

Game Fixes

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General

If you need to use DirectX12 - `VKD3D_FEATURE_LEVEL=12_1`

If your audio is having issues keeping up with the video - `PULSE_LATENCY_MSEC=60`

- This makes the audio use a 60ms buffer and help with visual and/or audio stutter.

`DXVK_ASYNC=1` allows for DirectX translation to happen in real time versus in batches (system stutters when loading shaders)

If you have an AMD GPU, you can run games natively in lower resolution but upscale to your native resolution using `WINE_FULLSCREEN_FSR=1`

- Note: This is dependent on if you are running GE-Proton.

To enable DLSS for Nvidia GPUs, add `PROTON_ENABLE_NVAPI=1`

If your distro has gamemode installed, you can use `gamemoderun` to tell the system to give your game high priority. Without Gamemode installed, your game will crash to desktop. Pop_OS! has its own CPU Scheduler in-house from System76.

Do not forget that after inputting the commands in the launch options in Steam, you must append `%command%` for Steam to understand you are using launch options.

Vintage Story

If you encounter a .NET not found when running the `run.sh` script from the installed directory

- Add the following to your .bashrc file `export DOTNET_ROOT="/usr/share/dotnet"`

If on NixOS, you would have to change the `run.sh` script to be `steam-run dotnet Vintagestory.dll`