

Installing DXVK from the source

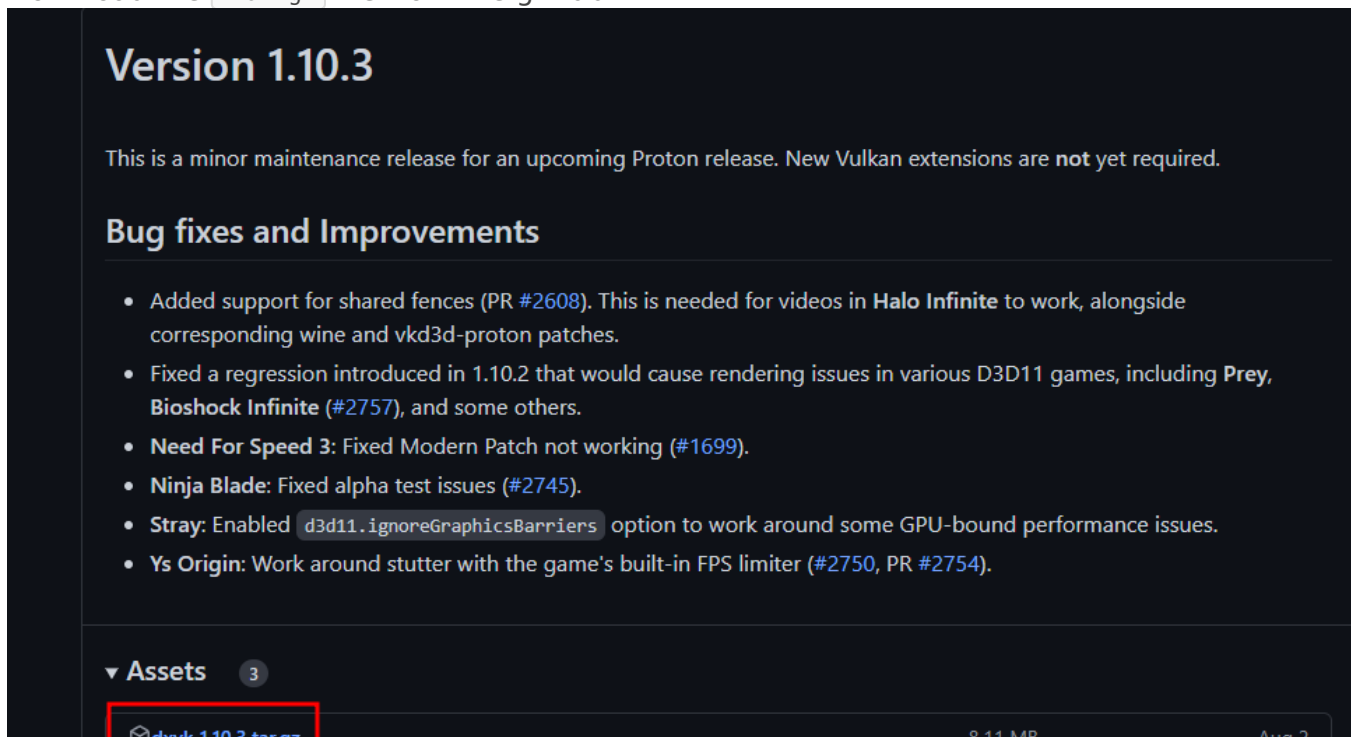
Many of you probably have heard or even tried the OMSI DXVK (or Performance Fix) on S and found it to improve your OMSI performance but most have abandoned it because it caused issues (like world stops loading, especially at night). However what many don't know is that the versions listed in [Steam Community](#) or [OMSI Webdisk](#) are out of date. **It is actually being updated regularly by the linux community as it's the foundation of what allows to run Windows games on Linux.**

I've found that using the later versions seems fine ish. **It has issues sometimes with night where the map stops loading, if that happens you have to remove it, sometimes restart of the game doesn't help.**

- **Last version tested** by GameBurrow: [2.3](#)
- **All releases:** <https://github.com/doitsujin/dxvk/releases/>

