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Having a game run on Linux that isn't built for Linux? That's certainly a cool thing. Performance is another thing entirely. It's not a compelling enough argument for Linux enthusiasts to tell their Windows-using friends that "hey, but the games you play run on Linux!" They have to run well. Maybe the notion of switching to Linux is an enticing one for the stability and increased privacy control, but you can't show me an enthusiast gamer who'll willingly trade that for a 20% drop in the framerates they're used to on their hardware, right?

That 20% is an important number, albeit not a scientific one. When I got into Linux last year, that's the figure I kept seeing thrown around. "Sure, it runs on Linux but about 15% to 20% lower FPS." With constant improvements to the kernel, Vulkan drivers and Steam Proton, however, I think the situation has changed.

Enough of my rambling. Here's what we're looking at today...

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