

# Wine

Install Wine to play (almost) any Windows game on Linux. For a compatibility list refer to [ProtonDB](#).

Install Wine from the repositories:

```
pacman -S wine wine-gecko wine-mono winetricks
```

## DXVK

DXVK is a Vulkan-based translation layer for Direct3D 9/10/11 which allows running 3D applications on Linux using Wine.

Install DXVK from AUR:

```
yay -S dxvk-bin
```

**NOTE:** If you set up Wine with a non-default prefix (i.e. your Wine "installation" does not reside under `~/wine`) you will need to supply it as a temporary environment variable:

```
WINEPREFIX=your-prefix setup_dxvk install
```

**WARNING:** DXVK overrides the DirectX 10 and 11 DLLs, which may be considered cheating in online multiplayer games, and may get your account **banned**. Use at your own risk!

Install DXVK libraries into your Wine prefix:

```
setup_dxvk install
```

## VKD3D-Proton

VKD3D-Proton aims to implement the full Direct3D 12 API on top of Vulkan.

Install VKD3D from AUR:

```
yay -S vkd3d-proton-bin
```

**NOTE:** If you set up Wine with a non-default prefix (i.e. your Wine "installation" does not reside under `~/wine`) you will need to supply it as a temporary environment variable:

```
WINEPREFIX=your-prefix setup_vkd3d_proton install
```

**WARNING:** VKD3D-Proton overrides the DirectX 12 DLLs, which may be considered cheating in online multiplayer games, and may get your account **banned**. Use at your own risk!

Install VKD3D-Proton libraries into your Wine prefix:

```
setup_vkd3d_proton install
```

# MIDI Playback

Some Windows games still use MIDI playback for music. In order for this to work in Wine, a sequencer has to be installed, e.g. `fluidsynth`:

**NOTE:** FluidSynth uses soundfonts to render MIDI music.

```
pacman -S fluidsynth soundfont-fluid
```

FluidSynth comes with a systemd user unit to run it in daemon mode. Edit the file `/etc/conf.d/fluidsynth` and uncomment the lines with the environment variables. Point the `SOUND_FONT` variable to a soundfont file in `*.sf2` format (refer to [DOSBox](#) for a list of available soundfonts for installation). Furthermore, adjust the `OTHER_OPTS` variable to use the appropriate audio backend that you are using, e.g. set parameter `-a pipewire` if you're using PipeWire instead of PulseAudio:

```
# Mandatory parameters (uncomment and edit)
SOUND_FONT=/usr/share/soundfonts/FluidR3_GM.sf2

# Additional optional parameters (may be useful, see 'man fluidsynth' for further info)
OTHER_OPTS='-a pipewire -m alsa_seq -p FluidSynth\ GM -r 48000'
```

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