Linux Gaming

Epic Games Store/Heroic Games Launcher

on Linux Mint 22 (Intel iGPU)

The official Epic launcher runs poorly under Wine. Heroic logs in to your Epic account and installs/runs your Epic library (uses Wine/Proton + DXVK). No sudo needed for the steps below.

1. Prerequisites

```
sudo apt install wine libfuse2t64 mesa-vulkan-drivers mesa-vulkan-
drivers:i386 \
     libgl1-mesa-dri:i386 intel-media-va-driver-non-free vulkan-tools

#(32-bit support: sudo dpkg --add-architecture i386 && sudo apt update)
```

2. Install Heroic (AppImage)

```
mkdir -p ~/Applications ~/.local/share/applications ~/.local/share/icons
curl -fL -o ~/Applications/Heroic.AppImage \
https://github.com/Heroic-Games-Launcher/HeroicGamesLauncher/releases/downlo
ad/v2.22.3/Heroic-2.22.3-linux-x86_64.AppImage
chmod +x ~/Applications/Heroic.AppImage
```

3. Menu launcher + icon

```
cd /tmp && ~/Applications/Heroic.AppImage --appimage-extract
'usr/share/icons/hicolor/512x512/apps/heroic.png'
cp /tmp/squashfs-root/usr/share/icons/hicolor/512x512/apps/heroic.png
~/.local/share/icons/heroic.png
cat > ~/.local/share/applications/heroic.desktop <<'EOF'
[Desktop Entry]
Name=Heroic Games Launcher (Epic Games)
Comment=Epic Games Store client for Linux
Exec=/home/wuff/Applications/Heroic.AppImage --enable-
features=VaapiVideoDecoder %U
Icon=/home/wuff/.local/share/icons/heroic.png
Type=Application
Categories=Game;
Terminal=false
StartupWMClass=heroic
MimeType=x-scheme-handler/heroic;
EOF
update-desktop-database ~/.local/share/applications
```

4. Run, then log in to Epic

```
~/Applications/Heroic.AppImage
```

(or launch “Heroic Games Launcher” from the menu) Log in → Epic Games. In Settings → Wine, pick a Wine-GE/Proton-GE version (Heroic downloads it for you under Wine Manager). DXVK/VKD3D are fetched automatically.

5. Verify Intel GPU acceleration

```
   vulkaninfo --summary | grep deviceName     # should list "Intel(R)
Iris(R) Plus Graphics 655"
   vainfo                                      # VA-API via iHD driver
   Optional per-game env var to force the Intel GPU (ignores llvmpipe):
     MESA_VK_DEVICE_SELECT=8086:3ea5   (check with: vulkaninfo --summary)
   Tip: for weaker iGPUs, enable FSR upscaling and lower in-game resolution.
```

Update later: re-run step 2 with the new version tag (https://github.com/Heroic-Games-Launcher/HeroicGamesLauncher/releases).

Steam on Mint DE

```
sudo apt-get install steam
```

if steam fails to start, open console and start steam.
If the output is something like this:

```
Running Steam on arch  64-bit
STEAM_RUNTIME is enabled automatically
Installing breakpad exception handler for appid(steam)/version(0_client)
libGL error: unable to load driver: r600_dri.so
libGL error: driver pointer missing
libGL error: failed to load driver: r600
libGL error: unable to load driver: swrast_dri.so
libGL error: failed to load driver: swrast
```

Hit CTRL+C and to get more debugging output run:

```
LIBGL_DEBUG=verbose steam
```

Steam bundles several libraries in case they're not already installed and adds them to the steam directory in the home directory. These libraries may be outdated and incompatible with the drivers. Deleting the libraries from the home directory will resolve the issue.

Done on mint for ati radeon hd6850:

```
rm /home/wuff/.local/share/Steam/ubuntu12_32/steam-runtime/i386/lib/i386-
linux-gnu/libgcc_s.so.1
rm /home/wuff/.local/share/Steam/ubuntu12_32/steam-
runtime/i386/usr/lib/i386-linux-gnu/libstdc++.so.6
```

running steam then starts updating itself (and re-downloads the libraries), then fails with the libstdc++.so.6 error again.

```
rm /home/wuff/.local/share/Steam/ubuntu12_32/steam-
runtime/i386/usr/lib/i386-linux-gnu/libstdc++.so.6
```

running steam now starts properly.

