# **Proton**Up And Down The Stream

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# The Story So Far

#### **The Ancient Times**

- Windows 3.0 being popular.
- Windows Application Binary Interface and Public Windows Interface by Sun Microsystems working with IBM, HP and Novell.
- Proposed by ECMA as ISO standard.
- It has not happened.

#### The Summer of 1993

- Wine has emerged from discussions on comp.os.linux.
- Alexandre Julliard is the maintainer since 1994.
- Originally MIT but later LGPL 2.1.

# **Gaming On Wine**

- Hit and miss. Huge variability from release to release.
- AppDB messy but helpful for figuring out which version to use.
- Triple A rarely did work.
- A bunch of downstreams and ad hoc community patches.
- No proper QA focused on games.
- I was playing Guild Wars on Wine in early 2010s.

# Winex / Cedega in 2000s

- Proprietary fork of Wine.
- Contributed to re-licensing MIT → LGPL 2.1.
- Within a few years it fell behind upstream and is no more.

#### **Enter Proton**

- A Valve project.
- August 2018 Proton 3.7 releases.
- Included DXVK for DirectX 10 and 11.
- OpenVR and Steamworks API bridges.
- Focus on game compatibility.
- Dedicated QA.
- Regularly rebased. Developed by upstream Wine developers.

### 27 Supported Games on Launch

Beat Saber, Bejeweled 2 Deluxe, Doki Doki Literature Club!, DOOM, DOOM II: Hell on Earth, DOOM VFR, Fallout Shelter, FATE, FINAL FANTASY VI, Geometry Dash, Google Earth VR, Into The Breach, Magic: The Gathering - Duels of the Planeswalkers 2012, Magic: The Gathering - Duels of the Planeswalkers 2013, Mount & Blade, Mount & Blade: With Fire & Sword, NieR: Automata, PAYDAY: The Heist, QUAKE, S.T.A.L.K.E.R.: Shadow of Chernobyl, Star Wars: Battlefront 2, Tekken 7, The Last Remnant, Tropico 4, Ultimate Doom, Warhammer® 40,000: Dawn of War® - Dark Crusade, Warhammer® 40,000: Dawn of War® - Soulstorm.

# **Protoning Intensifies**

- vkd3d and later vkd3d-proton (fork)
- **D9VK** merged into DXVK, used for D3D9.
- Media Foundation implementation on top of gstreamer.
- DXVK-NVAPI with contributions from Nvidia and support in their Linux driver.

### **Supported Games Nowadays**

- 4063 Deck Verified
- 8056 Deck Playable

#### **ProtonDB:**

• 77% of Top 1000 are Gold/Platinum

#### **Proton Flavors**

- **Proton Stable** e.g. 8.0-4 extensive QA testing, public RCs.
- **Proton Experimental** public testing of experimental features. Games that run only on experimental are tested for regressions.
- **Proton Hotfix** targeted fixes for new, important games. Short-lived, retired after fix matures and lands in Experimental.
- Proton Bleeding Edge automated and untested. Latest DXVK, DXVK-NVAPI, vkd3d-proton and Proton's wine changes.

### **Hardware**







### **Other Downstreams**

# PLEASE DO NOT REPORT BUGS ENCOUNTERED WITH THIS AT WINEHQ OR VALVESOFTWARE, REPORT HERE INSTEAD!

(2) If you have an issue that happens with my proton-GE build, provided FROM this repository, that does -not- happen on Valve's proton, please DO NOT open a bug report on Valve's bug tracker. Instead, contact me on Discord about the issue: 

⊘

# Wine Staging

- Collection of patches that haven't made it upstream yet.
- Maintained by Wine developers, including people working on Proton.
- 78 patches used by Proton.

# wine-tkg

#### Wine to rule them all!

You must be logged in to GitHub in order to download Wine or Proton nightly builds.

#### Wine nightly builds *∂*

· wine-staging patchset applied



The Exp Bleeding Edge Other distro and LoL versions are built on Ubuntu latest, which should work fine on most distros not using years old packages

! The LoL version should only be used for League of Legends!

#### Proton nightly builds &

- · wine-staging patchset applied
- built on Arch current, making glibc 2.36 a requirement

Proton Valve Exp Bleeding Edge Wine Master

(drop the extracted folder in /\$HOME/.steam/root/compatibilitytools.d/ or, for Ubuntu/Debian based, the /\$HOME/.steam/compatibilitytools.d/ dir)

