

Wine 4.16

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The Wine development release 4.16 is now available. What's new in this release (see below for details):

- More reliable mouse grabbing in games.
- Better cross-compilation support in WineGCC.
- Improved compatibility with Windows debuggers.
- Various bug fixes.

- [Wine 4.16 is out with 'more reliable mouse grabbing in games'](#) [4]

The Wine team have opened up another bottle of the good stuff this evening, with the Wine 4.16 development release now available.

- [Wine 4.16 Bringing Better Compatibility With Windows Debuggers](#) [5]

Wine 4.16 is out as the newest bi-weekly development snapshot leading up to the Wine 5.0 release in just a few more months.

Wine 4.16 brings more reliable mouse grabbing for Windows games, better cross-compilation support with WineGCC, and improved compatibility with Windows debuggers.

Source URL: <http://www.tuxmachines.org/node/128116>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/38>

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

[3] <https://www.winehq.org//announce/4.16>

[4] <https://www.gamingonlinux.com/articles/wine-416-is-out-with-more-reliable-mouse-grabbing-in-games.15008>

[5] https://www.phoronix.com/scan.php?page=news_item&px=Wine-4.16-Released