Rocky Enterprise Linux 9.2 Manual Pages on command 'gamemoderun.1'

$ man gamemoderun.1

gamemoderun(1)　　　　　　　　gamemoderun man page　　　　　　　　gamemoderun(1)

NAME

  gamemoderun - invoke gamemode into any program

SYNOPSIS

  gamemoderun PROGRAM

DESCRIPTION

  GameMode is a daemon/lib combo for Linux that allows games to request a set of optimisa?

  tions be temporarily applied to the host OS.

  The design has a clear cut abstraction between the host daemon and library (gamemoded and

  libgamemode), and the client loaders (libgamemodeauto and gamemode_client.h) that allows

  for safe usage without worrying about whether the daemon is installed or running. This de?

  sign also means that while the host library currently relies on systemd for exchanging

  messages with the daemon, it's entirely possible to implement other internals that still

  work with the same clients.

  GameMode was designed primarily as a stop-gap solution to problems with the Intel and AMD

  CPU powersave or ondemand governors, but is intended to be expanded beyond just CPU gover?

  nor states, as there are a wealth of automation tasks one might want to apply.

USAGE

  libgamemodeauto.so.0 can be pre-loaded into any program to request gamemoded begin or end

  the mode, like so:

    gamemoderun ./game

  Or by setting the Steam launch options for a game:

    gamemoderun %command%

The library can be manually preloaded if needed:

```
LD_PRELOAD=$LD_PRELOAD:/usr/\$LIB/libgamemodeauto.so.0 ./game
```

CONFIG

It is possible to set additional start commands to gamemoderun by setting the environment variable:

```
GAMEMODERUNEXEC="command"
```

When this is set, gamemoderun will execute the command given by that environment variable, and the command line passed to gamemoderun will be passed as arguments to that command.

GameMode will not be applied to the wrapper command, just the game itself.

SEE ALSO

gamemoded(8)

ABOUT

GameMode source can be found at https://github.com/FeralInteractive/gamemode.git

AUTHOR

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