Linux on Reddit

- **Release PULS Release v0.9.0 · word-sys/puls** (2026/05/06 15:53)
  Hello everyone, im word-sys, main developer of PULS, recently i opened a Github organization called "FOSPX", its closed, i mean i closed it due to lack of interest and confusing naming, i thought that naming my application under an organization name will make them more memorable and understandable, however it didnt, so i taking actions to close FOSPX organization, that organization created by me btw, all applications/projects released and developed by me will be on my github page's repository from now on: https://github.com/word-sys/puls New update isnt just a naming change, its a bit UI change and improvement on core compoments, for example added more CPU telemetry to CPU Tab for example CPU Vendor, Family, L3 Cache and more. Dashboard completely changed to be usefull at some point, added graphs for CPU Memory and GPU tab improved, a bit visual stability and more importantly: lower core usage, i find out running nvidia-smi always on the back to show and get use graph for user isnt a great approach, now its activated only when GPU tab is on screen, other fixes and changes on CHANGELOG on Github: https://github.com/word-sys/puls/blob/main/CHANGELOG.md Thanks everyone who supports this project, i hope that this turns out to be usefull at some point, for me its usefull to watch process when i compile something or while developing project to see project core usage etc. i hope it becomes usefull for everyone, i dont have any focus to replace anything but trying to make it simpler everything for the end-user or developers who wants instant easy info on something etc. word-sys submitted by /u/word-sys [link] [comments]

- **Tell me if I'm wrong, I feel like Linux is missing something** (2026/05/06 15:05)
  Okay so I'm not here to trash talk. (Also I'm French, please pardon my english) I'm open to any of your responses, don't let only a downvote, let's have a constructed discussion. For context I've been using dual booting windows and linux for a long time, now I use only windows because It's annoying to switch between the two OS. I had a old laptop as a server (NAS) but saving files on a HDD over network is soo slow (but it's my fault).. So I decided to switch on Windows for the sake of my mental wellbeing. The main reason I use Windows is because I have game that can only be played on it, and I really couldn't make Affinity, my graphic design software, work. Okay so, what I want to say is that I don't know why, but Linux isn't perfect, it's better than Windows or Mac, but it's not perfect. The people used to Windows won't switch to Linux because they are used to it and it's beginner-friendly. Okay there are distro that are beginner-friendly, why other aren't?? I'm pretty used to the terminal tho but I think about others. But for example: When I plug my headphone, it won't automatically set to it, it's QoL but saves time, mental and it keeps users. Also talking about the "perfectness", Linux is great because it is open-source, but I would like to know if things are getting fast, and if it leans to the dream of everyone including me: 100% Windows compatible (including Anti-Cheat softwares) Privacy-first Secure by design Yeah "secure by design" and "anti-cheat software" are not compatible, but we could find a compromise, like a permission request system even in root, if the anti-cheat wants to access something like reading Documents, writing stuff, you can just say no and voila? If we all fear letting an anti-cheat software run without limits, can't we just set limits to it? Also, I have friends who told me that Linux is pretty elite, communities in which they went included a lot of "elitist" people being like "I made this myself", "just use terminal", "just write a program that can do that". Isn't Linux meant for all? (Also I would pretty love having Proton at kernel level or something similar idk) Thanks for listening to me, I'm open to critiques submitted by /u/Nekoniyah [link] [comments]

