

DXVK 1.1 Released

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- [DXVK, the Vulkan-based layer for Direct3D 10/11 in Wine has a major 1.1 release out now](#) [3]

DXVK, the awesome project that has helped push Linux gaming further has a new release out and it sounds pretty huge.

Firstly, for Unreal Engine 4 titles (and several other unnamed games) DXVK 1.1 has "Queries" re-implemented which should allow for improved GPU utilization. The feature is widely used apparently, so it may help quite a number of games. DXVK also now comes with basic support for Predication based on the new query stuffs.

Another major difference is that DXVK 1.1 uses "in-memory compression for shader code", which should result in games with a large number of shaders seeing reduced memory utilization. However, it may increase shader compile times "slightly". Games noted to benefit include Overwatch, Quake Champions and Dishonored 2 seeing "several hundred Megabytes of RAM" savings.

- [DXVK 1.1 Released With Vulkan Queries Work, Other Improvements](#) [4]

DXVK 1.1 is out this weekend in time for some weekend Linux game testing. This library, which is used for implementing Direct3D 10/11 over Vulkan for the benefit of Windows games running on Linux under Wine/Proton (Steam Play), has new abilities and performance enhancements with today's update.

DXVK 1.1 has performance improvements around Unreal Engine 4 games and other titles thanks to better GPU utilization via Vulkan queries. To benefit, systems need Wine 4.5+ or Proton 4.2+ and be running the NVIDIA 418.49.4 driver or Mesa 19.1-devel Git. There is also initial and basic support for predication via `VK_EXT_conditional_rendering`.

[Graphics/Benchmarks Gaming](#)

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[3] <https://www.gamingonlinux.com/articles/dxvk-the-vulkan-based-layer-for-direct3d-10-11-in-wine-has-a-major-11-release-out-now.13906>

[4] https://www.phoronix.com/scan.php?page=news_item&px=DXVK-1.1-Released