

Games: Gallium3D, Google, DXVK and New Titles on GNU/Linux

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- [Intel Iris Gallium3D Driver Gets On-Disk Shader Cache Support](#) [2]

In helping to speed-up game load times when switching to the new Intel "Iris" Gallium3D OpenGL Linux driver and smooth out frame-rates for games sporadically loading shaders, Mesa 19.2-devel has added on-disk shader cache support for the driver.

Intel's existing "i965" classic Mesa driver has long supported an on-disk shader cache along with the other Mesa OpenGL drivers while now the Gallium3D shader cache functionality has been extended for the new Iris driver.

- [10 Unknown Google Search Games for You](#) [3]

Google Search by default has games hidden in it, which is a fact, not many Google users are aware of. Google has compiled some really authentic and entertaining games over a period of time, that can be played in Google.com page itself without having to visit any other Web page.

Most of these games were made to appear as Google Doodle, in relation with certain anniversaries that have been a remarkable day in history. While some of these games are not available easily because Google Doodle keeps changing.

However, a few of them continue to be played even today. All you need is to search the game by its name in Google and hit ?search? and Voila! The games will appear right in front of your eyes and you can play them right then and there.

Read on to know about the playable games still available, though hidden within the Google Search.

- [Valve have released a new dedicated mobile Steam Chat application](#) [4]

Now that Valve have upgraded the chat and friends system in the desktop Steam client, they've also rolled out a brand new dedicated mobile application to do the same.

This isn't the normal Steam mobile application, instead they've oddly decided to split them in two. Touching on that, they said the original Steam mobile application is going to get some upgrades "focused on account security" including better Steam Guard options, like QR codes and a one-touch login.

- [Sci-fi first-person shooter 'Interstellar Marines' continues to live on, with a big update out now](#) [5]

Interstellar Marines, a once promising sci-fi first-person shooter that slowly died is slowly making a comeback. Update 28 was released just recently, giving it an overhaul in a few places.

- [Valve working on a stand-alone version of the popular Dota Auto Chess](#) [6]

Dota Auto Chess, a very popular custom game mode for Dota 2 is being turned into a stand-alone game by Valve.

The Dota 2 arcade is full of interesting games but nothing has really come close to Dota Auto Chess, looking at it right now it has over 125K people playing just this one game mode. It also has over 8 million people subscribed to it, to give you another idea of just how popular it is. Based on player-count, if it manages to keep it for the stand-alone version it would put it into the top-5 games on Steam.

- [Blacksite returns alongside Sirocco for the latest Danger Zone update in Counter-Strike: Global Offensive](#) [7]

Counter-Strike: Global Offensive's newer Battle Royale mode, Danger Zone, continues to be tweaked and the original map has made a return.

This should help spice things up a bit, as Blacksite is quite a good map but I've also immensely enjoyed playing on the newer and more open Sirocco map. Thankfully, Valve have now enabled Danger Zone for both maps together as a "time-based map rotation" as you can see below:

[DXVK 1.2.1 really does improve Overwatch quite a lot on Linux with NVIDIA](#) [8]

In the latest release of DXVK 1.2.1 that was released last week, it included a note about improved GPU utilization. They certainly weren't kidding, with Overwatch now performing even better on Linux with Wine.

When I previously wrote about it, I said I was in shock at how well you could play Overwatch on Linux thanks to Wine, DXVK and a little help from Lutris. I included a video in the previous article to show it off, which showed the framerate hardly going above 100FPS and often dipped down to around 60FPS. Checking back, previous versions of DXVK didn't let my NVIDIA 980ti GPU utilization go above 80%.

- ## [The absolutely insane and pretty awesome twin-stick shooter 'BulletRage' is now on Kickstarter](#) [9]

BulletRage is a game I firmly think is worth supporting, as the developer has had Linux support in very early and it does seem like a pretty awesome twin-stick shooter.

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/124135>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] https://www.phoronix.com/scan.php?page=news_item&px=Intel-Gallium3D-Shader-Cache

[3] <https://www.fossmint.com/unknown-google-search-games/>

[4] <https://www.gamingonlinux.com/articles/valve-have-released-a-new-dedicated-mobile-steam-chat-application.14180>

[5] <https://www.gamingonlinux.com/articles/sci-fi-first-person-shooter-interstellar-marines-continues-to-live-on-with-a-big-update-out-now.14182>

[6] <https://www.gamingonlinux.com/articles/valve-working-on-a-stand-alone-version-of-the-popular-dota-auto-chess.14181>

[7] <https://www.gamingonlinux.com/articles/blacksite-returns-alongside-sirocco-for-the-latest-danger-zone-update-in-counter-strike-global-offensive.14185>

[8] <https://www.gamingonlinux.com/articles/dxvk-121-really-does-improve-overwatch-quite-a-lot-on-linux-with-nvidia.14184>

[9] <https://www.gamingonlinux.com/articles/the-absolutely-insane-and-pretty-awesome-twin-stick-shooter-bulletrage-is-now-on-kickstarter.14183>