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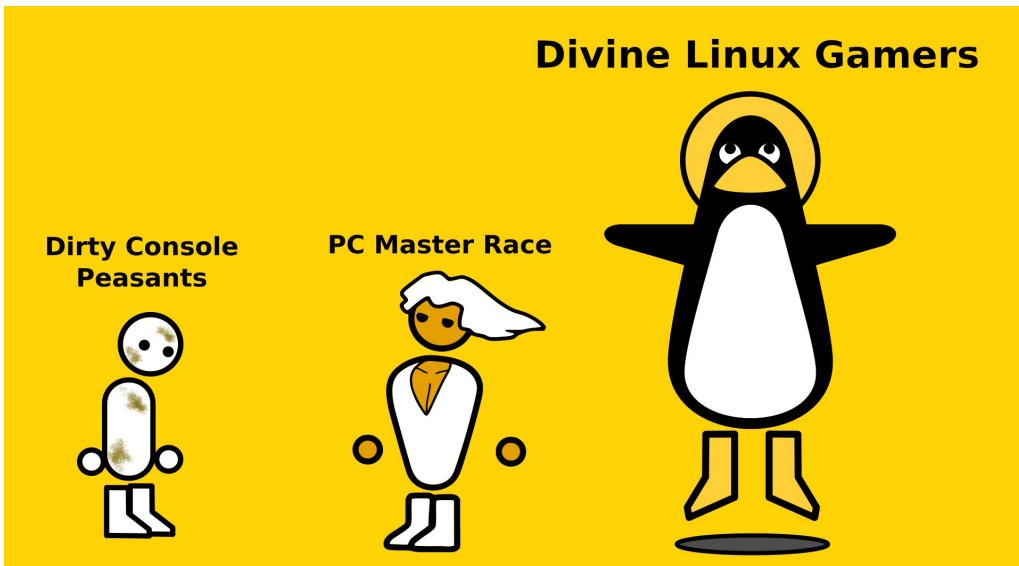
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Gaming On Linux

November 1st 2019

Henry Keena



Who here plays video games?

... what about on Linux?



WHAT IF I TOLD YOU

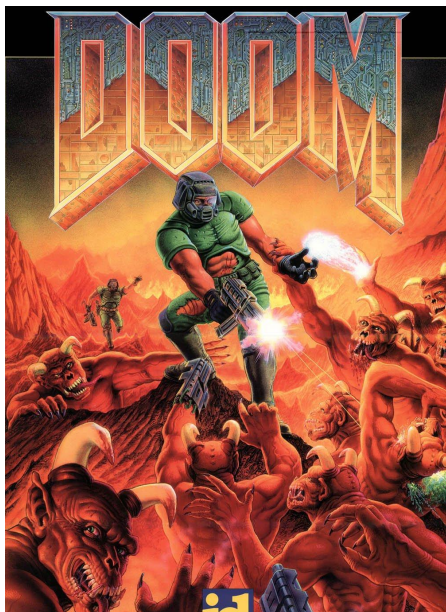
YOU CAN PLAY MODERN GAMES ON LINUX

But can it run Doom?





But first, a little History...



Humble Beginnings (1993-1997)

- Wine is first released in 1993
 - The Linux gaming scene started as an extension to the Unix gaming scene... which was practically nothing...
 - Linux “officially” started being a commercial gaming platform in 1994 when idSoftware employee Dave D. Taylor ported *Doom* to Linux, then *Quake* in 1996
 - Games on Linux started as ports, made by enthusiastic game company employees
-



Linux Gaming has some ups... and a lot of downs... (1998-2010)

- In 1998, Loki Entertainment, the first commercial Linux gaming company is born... but is defunct by 2002.
- Some other companies take up the mantle:
 - Tux Games, Linux Game Publishing, Tribsoft, Hyperion Entertainment, Xantrix Entertainment, RuneSoft
- Mainstream game developers mostly give up on Linux
- By this time, Linux users start looking for other ways of getting their games... mostly through running Wine and packaging on Desura





UNREAL
ENGINE



CRYENGINE®



Things are... good? (2011-2017)

- The 2010's brought a lot of progress for gaming on Linux
 - In 2012 Linux got native support for the Unity Engine and the Source Engine
 - In 2013 SteamOS was released by Valve, based on Debian
 - "Linux and open source are the future of gaming." - Gabe Newell
 - In 2014 Linux got native support for Unreal Engine 4 and CryEngine
 - But... developers are still not making the games native
-

The Future is Here... almost... (2018-Present)



- In 2018, Valve changed the way we game on Linux, by releasing the Proton API
 - With the Proton API we now have the tools to run Windows native games much more efficiently
 - Provides near native support
 - Companies are starting to recognize the Linux market...
let's see how it goes
-

So how can we run all the games?



