

Games: CodeWeavers, gamepad and Cascade

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[Linux 5.4 To Fix Many Newer 64-bit Windows Games On Wine / Steam Play](#) [2]

A kernel patch from CodeWeavers is landing in the Linux 5.4 kernel and will help some 64-bit Windows games run nicely under Wine (and the likes of CrossOver / Valve's Proton) with newer Intel and AMD systems.

With the few x86 Assembly patches for Linux 5.4 is a UMIP addition by CodeWeavers' Brendan Shanks that ends up being quite important for running a number of Windows games under Proton/Wine on newer AMD/Intel Linux systems.



[You may want to hold off on Linux Kernel 5.3 and systemd 243 if you use a gamepad](#) [3]

Did you do a big system upgrade recently and notice you're having gamepad issues? You're not alone. Time to downgrade perhaps.

To be clear this might only be an issue for the more bleeding-edge distributions which update more often, or those of you who are doing some manual updates to their system. The distributions that update more slowly like Ubuntu are likely unaffected right now.



[Cascade ? a turn-based text arcade game](#) [4]

I wrote this game about 20 years ago. Glad to see it still compiled out of the box on the latest Linux distro! Download it from [here](#). If anyone can remember the name or any details of the original 1980s MS-DOS game that I copied the idea from, please let me know in the comments.

Source URL: <http://www.tuxmachines.org/node/128202>

Links:

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

[2] https://www.phoronix.com/scan.php?page=news_item&px=Linux-5.4-UMIP-Spoofing

[3] <https://www.gamingonlinux.com/articles/you-may-want-to-hold-off-on-linux-kernel-5.3-and-systemd-243-if-you-use-a-gamepad.15023>

[4] <https://rwmj.wordpress.com/2019/09/14/cascade-a-turn-based-text-arcade-game/>