- [Honey, I Built a Linux Distribution](#) (2026/05/06 14:58)
  submitted by /u/CackleRooster [link] [comments]
- [Tried to use something other than ubuntu](#) (2026/05/06 13:45)
  TL;DR: CachyOS worked for about 23 days, then an update May 5 broke my Python setup (specifically ComfyUI + ROCm) I'm a web-developer and have been using ComfyUI to generate placeholder images on websites I build for clients. ComfyUI on Mac is painfully slow. In February comfyUI added support for ROCm, so I waited a month for them to work out the bugs then built a PC (Ryzen 8500G, Radeon RDNA 9070, 32GB RAM) I decided on CachyOS over Arch because I wanted something that JUST worked OOTB. My biggest issues with Arch are running FDISK to configure my SSD just isn't fun running WPA supplicant from the command line to setup Wi-Fi also isn't fun and trying get a compositor and Desktop Environment working from the command is error prone and frustrating CachyOS issues CachyOS is super cool. I honestly really liked it. But...I had these problems that I didn't know how to solve CachyOS misidentified my GPU's ID as gfx1101 instead of gfx1201 VRAM not clearing between model loads resulting in crashes and OOM errors PyTorch would be super slow on first render with ComfyUI TensorFlow would error out when running a training set unable to use the ROCm amdgpu drivers resulted in instability I use the iGPU to run my display and use all 16GB of VRAM on the 9070 to be used for PyTorch, running LLM inference, generating images using ComfyUI, training image classification using TensorFlow. CachyOS had a hard time with this - almost every reboot after an update there would be no display out on the iGPU. I'd have to connect the DisplayPort cable to the dGPU, log in, shutdown, unplug for 10 seconds, plug DisplayPort cable back into iGPU then turn PC back on. This worked about 100% of the time. And honestly, things worked pretty decently, certainly faster than my M3 MacBook Pro, so I didn't complain too much thinking it'd be fixed in some update. Then May 5 update. I'm not sure exactly what was updated but my system would NOT display anything on the iGPU (not even BIOS/UEFI). ComfyUI crashed with sqlalchemy errors and wouldn't even run. LlamaCPP using ROCm also failed to run (GPU hang errors) I lost a day of work. I had to download Ubuntu 24.04.4 and install it. 2 hours later, everything was working fine. I was able to use the amdgpu drivers from repo.radeon.com. Things became super stable, a 1650x1080 render completed in about 17 seconds using z image turbo (down from 27 sec) , longcat image editing took about 30 seconds (down from 40 seconds) I get why people don't like Ubuntu, but honestly, I have to use something stable for my work and Ubuntu works. I'm glad I tried CachyOS, it's cool, but for me, Ubuntu is a better fit
  submitted by /u/meow_pew_pew [link] [comments]
- [Dell & Lenovo now sponsoring the Linux Vendor Firmware Service](#) (2026/05/06 13:32)
  submitted by /u/Fcking_Chuck [link] [comments]
- [VKD3D-proton 3.0.1 released!](#) (2026/05/06 12:41)
  VKD3D-proton 3.0.1 released! HYPE HYPE Full Changes link here!: https://github.com/HansKristian-Work/vkd3d-proton/releases/tag/v3.0.1 # Change Log ``` ## 3.0.1 This is likely the last release before `VK_EXT_descriptor_heap` lands. There are some practical reasons why this is 3.0.1 instead of 3.1, but numbers don't really matter that much anyway. A ton of work on descriptor heaps have been happening in the background as well, but that is not included in this release. ### Features - D3D12 view instancing is now experimentally supported. It is enabled for the one known game that requires it, Crimson Desert (1.04+). - Implement `VK_EXT_present_timing`, allowing for smooth frame pacing for SyncInterval > 1 when supported. - Support Independent Devices feature. - Add support for new AGS WMMA ops required for FSR4 Ray Reconstruction and Denoiser, as used in Crimson Desert. - Expose new interfaces for more up-to-date NVAPI and expose some support for NVAPI shader intrinsics. With up-to-date dxvk-nvapi, the vendor extensions for Shader Execution Reordering should work for example. - Expose new interfaces for AMD