### proton-ge-custom

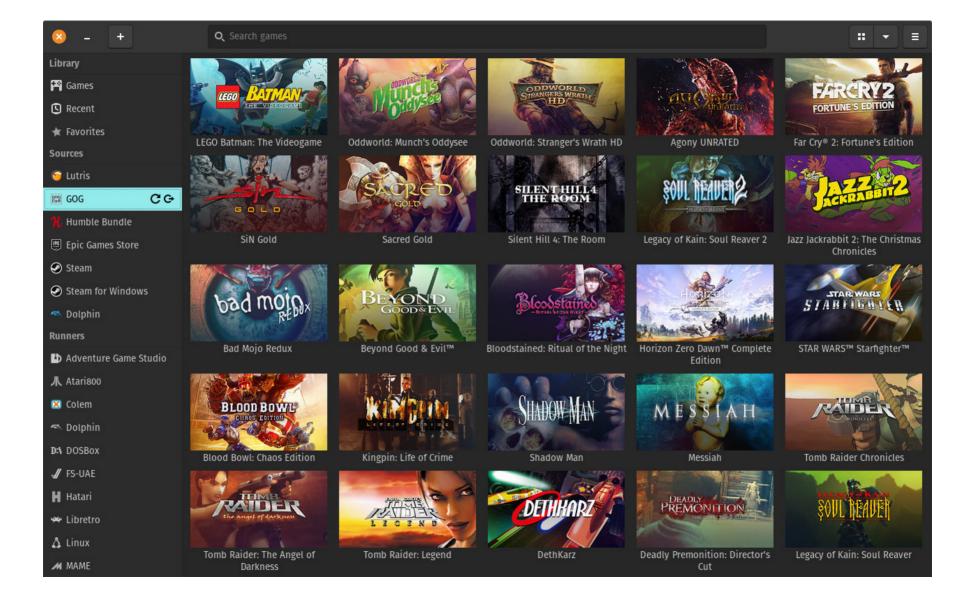
#### Overview 2

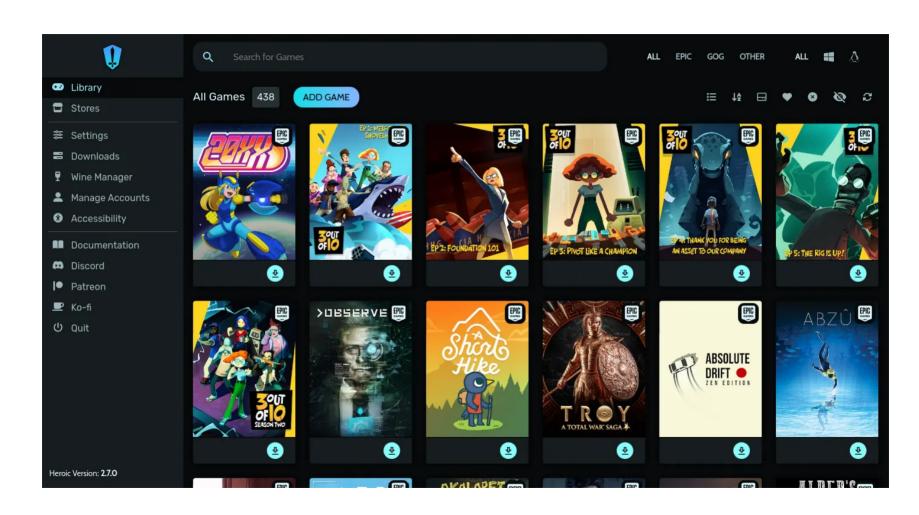
This is my build of Proton with the most recent bleeding-edge Proton Experimental WINE.

Things it contains that Valve's Proton does not:

- · Additional media foundation patches for better video playback support
- AMD FSR patches added directly to fullscreen hack that can be toggled with WINE\_FULLSCREEN\_FSR=1
- FSR Fake resolution patch details <u>here</u>
- Nvidia CUDA support for PhysX and NVAPI
- · Raw input mouse support
- 'protonfixes' system -- this is an automated system that applies per-game fixes (such as winetricks, envvars, EAC workarounds, overrides, etc).
- Various upstream WINE patches backported
- Various wine-staging patches applied as they become needed

### Launchers











#### BOTTLES

Counter-Strike 2

Cyberpunk 2077

Diablo II Resurrected

Diablo IV

EA App

Notepad++

Quicken 2020

Steam

Ubisoft Connect Installer (UPlay)

#### Home



Battle.net



Counter-Strike 2



Cyberpunk 2077



Diablo II Resurrected





EΑ



Notepad++









+ Install

### **Unexpected Places**

## **Intel Graphics**

- Intel Xe has no native D3D9 support.
- D3D9On12 used by the driver.
- Updated driver released in December 2022 that includes DXVK which provides a performance uplift in a lot of games.

# **Apple Game Porting Toolkit**

```
class GamePortingToolkit < Formula
  version "1.0.4"
  desc "Apple Game Porting Toolkit"
  homepage "https://developer.apple.com/"
  url
"https://media.codeweavers.com/pub/crossover/source/crossover-sources-22.1.1.tar.gz", using: TarballDownloadStrategy
  ...</pre>
```

The license for **D3DMetal** compatibility layer shouts out **DXVK** as an inspiration.

### **VirtualBox**

- Wined3d for guest DirectX support.
- Direct3D 11 acceleration on non-Windows hosts via DXVK-Native.

