

# DXVK 1.4.3

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- [DXVK 1.4.3 Works On State Cache Improvements, Lowering CPU Overhead](#) [2]

As another release in time for weekend gamers, DXVK 1.4.3 was released today as the newest update for this library mapping Direct3D 10/11 to Vulkan for accelerating the Wine/Proton-based Linux gaming experience.

The biggest change with DXVK 1.4.3 is the introduction of a new state cache file format, which should lead to smaller file sizes for the caches. DXVK 1.4.3 still supports reading old state caches for automatically converting to the new format.

- [DXVK 1.4.3 released helping games with a large number of different shaders](#) [3]

No doubt some of our readers will be in for a busy weekend testing, with another release of DXVK now officially available.

Developer Philip Rebohle put out DXVK 1.4.3 this evening which adds in a new file format for the state cache, which should give smaller files. The state cache from previous versions of DXVK should be converted automatically, so no manual effort is required.

[Software](#)

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## Links:

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

[2] [https://www.phoronix.com/scan.php?page=news\\_item&px=DXVK-1.4.3-Released](https://www.phoronix.com/scan.php?page=news_item&px=DXVK-1.4.3-Released)

[3] <https://www.gamingonlinux.com/articles/dxvk-143-released-helping-games-with-a-large-number-of-different->