AGS and expose some support for AGS shader intrinsics, as used in Crimson Desert. ### Fixes - Allow `SV_PrimitiveID` to be read in more shader stages as expected. - Various fixes for NVIDIA Reflex to improve performance in some cases. [NVIDIA contrib] - Rather than trying to lock NVAPI present ID to our present ID, these can now be decoupled. This helps frame-gen in particular, since we can now signal this situation properly. - Various fixes to make Turnip pass vkd3d-proton test suite. - Various fixes in dxil-spirv to make new games not crash in shader compiler. - Fix regression in F1 2019/2020 where old workaround in old compiler was not retained in new code. - Misc other bug fixes. ### Performance Most of the performance work for this release revolved around giving some love to mobile chips which rely on tiling for optimal performance: - Implement deferred clears and discards to potentially improve performance on e.g. Turnip. - Take advantage of render pass suspend-resume on mobile GPUs, which can potentially improve performance a lot. NOTE: This depends on driver and game to "do the right thing". It does not magically make things go faster. - Move query pool initialization and resolves around to avoid breaking render passes as much as possible. - Rework how MSAA resolves work to make it easier for drivers to optimize. Other performance improvements: - Implement a batched system for complex ExecuteIndirect where existing split command list optimization did not work. Improves GPU bound performance in various games that spam ExecuteIndirect with state updates like Crimson Desert, Starfield and Halo Infinite. - Implement SM 6.4 dot2add with `VK_VALVE_shader_mixed_float_dot_product` if supported. - Finally use a proper Vulkan TRANSFER queue for D3D12 COPY queues if supported instead of Vulkan COMPUTE queue. RADV does not expose this by default yet, but a TRANSFER queue is now used on NVIDIA by default, which should improve performance when streaming assets. ### Workarounds - Introduce a mechanism to apply workarounds based on shader entry point name instead of hash. This is not always available, but should avoid churn in e.g. Wuthering Waves and Crimson Desert which are moving targets w.r.t. shader hashes. - Workaround DispatchRays where game forgets to set root signature correctly. - Workaround misc game bugs in: - Shadows of the Tomb Raider - Rise of the Tomb Raider - Spider Man 2 - Death Stranding 2 - Guardians of the Galaxy - REANIMAL - Crimson Desert - ... and others I probably missed to mention - Workaround hardware bug on RDNA4 with `SV_ShadingRate` on affected Mesa versions. - Fixed in 26.1+. Workaround is disabled on those versions. - Remove NULL SMEM PRT HW workaround on AMD in future Mesa 26.2+. - Resolves a 1.5 year old nightmare in Monster Hunter Wilds. - Add performance workaround for NVIDIA kernel when waiting for ID3D12Fences. - Allow RDNA1 GPUs to pretend that they support barycentrics and VRS. Allows Crimson Desert to run on RDNA1. - Remove global submission lock workaround on NVIDIA. ### Misc Remove legacy paths for `VK_NV_device_generated_commands{,_compute}` and compute fallback for `NV_dgcc`. No relevant driver is impacted by this cleanup.``` submitted by /u/rec0veryyy [link] [comments]

- [New Debian based distribution released as an alternative to ReactOS](#) (2026/05/06 11:29)
  submitted by /u/Pitiful-Welcome-399 [link] [comments]
- [Lerd v1.19, rootless-Podman local PHP dev env for Linux, follow-up since 1.0](#) (2026/05/06 07:57)
  I posted lerd here at the 1.0 launch and got really useful feedback from folks running it on everything from Arch and Fedora to Ubuntu and NixOS. Coming back with an update since the Linux story has improved a lot. For anyone new, lerd is an open source local PHP dev environment built on rootless Podman, no docker desktop, no daemon as root, ships as a single Go binary. It detects your project's framework automatically and gives you .test domains, per-project PHP version isolation, one-command HTTPS, and a stack of common services (MySQL, Postgres, Redis, Meilisearch, Mailpit) plus one-click presets for phpMyAdmin, pgAdmin, and others. Everything goes through systemd user units and Podman quadlets, no sudo required after install. Highlights since the launch post: Install works on Ubuntu 26.04 (sudo-rs), Fedora 41+, Arch, openSUSE Tumbleweed, NixOS, anything with strict-sudo defaults. Optional install mode that doesn't touch system DNS, sites resolve via *.localhost instead. lerd doctor walks

the whole DNS chain (lerd-dns, dnsmasq, port 5300, dig, resolver hookup, system lookup) and tells you exactly which rung is broken instead of one vague error. First-class omarchy support. Idle CPU is near zero with the dashboard open, the cache backs off when systemd-logind reports the session as idle or locked. Dual-stack IPv4 + IPv6 with auto-detection (--no-ipv6 to opt out). Btop-style lerd tui for terminal folks, near-parity with the web dashboard. Would love feedback from Linux devs, especially if your distro hits anything weird with DNS or systemd. Stars on GitHub help a lot if you like the project. submitted by /u/geodro [link] [comments]

