

Games: Ashes of the Singularity: Escalation, Humble Monthly and DXVK Updates

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[An update on the status of porting Ashes of the Singularity: Escalation for Linux](#) [2]

Writing an update on what's happening with Ashes of the Singularity: Escalation [Steam], the Stardock CEO mentioned Linux support again in a recent post on Steam.



[Humble Monthly adds in Dungeons 3 and Hidden Folks, pretty good deal now](#) [3]

The current Humble Monthly just became a much better deal for Linux gamers with two brand new early unlock titles.

Previously, it only had Overwatch (which is playable with Wine + DXVK) although there were some issues recently with Linux gamers being banned and then unbanned. Nice to know Blizzard was good enough to overturn the bans, but still a little risky.



[DXVK Picking Up A Shader Cache To Help Reduce Stuttering, Boost Performance](#) [4]

A shader cache is in development for the DXVK Direct3D-to-Vulkan API translation layer used by Steam Play / Proton and optionally by Wine. This shader cache holds a lot of potential for reducing in-game stuttering and helping boost the overall performance.

Links:

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

[2] <https://www.gamingonlinux.com/articles/an-update-on-the-status-of-porting-ashes-of-the-singularity-escalation-for-linux.12613>

[3] <https://www.gamingonlinux.com/articles/humble-monthly-adds-in-dungeons-3-and-hidden-folks-pretty-good-deal-now.12614>

[4] https://www.phoronix.com/scan.php?page=news_item&px=DXVK-Shader-Cache-September