Install instructions

1. Download the `.tar.gz` file from the github

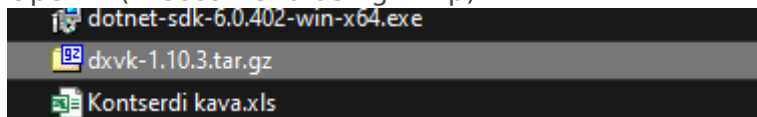


The screenshot shows the GitHub release page for dxvk version 1.10.3. The page has a dark theme. At the top, it says "Version 1.10.3". Below that, a note states: "This is a minor maintenance release for an upcoming Proton release. New Vulkan extensions are **not** yet required." The main section is titled "Bug fixes and Improvements" and contains a list of changes:

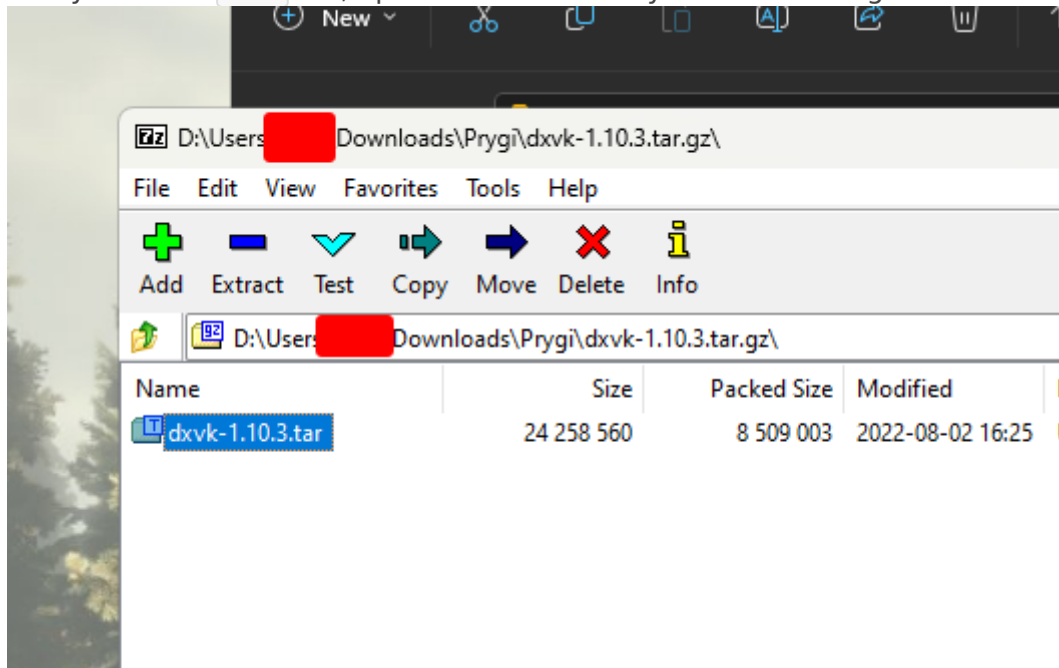
- Added support for shared fences (PR #2608). This is needed for videos in **Halo Infinite** to work, alongside corresponding wine and vkd3d-proton patches.
- Fixed a regression introduced in 1.10.2 that would cause rendering issues in various D3D11 games, including **Prey**, **Bioshock Infinite** (#2757), and some others.
- **Need For Speed 3**: Fixed Modern Patch not working (#1699).
- **Ninja Blade**: Fixed alpha test issues (#2745).
- **Stray**: Enabled `d3d11.ignoreGraphicsBarriers` option to work around some GPU-bound performance issues.
- **Ys Origin**: Work around stutter with the game's built-in FPS limiter (#2750, PR #2754).

At the bottom, there is a section for "Assets" with a count of 3. The first asset is "dxvk-1.10.3.tar.gz" with a size of 8.11 MB and a date of Aug 2.