Native Ports of Games

- Plug and Play, native ports of games do exist, and they play just as well as natively on Windows or OSX
- Steam is your friend
- SteamOS
- Unfortunately, the number of officially ported titles is rather limited

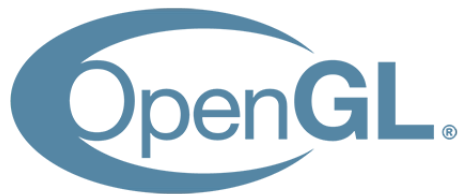




Virtual Machines

- One of the easiest way to play games on Linux is to play the game itself on a Windows or OSX VM
 - Heavy system requirements
 - VMWare
 - VirtualBox
 - But that isn't really gaming on Linux so no...
-

Graphics APIs



- OpenGL (1992)
 - APIs purely focused on rendering, but no APIs for input, audio, or windowing
 - GPU memory and synchronization typically hidden
 - Operations are sequential
 - Extensive error checking
- Vulkan (2016)
 - APIs offer support for rendering, input, audio, windowing, etc.
 - Explicit control over memory management
 - Multi-threading support
 - Limited error checking, but there is a validation layer





Wine and PlayOnLinux



- First released in 1993, just released version 4.0 in August 2019
 - “Wine Is Not an Emulator” (it’s a compatibility layer)
 - Originally made to generally emulate Windows applications on Linux, but now is pretty much mostly used for game compatibility Layer
 - PlayOnLinux
 - Game/App Reviews and HowTo: <https://www.winehq.org/>
-



Game/Hardware Emulation

- The main way to play games on Linux was through emulating the hardware of a the game's native system
- Some popular emulators:
 - Dolphin (Nintendo GameCube and Wii)
 - Cemu with Wine (Wii U)
 - RPCS3 (PlayStation 3)
 - DGen/SDL (Sega Mega and Sega Genesis)
- Depending on your emulator
- ROM Files

RPCS3

World's first open source
PlayStation 3 Emulator

Proton



- In 2018, Valve released Proton, an open source fork of Wine, which is more finely tuned to work specifically games
- Steam Compatibility Support
- Very good support with OpenGL, Vulkan, DirectX11, and DirectX12
- Game Reviews and HowTo: <https://www.protondb.com/>

The Valve logo features the word "VALVE" in a bold, black, sans-serif font, enclosed within a thick black rectangular border. A registered trademark symbol (®) is located to the upper right of the logo.

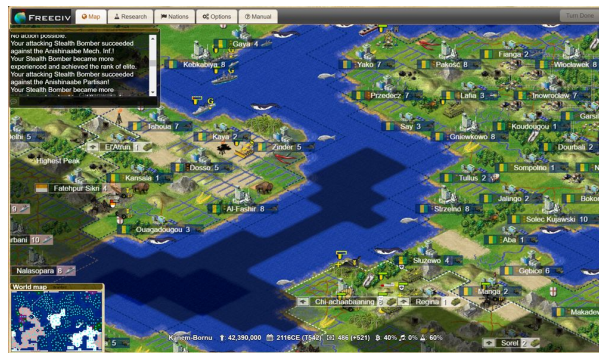
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So what games can we play?



The Linux/FOSS Classics

- Some Classic Linux/FOSS Games you can play:
 - Super Tux
 - SuperTuxKart
 - Super Tux Party
 - OpenArena
 - FreeCiv
 - Tuxemon
- <https://www.gamingonlinux.com/free-games/>



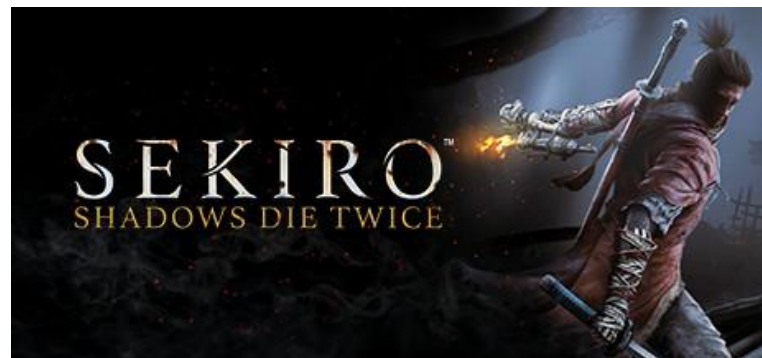
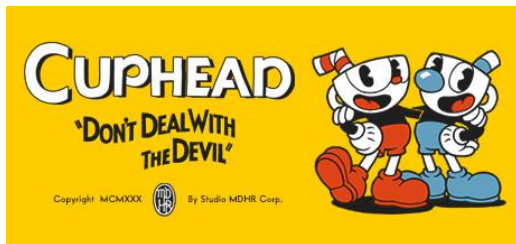
Proton Silver



Proton Gold



Proton Platinum



Questions?

