

DXVK 0.95 Released

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Created *13/01/2019 - 12:51am*

Submitted by Roy Schestowitz on Sunday 13th of January 2019 12:51:47 AM Filed under [Software](#) [1]

- [DXVK 0.95 Released With Big Performance Win For Assassin's Creed Odyssey](#)

[2]

The DXVK project for mapping Direct3D 10/11 atop Vulkan for Wine/Proton (Steam Play) users continues inching closer to its eventual 1.0 milestone.

DXVK 0.95 is the latest release out today for Linux gamers relying upon the project for a faster Windows Direct3D game running experience. DXVK 0.95 does bring minor reduction to the CPU overhead, but the biggest benefactor to this release is Assassin's Creed Odyssey.

- [DXVK 0.95 is out with various D3D10 stability fixes, CPU overhead reduction and more game fixes](#)[3]

DXVK, the excellent project that Valve has been funding has a fresh brew out to continue the exciting progress made.

For those just joining us or newer followers: DXVK is a "Vulkan-based translation layer for Direct3D 10/11 which allows running 3D applications on Linux using Wine". It's what helps make Valve's Steam Play run your games that do not have Linux support.

[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-0.95-Released

[3] <https://www.gamingonlinux.com/articles/dxvk-095-is-out-with-various-d3d10-stability-fixes-cpu-overhead->