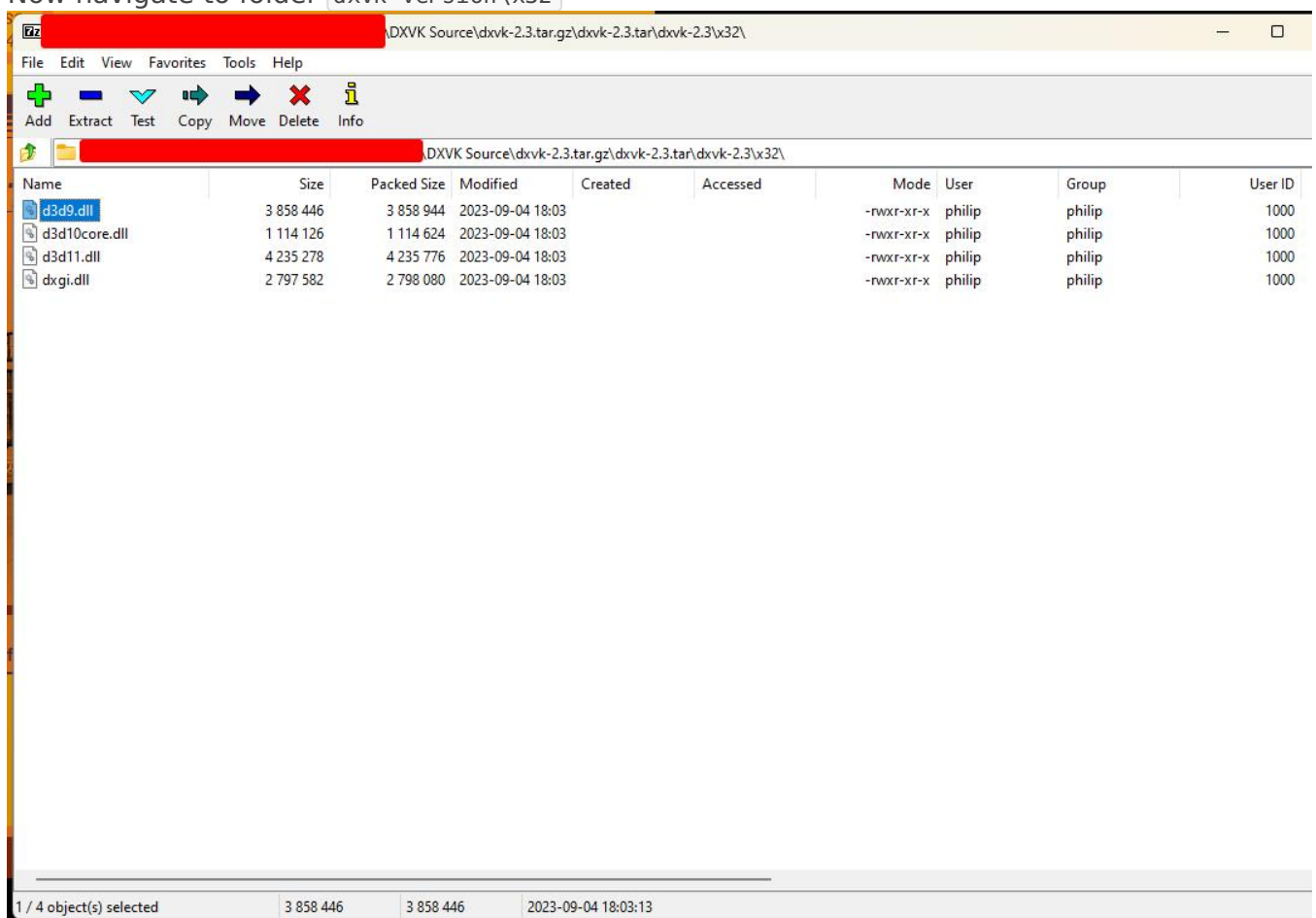
2. Open it (I recommend using 7-zip)



3. In it you'll find .tar file, open that one also by double-clicking



4. Now navigate to folder dxvk-version\x32\



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- The screenshot illustrates the process of installing a game mod. The primary focus is on the 'Replace or Skip Files' dialog box, which prompts the user to confirm replacing an existing file ('d3dx9_43.dll') with a new one from the mod's archive. The background shows the game's installation directory in SteamLibrary, and a download manager window provides details about the source files being installed.

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