

# D9VK 0.40

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- [D9VK, the Direct3D9 to Vulkan layer has a huge new 0.40 'Croakacola' release out](#) [3]

For use with Wine and Steam Play Proton, D9VK is the awesome project based on DXVK which translates Direct3D9 to Vulkan for better performance. A big new release just went out.

Codenamed Croakacola, D9VK 0.40 is a big one. D9VK can now use more than 4GB VRAM on 32-bit applications/games, with it being noted to help modded Skyrim/Oblivion and obviously more too. There's also now async presentation across all vendors, some "query flushing" improvements, performance fixes for Risen and Legend of the Heroes: Trails of the Sky, bloom rendering fixes for SpinTyres/Mudrunner and other misc updates.

- [D9VK 0.40 Uses Async Present On All Drivers, Various Other Features + Perf Optimizations](#)[4]

D9VK 0.40 is out today as the latest feature update to this Direct3D 9 over Vulkan translation layer based on DXVK.

D9VK lead developer Joshua Ashton released version 0.40 today as the "Croakacola" release and it includes some big features like for 32-bit applications to be able to utilize more than 4GB of video RAM, which should help Skyrim, Oblivion, and other games.

**Links:**

[1] <http://www.tuxmachines.org/taxonomy/term/148>

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

[3] <https://www.gamingonlinux.com/articles/d9vk-the-direct3d9-to-vulkan-layer-has-a-huge-new-040-croakacola-release-out.15605>

[4] [https://www.phoronix.com/scan.php?page=news\\_item&px=D9VK-0.40-Released](https://www.phoronix.com/scan.php?page=news_item&px=D9VK-0.40-Released)