- What is a power user? (2026/05/06 07:40)
Relatively new to linux, installed a few different linux distros on an external ssd to see if anything stood out. Haven't made my mind up yet, but was thinking of dual booting kubuntu with kde plasma or cachy os with kde plasma for work and nobara for gaming, I dont play pvp games except for battlefield but im fine playing it on xbox, so im not worried about switching from windows. Ive used apt in the past a little thats why I was thinking of kubuntu for work. Im trying to learn to code in my free time. I dont really understand how config files work or how to know what to type, i would probably end up copy and pasting things and if they didnt work find another resource to copy and paste from. But wanted to know what is a power user and what should I start learning to become one. submitted by /u/Kopaka261 [link] [comments]

- With sanctions, how do we advocate for open source exceptions? (2026/05/06 01:15)
Navigating Global Regulations and Open Source: US OFAC Sanctions Last night, I found out that open source projects need to comply with sanctions and it makes me irate. I don't want sanctions to impact Linux. How do we make it so all governments create exceptions for open source projects? I'm from the USA, how do I get my government to create exceptions for open source projects? submitted by /u/Submarine_sad [link] [comments]

- Cool journaling script (command? alias?) I made! (2026/05/06 01:13)
code: https://pastebin.com/jmL8mfxJ I might have flaired this wrong but I made a cool script for journaling. It goes in my .bashrc. I can type "journal" in my terminal and it: Makes a directory for year and month in my "journal" folder Creates a .md file with the date in yyyy-mm-dd format and opens it in nvim When you exit, commits and pushes to git I just thought it was cool and wanted to share. submitted by /u/wisegod62 [link] [comments]

- Wayland-only Gentoo with niri + DMS — what I learned after a few undocumented problems (2026/05/05 22:51)
I have been running Gentoo for roughly a month and Linux sinceDecember. I wanted a more intentional system after messing around with Arch for a few months. I have been able to make an exclusively Wayland setup with Niri as my compositor and DMS for my desktop shell. I have a bit of documentation about the process and a few tips and tricks for people who are looking to do the same or for running Gentoo on the same hardware as me. - i915 kernel params that prevent hard freezes on Raptorlake - CONFIG_BLK_DEV_NVME=y vs =m silent boot failure - DMS Quickshell.I3 import crash on Wayland-only systems - a genkernel plymouthd path bug (/usr/sbin/ vs /usr/bin/) not yet resolved - a DRM dependency chain for make oldconfig I would be extremely interested if someone could a) help me find out how to get plymouth to work, i get it to run but not display my very nice animation. b) give me any pointers on ways i could have done this differently or better. c) anything i should do to have more fun with my computer. my setup is far from minimal and my end goal is to have a much more optimal system. i have a binhost but im not actively using it. check out my repo and give me any pointers. [repo](https://github.com/Jacobus-Brouwer/Jacobian) Thanks. submitted by /u/hi2019wasdead [link] [comments]

- An easy way to contribute that isn't money or expertise. (2026/05/05 21:52)

I've wanted to contribute to the os's I use. Without the technical skill and expendable income to do so, I've started seeding some official iso's of various distros. Any other ways a basic user could help out? submitted by /u/Palantiri1890 [link] [comments]

