

Games: DXVK, Cortex Command, Aeolis Tournament, Imperator: Rome, Vagrus, DOOM Eternal and Valve's 'Gamescope'

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- [Linux's Gaming Future | DXVK Enters Maintenance mode](#) [2]

In this video, I go over recent news about DXVK entering maintenance mode and what their lead developer is doing and how this affects Linux's gaming future.

- [Cortex Command has a Community Project that aims to keep the game alive](#) [3]

Remember Cortex Command? Data Realms released a Linux build for the Humble Indie Bundle 2 in 2010, sadly the Linux version never really progressed much but since it was opened sourced last year it can live on and it is alive.

The Cortex Command Community Project (GitHub) is one such attempt to revive it, updating it to keep it working nicely on modern systems. I spoke with the maintainer who said they've worked to deal with any case sensitivity in the engine (because Windows is not case sensitive, but Linux is) and replacing the sound library FMOD, with Gorilla Audio. Their main goal of this, is to give it feature parity with the Windows version which they said it does.

- [3D party action game 'Aeolis Tournament' is on Kickstarter promising some chaotic fun on Linux](#) [4]

Beyond Fun Studio are raising a little funding on Kickstarter to complete their crazy party

game, Aeolis Tournament, which is planned to release with Linux support this Spring.

You compete in various different game modes, using a super-easy one-button mechanic. Each character has an air cannon, to affect their surroundings for whatever mode they're in. Inspired by the likes of Fuzion Frenzy, they're going for a "Nintendo-inspired" cartoony look.

- [Paradox to focus on smaller and more frequent updates to Imperator: Rome this year \[5\]](#)

Paradox Development Studio have given their first 2020 update on the roadmap for the struggling Imperator: Rome.

Unlike their other titles including Stellaris, Crusader Kings and Europa Universalis they're switching up their release schedule to push out what they said will be "smaller, more frequent updates" in comparison. This means the 1.4 update which was going to be titled "Cassander" won't be happening as planned.

It makes sense, this is one of their worst launches and it's still not doing well so rather than building everything into big expansions making people wait long periods they're going to try and turn it around a little quicker.

- [Apocalyptic fantasy RPG strategy 'Vagrus - The Riven Realms' new build out, passed \\$50K on Fig \[6\]](#)

Before talking a little about the new build, let's look at some numbers. Lost Pilgrims Studio put Vagrus up on Fig in May last year, so in around eight months they've managed to pass well over \$50K on Fig so it certainly seems like they're doing well. Using Fig's "Open Access" funding model, a hybrid that blends Early Access and Crowdfunding. They have a set milestone in funding for certain features, a ton of which have been hit now.

[...]

It's really turning into an exceptional narrative-driven experience, the style and writing are fantastic and really do pull you into the world. What's interesting is that I often struggle with RPG experiences that make me sit still and read (I prefer a good narrator and voice over), but Vagrus is just so captivating I end up absorbed by it. If you enjoy a good read with trading, combat and exploration then Vagrus - The Riven Realms should tick a few boxes for you. The Linux version works great, really enjoying it.

- [DOOM Eternal coming to Stadia on March 20, plus other Stadia news - a round-up \[7\]](#)

First up we have a delay, with Marvel's Avengers that was due to release in May being pushed back until September. According to Crystal Dynamics, they said this is to "spend this

additional development time focusing on fine tuning and polishing the game to the high standards our fans expect and deserve"?fair enough. It's expected to release on Stadia at the same time as other platforms.

[...]

Something also interesting is that Anna Kipnis, a Senior Prototyper & Game Designer at Google (who is also on the Stadia Star Labs research team), will be doing a talk at GDC 2020 in March titled "Machine Learning Summit: Creating Game AI by Using Mostly English, with Semantic ML". This is a feature Google are hoping to pull into Stadia, to have more interesting/smarter AI.



[Valve continue working behind the scenes for Linux gaming with 'Gamescope' \[8\]](#)

Valve are definitely up to something. For a little while, Valve developer Pierre-Loup Griffais has been tweaking steamcompmgr, the SteamOS session compositing window manager.

After being quiet on SteamOS development for a long time with no update since July last year, it certainly seems now like some parts of it are being revived either for the next major SteamOS release or Valve's other Linux gaming projects. Work on steamcompmgr seemed to stall back in 2018, with it suddenly seeing activity on GitHub in October last year.

[Gaming](#)

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[3] <https://www.gamingonlinux.com/articles/cortex-command-has-a-community-project-that-aims-to-keep-the-game-alive.15777>

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