Specific Game-Related Info

Unepic

Game does not start, create an appid file to be able to launch it directly:

```
vi ~/.steam/steam/steamapps/common/Unepic/steam_appid.txt
```

and enter

```
233980
```

Now, edit the start script and adjust the binaries that are called. There seems to be a mismatch between the filenames and the entries in the script.

```
vi ~/.steam/steam/steamapps/common/Unepic/unepic.sh
```

and replace unepic32steam and unepic64steam with unepic32s and unepic64s respectively.

Now edit the launcher and replace the default

```
steam steam://rungameid/233980
```

with (replace username with actual username in the command. Referring to `~/.steam` does not work.

```
/home/username/.steam/steam/steamapps/common/Unepic/unepic.sh
```

Possible alternative is renaming unepic32s and unepic64s into unepic32steam and unepic64steam respectively.

❗ below are older instructions for Lutris. Not tested on current Wine 11/Linux Mint 22 ❗

Lutris

Lutris is an Open Source gaming platform for Linux. It installs and launches games so you can start playing without the hassle of setting up your games. Get your games from GOG, Steam, Battle.net, Origin, Uplay and many other sources running on any Linux powered gaming machine.

Lutris uses community contributed installation scripts to provide an optimal experience and setup. Once installed, games are launched with programs called runners. Those runners include RetroArch, Dosbox, customized Wine versions and many more!

https://lutris.net/

First install Wine and then download Lutris from its website. https://itsfoss.com/wine-5-release/ https://lutris.net/downloads/

Latest Develop Wine 5.16 for Linux Mint 20:

```
sudo dpkg --add-architecture i386
wget -O - https://dl.winehq.org/wine-builds/winehq.key | sudo apt-key add -
sudo apt-add-repository 'deb https://dl.winehq.org/wine-builds/ubuntu/ focal
main'
#sudo add-apt-repository ppa:cybermax-dexter/sdl2-backport
sudo apt update && sudo apt install --install-recommends winehq-devel
sudo apt-get install libgnutls30:i386 libldap-2.4-2:i386 libgpg-error0:i386
libxml2:i386 libasound2-plugins:i386 libsdl2-2.0-0:i386 libfreetype6:i386
libdbus-1-3:i386 libsqlite3-0:i386
```

```
sudo apt install meson libsystemd-dev pkg-config ninja-build git libdbus-1-
dev libsystemd-dev:i386 libdbus-1-dev:i386 gcc-multilib
sudo apt install dbus-user-session

#For AMD/Intel GPU
sudo dpkg --add-architecture i386
sudo apt-get install libgl1-mesa-dri:i386
sudo apt-get install mesa-vulkan-drivers mesa-vulkan-drivers:i386
```

#Note ubuntu package PPA not available any longer, install debian 11 for ubuntu/mint.

```
echo "deb
https://download.opensuse.org/repositories/home:/strycore/Debian_11/ ./" |
sudo tee /etc/apt/sources.list.d/lutris.list
wget -q
https://download.opensuse.org/repositories/home:/strycore/Debian_11/Release.
key -O- | sudo tee /etc/apt/trusted.gpg.d/lutris.asc
sudo apt update
sudo apt install lutris
```

Epic Games Store for Linux

Launch Lutris.

Locale error may pop up when launching from console (and nothing happens launching from GUI). Solution would be to set locale before launching Lutris: export LC_ALL=C

Note: You'll have to enter this command every time you launch Lutris. So better to add it to your .bashrc or list of environment variable.

Once that is done, simply launch it and search for “Epic Games Store”. Launch it and log in to your account to get started. https://lutris.net/games/epic-games-store/

general linux gaming

https://www.reddit.com/r/linux_gaming/comments/g774us/how_to_set_up_ubuntu_2004_for_gaming_tutorial/

Info

Win10 Guest in Virtualbox Graphical glitches with VBoxSVGA + 3D acceleration → Win10 Settings colours, turn off transparency effects

INTEL-MESA: warning: Performance support disabled, consider sysctl dev.i915.perf_stream_paranoid=0

sysctl -w dev.i915.perf_stream_paranoid=0 This command makes a temporary change that is lost after reboot. To make a permanent change, enter: echo dev.i915.perf_stream_paranoid=0 > /etc/sysctl.d/60-mdapi.conf

From:
http://wuff.dyndns.org/ - **Wulf's Various Things**

Permanent link:
http://wuff.dyndns.org/doku.php?id=config:linux-gaming

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