Games and Graphics Leftovers

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- **[SHADERed 1.2 Shader Tester Adds Compute Shader Support](#)** [1]

  SHADERed is a cross-platform utility designed for creating and testing HLSL and GLSL shaders. This week marked the version 1.2 release of this Windows/Linux program for helping to test and evaluate shaders.

- **[A Total War Saga: TROY coming to macOS and Linux in 2020](#)** [2]

  Feral Interactive today announced that A Total War Saga: TROY, the historical strategy game inspired by the Trojan war, will be released for macOS and Linux next year, shortly after the Windows release. Developed by Creative Assembly and published by SEGA for Windows PC, TROY is the third entry in the Total War Saga series of standalone games inspired by great turning points of history, along with THRONES OF BRITANNIA and FALL OF THE SAMURAI, also brought to macOS and Linux by Feral Interactive.

- **[DXVK 1.4 released boosting this Vulkan layer to support D3D 11.4](#)** [3]

  Developer Philip Rebohle has pushed out another major release of DXVK, the Vulkan to D3D layer used together in Wine and Steam Play.

  Boasting a new feature set that pumps up the available Direct3D support to 11.4. However, certain optional features are not currently supported like Tiled Resources, Conservative Rasterization and Rasterizer Ordered Views but they may be added if ever needed. This should fix a crashing issue with Plants vs Zombies - Battle for Neighborville, which requires at least D3D 11.3.

  Additionally, support for DXGI (Microsoft DirectX Graphics Infrastructure) was boosted up to version 1.5 which allows applications/games to check for HDR support but DXVK itself

does not currently support HDR. Some games seem to need the interface for HDR to be there even if not used. You should also find the Rockstar Game Launcher working better with this update to DXVK, with new support for GDI interop with DXGI surfaces. Although the launcher does need some other Wine fixes due to a bug in Wine's Direct2D support.

Source URL: http://www.tuxmachines.org/node/128385

Links:

[1] https://www.phoronix.com/scan.php?page=news_item&px=SHADERed-1.2
[2] https://www.tweaktown.com/pressrelease/14621/total-war-saga-troy-coming-macos-linux-2020/index.html
[3] https://www.gamingonlinux.com/articles/dxvk-14-released-boosting-this-vulkan-layer-to-support-d3d-114.15062