

GameMode 1.4

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- [Feral's GameMode 1.4 Adds Flatpak Support, Better I/O Optimization Handling](#) [2]

Feral developers released a new version of their GameMode Linux game performance optimization daemon/client this weekend in order to allow this update to land in the upcoming Fedora Workstation 31. GameMode 1.4 offers up many features including new interfaces for allowing better GNOME integration and thus the Fedora interest in seeing this version in their autumn Linux distribution update.

- [GameMode, the Linux gaming performance tool has a fresh release out](#) [3]

What a lovely weekend for some open source releases. Hot on the heels of a new DXVK release, the performance optimization tool GameMode spearheaded by Feral Interactive has a new release out.

Originally starting off as a sort of stop-gap solution due to issues with CPU governors, GameMode has gradually expanded to include a range of features aimed at the performance conscious Linux gamer. It's integrated into some Linux game ports by Feral Interactive including DiRT 4, Rise of the Tomb Raider, Total War: WARHAMMER II, Total War: Three Kingdoms and Total War Saga: Thrones of Britannia.

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[2] https://www.phoronix.com/scan.php?page=news_item&px=Feral-GameMode-1.4-Released

[3] <https://www.gamingonlinux.com/articles/gamemode-the-linux-gaming-performance-tool-has-a-fresh-release-out.14622>