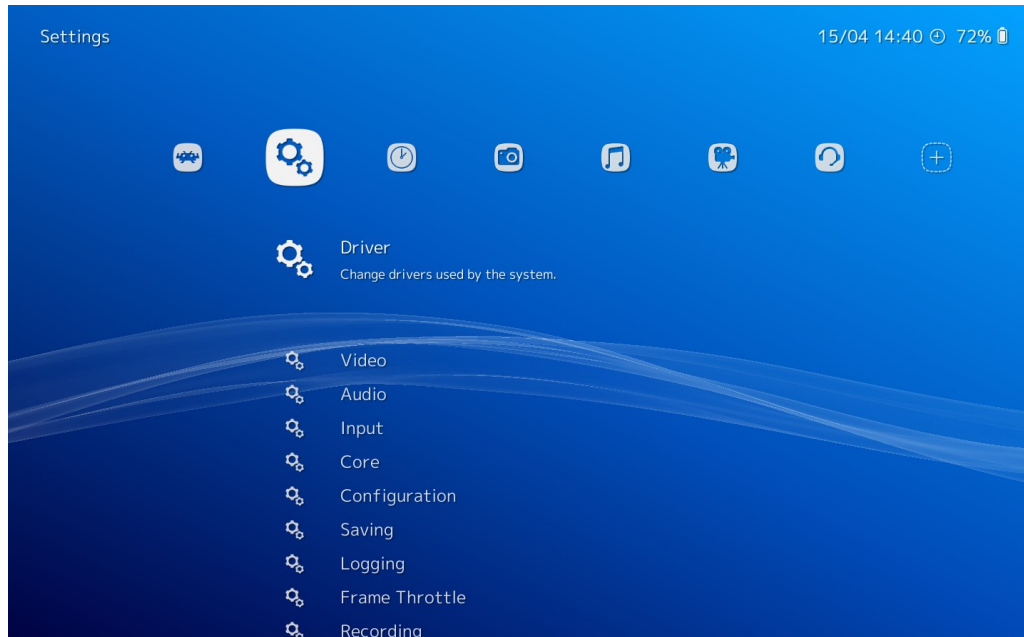


WINE

- **WINE is awesome**
- **<https://appdb.winehq.org/>**
- **Things can break if you update your system WINE version**
- **Use PlayOnLinux to isolate your game configurations**
- **Should work well for older titles, some recent titles.**



Emulators



- **RetroArch**
- **Frontend for a *lot* of emulators**
- **Dolphin**
- **PPSSPP**
- **RPCS3**



QEMU + GPU Passthrough

- **Run Windows in a virtual machine**
- **Get near native performance**
- **Only problems is having the right hardware**
- **The optimal setup if you want to game with Linux without dualbooting**
- **Recommended to use an additional monitor, mouse, and keyboard to pass through to the VM**



Controller setup

- **If you're using a wired controller, get an Xbox 360/PS3 controller if you don't want to configure much**
- **If you're using a generic controller, connecting via USB generally works**
- **If you're using a wireless controller, you'll have to spend some time configuring it to work**