- [LCS - lightweight cluster service, new open source alternative to PCS or keepalived](#) (2026/05/05 21:29)
  Hello, Out of my recent frustration with pcs and keepalived I decided to launch a new project for reliable VIP-based HA clusters with minimal footprint. * GPLv3 * 100% C - focused on ultra tiny footprint, minimal CPU usage and < 3MB RAM usage, binary is only few KB * Full quorum support - similar to pcsd, even support for quorum-only nodes * CLI tool for easy management * Trivial setup * Highly reliable - besides quorum votes and lease expiry, it also runs ARP checks to verify VIP is really free * Built-in prometheus exporter for easy cluster monitoring https://github.com/benapetr/lcs To make my story short, I recently needed to setup an extremely simple HA ingress cluster with a VIP (on my personal Debian based cluster) - a pretty simple stupid setup, I decided to go with pcsd, which I was always using (on corporate servers where RAM was cheap and abundant) and got instantly turned off simply by the fact that pcsd on Debian pulls over 2GB of dependencies and needs almost 1GB RAM (just to maintain a trivial cluster with 1 VIP). Multiply this by number of servers in cluster, and even in smallest setup (3 nodes) you waste 3GB of RAM and 6GB of storage. The reason why it's so heavy is mostly likely that it's written in Ruby and has loads of plugins. This is probably acceptable for large corporations that have abundance of RAM and storage, but I don't really find it acceptable. Alternative solution for me was keepalived, which kind of works, and is far less heavy (despite also not being completely cheap), but it's far less reliable - it doesn't have any CLI tool I can use to check status and manually force VIP migration and it doesn't support quorum or robust ARP checks, resulting in chance for IP conflict (it can bring the VIP on multiple nodes up in extreme scenarios). So this is why I created this LCS tool. Hopefully others will find it useful, it's especially useful for various homelabs that are based on RPis with limited RAM. I am personally running this on haproxy cluster of 2 512MB RAM nodes and 1 128MB RAM quorum server (3 devices). submitted by /u/petr_bena [link] [comments]
- [Intel's Vulkan Linux driver lands experimental support for descriptor heaps](#) (2026/05/05 20:14)
  submitted by /u/Fcking_Chuck [link] [comments]
- [OpenCL 3.1 released to bolster AI & HPC workloads](#) (2026/05/05 18:07)
  submitted by /u/Fcking_Chuck [link] [comments]
- [Qt's latest AI push is letting AI agents deal with performance profiling](#) (2026/05/05 17:10)
  submitted by /u/Fcking_Chuck [link] [comments]
- [AMD preps Linux for CPPC HighestFreq feature coming with future ACPI spec](#) (2026/05/05 16:54)
  submitted by /u/Fcking_Chuck [link] [comments]
- [Linux2ME — Linux on old J2ME Java phones](#) (2026/05/05 16:24)
  submitted by /u/r_retrohacking_mod2 [link] [comments]
- [Thank you, on behalf of ODF | TDF Community Blog](#) (2026/05/05 15:38)
  submitted by /u/Fcking_Chuck [link] [comments]
- [Bug-monitoring expectations and Fedora GNOME packages](#) (2026/05/05 14:57)
  submitted by /u/zonker [link] [comments]
- [Snapdragon X2 Elite Extreme: Ubuntu 26.04 PPD Results and Adreno iGPU Wall](#) (2026/05/05 13:27)
  Running Ubuntu 26.04 (Noble Numbat) via WSL2 on Snapdragon X2 Elite Extreme (X2E-94-100). Main goal was native ARM64 Folding@Home

performance and testing Adreno X2-90 iGPU compute via OpenCL/Rusticl. Performance mode causes system crashes due to transient power spikes at 12+ cores; balanced mode is mandatory for stability. CPU Results (Folding@Home v8.5.5 ARM64): 12 Prime cores active on 18 core die (12 Prime + 6 Performance). Project 15500 (FahCore_a8) TPF: 2m 24s. Estimated PPD: 233,784 points. Efficiency comparison: Matches Apple M4 (4 performance cores) at ~220k PPD, but requires 3x core count to overcome IPC and cache latency gaps in WSL2. Adreno X2-90 iGPU Status: Attempted OpenCL enablement via mesa-opencl-icd and rusticl. clinfo reports 1 platform (rusticl) but 0 devices detected. MESA_D3D12_DEFAULT_ADAPTER_NAME override fails to expose the X2-90 to the OpenCL ICD loader in Ubuntu 26.04. Likely missing specific device IDs in Mesa or lack of native FP64 (Double Precision) hardware units required for FahCore. What is needed for iGPU success: Full D3D12 mapping for the X2 series in the WSLg graphics stack. Mesa updates to support the Adreno 8-series instruction set for compute kernels. FP64 emulation or a dedicated FahCore_a9 for ARM/Adreno that can operate on FP32 with reduced precision if scientifically acceptable. Native Linux kernel install (bare metal) to bypass WSL2 driver abstraction layers. Overall: Excellent CPU cruncher for ARM enthusiasts, but the iGPU remains a black box for compute tasks in May 2026. Folding@Home Log & System Summary System Configuration: OS: Ubuntu 26.04 LTS (Noble Numbat) via WSL2 Kernel: Linux 6.14.0-microsoft-standard-WSL2 (aarch64) CPU: Snapdragon X2 Elite Extreme (X2E-94-100) @ 18 Cores Memory: 12GB Allocated to WSL2 Power Profile: Balanced (Performance Mode causing OCP/Power-trip shutdowns) Active Work Unit (WU): Project: 15500 Core: 0xa8 (GROMACS / FahCore_a8) Slot: CPU (12 Cores / Prime Clusters) Progress: 6.7% TPF (Time Per Frame): 2m 24s Estimated PPD: 233,784 Instruction Set Verification: Features : fp asimd evtstrm aes pmull sha1 sha2 crc32 atomics fphp asimdhp cpuid asimdrdm jscvt fcma lrcpc dcpop sha3 sm3 sm4 asimddp sha512 sve asimdfhm uscat ilrcpc flagm ssbs sb paca pacg dcpodp sve2 sveaes svesha3 svesm4 flagm2 frint svei8mm svebf16 i8mm bf16 rng ecv afp rpres (Note: Full ASIMD/NEON and SVE2 support confirmed active for all clusters.) OpenCL Diagnostic (iGPU): clinfo Number of platforms: 1 (rusticl) Platform Vendor: Mesa/X.org Number of devices: 0 Diagnostic: Adreno X2-90 iGPU not exposed through D3D12 mapping in current Mesa build. submitted by /u/Putrid_Draft378 [link] [comments]

