Nixing Dotnetfx35 Full X86 X64exe As you may have all heard, Microsoft has announced its latest release of Windows features. One of the most anticipated features this time around is DirectX 12 , which will finally bring high-end graphics performance to novice and professional programmers alike. For those unfamiliar with this new graphic API, it's quite simply said to be one of the best improvements in the industry yet, and it is by far not just for gamers or developers that use Unreal Engine 4 or CryEngine . However, what many people are unaware is that DirectX 12 also makes it easy to port your game in Linux . Nowadays with prominent distributions like Valve's SteamOS , Ubuntu 16. 04's Snappy packages, and new Nvidia drivers , it has never been easier to make Linux gaming a reality . For Microsoft's latest iteration of their graphics layer, the company actually stated its goal was to provide "access to the latest GPU functionality." So let's take a look at some of the specifications of this new graphic API . To begin with, DirectX 12 is designed to allow consoles and end-users to access lower level APIs that were not previously possible with Microsoft technologies . This opens up doors that were never even imagined before on the PC platform , which will allow developers far more expressive control over their applications. One of the main advantages of developing on the new DirectX will be the ability to make use of multi-core processors . A lot of cross-platform applications are limited to one core for simple tasks like rendering, but this will no longer be an issue. It's not just about adding extra cores for brute force processing, though , as DirectX 12 is designed to maximize your CPU's potential. We can see just how much more efficiently it will work with certain tasks by looking at the different APIs themselves . A common misconception about DirectX 11 is that it doesn't use all available cores . Yeah, that couldn't be farther from the truth . DirectX 11 actually manages to utilize all available cores along with multiple threads, but an issue with this is that it works on the same level as the OS, which means you're not always able to use as many cores as you may want or need . This new DirectX 12 on the other hand is very specific and user-friendly . It allows programmers to maximize their CPU as much as possible , and it does this automatically . That means we won't have to worry about developers wasting processing power we don't need anymore. Whenever a program needs another core, it will grab it on demand and split up the workload accordingly. This is one of the main advantages over DirectX 11, and will make developers extremely happy. If we were to look at what this all translates into , we'd see something like the following: This shows how each graphics API can affect performance. We can see that OpenGL and Direct3D 11 have a different overhead on a core due to how they work, but they both perform comparably when you look at the overall picture. The problem with DirectX 10 is that it takes advantage of just one core . You see, if you have two cores in your computer, one of them may be reserved for things other than gaming , which means DirectX 10 won't use it .

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