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r/linux_gaming • 2 yr. ago

Remarkable-Ring7166



Can't enable Raytracing in Eldenring

[tech support](#)

Hey guys. Eldenring added support for Raytracing with its 1.09 update a couple days ago but while I can see the option in the settings, it's grayed-out and I can't enable it.

I'm using Endeavour OS with Kernel 6.2.8, KDE 5.27.3, Mesa-git 23.1.0 and Proton Experimental with these start options: VKD3D_FEATURE_LEVEL=12_0 AMD_VULKAN_ICD=RADV mangohud %command%

My PC specs: Ryzen 5 5600G, Radeon RX 6700XT, 32GB DDR4-3600MT/s CL18. I know that Raytracing on 3440x1440 with that GPU will not be a great experience, but I still want to try it out and am curious as to why I can't even enable it to begin with. I've read on other posts that adding RADV_PERFTEST=rt to the start options might to do the trick, but that didn't work for me. I've also tried different Proton versions or playing without any start options but none of it changed anything.

Does anyone have any ideas or experienced something similar with other games?



2



8



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mbriar_ • 2y ago



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RADV_PERFTEST=rt VKD3D_CONFIG=dxr11 %command% lets you enable it, but it doesn't work:
<https://gitlab.freedesktop.org/mesa/mesa/-/issues/8701>



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looncraz • 2y ago

The only game where RT works for me on Linux (AMD or nVidia) is Quake II RTX.

0 Reply ...



Rhed0x • 2y ago

With an Nvidia GPU it works fine in Dead Space, Callisto Protocol, Metro Exodus Enhanced Edition, Hogwarts Legacy, Cyberpunk, Dying Light 2. And that's just off the top of my head, I'm sure there's more.

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1 more reply



formidabilus • 2y ago

Same for me with fedora37 and nvidia gpu. Anyone made it work?

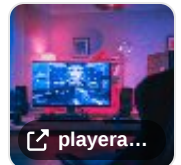
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r/gaming • 2 yr. ago

Elden Ring Ray-Tracing: Mediocre Implementation, PC Gaming Still an Afterthought to FromSoftware

138 upvotes · 75 comments



r/linux_gaming • 11 days ago

Discord Canary v552 Breaks Wayland Again

235 upvotes · 93 comments



r/jellyfin • 2 yr. ago

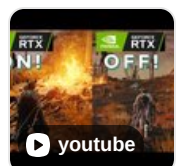
Android TV App doesn't trigger serverside HW transcoding? (Unraid & Nvidia Shield Pro)

1 upvote · 3 comments



r/eldenringdiscussion • 2 yr. ago

ELDEN RING PATCH Ray Tracing On vs Off Does it even work?



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Elden Ring has been released for 6 months. Where is the Ray Tracing feature?

67 comments



r/linux_gaming • 28 days ago

Most-popular Linux distros according to Steam Survey 2024 November

135 upvotes · 72 comments



r/Games • 2 yr. ago

Elden Ring Ray Tracing Upgrade Test - Is It Worth It? - PS5 vs Xbox Series X vs PC

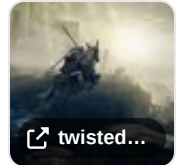
257 upvotes · 230 comments



r/XboxSeriesX • 2 yr. ago

Elden Ring Update 1.09 Adds Ray-Tracing Support (Shadows, Ambient Occlusion, No Reflections)

483 upvotes · 129 comments



r/nvidia • 2 yr. ago

Elden Ring Patch 1.09 Adds Raytracing

773 upvotes · 404 comments



r/linux_gaming • 9 days ago

I just watched Linus video about SteamOS. So, is this actually viable on AMD hardware?

189 upvotes · 156 comments



r/pcgaming • 2 yr. ago

Ray-tracing could be coming soon to Elden Ring

330 upvotes · 229 comments



r/gaming • 2 yr. ago

Elden Ring Ray Tracing Upgrade Test - Is It Worth It? - PS5 vs Xbox Series X vs PC

25 upvotes · 8 comments



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10 upvotes · 29 comments



r/sonarr • 2 yr. ago

Can't install Sonarr on RPI 3B

3 upvotes · 19 comments



r/eldenringdiscussion • 1 yr. ago

Elden Ring and Raytracing (pc)

2 upvotes · 5 comments



r/Proxmox • 2 yr. ago

Proxmox iGPU passthrough to LXC not working

2 upvotes · 18 comments



r/linux_gaming • 20 days ago

Good time to abandon Windows?

321 upvotes · 286 comments



r/techsupport • 2 yr. ago

Can't start Win11 - repeated blue-screen thanks to mtkwl6ex.sys

3 upvotes · 10 comments



r/linux_gaming • 15 days ago

I finally got burned by anti-cheat. Official Linux support may be worse than none.

633 upvotes · 220 comments



r/linux_gaming • 10 days ago

LTT Linux Gaming Update 2024

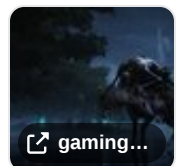
272 upvotes · 62 comments



r/xboxone • 3 yr. ago

Elden Ring Will Add Ray Tracing Support in a Future Update

72 upvotes · 25 comments



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489 upvotes · 682 comments



r/linux_gaming • 2 yr. ago

Has anyone tested the Elden Ring Ray tracing update yet?

4 upvotes · 14 comments



r/linux_gaming • 2 days ago

Anyone else think SteamOS will primarily compete with consoles, not Windows?

431 upvotes · 232 comments



r/linux_gaming • 2 yr. ago

Games won't launch on DX12

11 upvotes · 19 comments

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