- [Orion for Linux Beta 0.3 Released](#) (2026/05/05 08:18)
https://orionbrowser.com/download/oriongtk.0.3.0.flatpak Orion for Linux Beta 0.3 is Here! This is a big moment for Orion. After months of building, testing, and iterating with a smaller group of early users, we're opening the doors: Orion for Linux is now in Public Beta – available to everyone. Core browsing is in place, key features are coming together, and Orion is now ready for broader, real-world use and feedback. You can download the Flatpak build of Orion Browser for Linux here: Orion for Linux Beta 0.3 (x86) Orion for Linux Beta 0.3 (ARM) What's new in this version A more complete browsing experience Since Alpha and the early beta, Orion for Linux has evolved into a much more capable browser: Full tab management Password manager and history tracking Dark Mode and Focus Mode Custom search engines (search directly from the address bar) Early download support (work in progress) Features added in the last release AdBlock support Built-in EasyList and EasyPrivacy Additional filter lists prepared for future expansion Download manager Kagi Search onboarding Try Kagi search even without a paid account Local Sync (initial version) Export/import your profile data (remote sync coming later) Improved bookmark import/export Stability & performance improvements We've made significant progress in reliability: Fixed crashes when closing pinned tabs Resolved browser freezes in Website Settings Fixed issues with opening new tabs after installation Addressed tab overview crashes and SQL-related issues Overall, Orion is now noticeably more stable and responsive than in earlier builds. Smaller improvements that make a difference A lot of polish has gone into everyday usability: Standard shortcuts like Ctrl+R and F5 for refresh Ctrl+click to open links in new tabs Improved Settings dialog (especially on smaller screens) Better Tab Groups experience (formerly "Windows") Context menu improvements and UI fixes across the app Orion for Linux Beta 0.3

screenshot Orion for Linux Beta 0.3 screenshot Orion for Linux Beta 0.3 screenshot What's next We're not stopping here. Next steps include: Remote Sync support Continued work on downloads WebExtension compatibility Ongoing stability and performance improvements We'd love your feedback Opening the beta to everyone means your feedback matters more than ever. Tell us what works, what doesn't, and what you'd like to see next. Browse Beyond ✷ The Orion for Linux Team submitted by /u/ucsilahsor [link] [comments]

- Linux 0.11 Project (2026/05/05 04:46)
  Good day again. I'm thinking of adding a TCP network stack to this system. Do I need to add anything else? I would be very grateful if you could inform me, or if there's anything else you'd like me to do. submitted by /u/DifficultBarber9439 [link] [comments]
- Linux File-System Proliferation A Burden: Requirements Laid Out For Any Future File-Systems (2026/05/04 15:35)
  submitted by /u/anh0516 [link] [comments]

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