

Wrong Monitor in Game (XWayland Multi-Monitor) Hyprland

Problem

Overwatch (and other Proton/Wine games) opened on the correct monitor (Samsung) but reported the wrong display index (Dell) in the game menu. The assignment had to be corrected manually on every start.

Root Cause

`hyprctl monitors` showed:

- **DP-2 (Dell) → ID 0**
- **DP-3 (Samsung) → ID 1**
- HDMI-A-1 (PEAQ) → further ID

Under XWayland all monitors are bundled into a single virtual root output. Games enumerate displays by connector ID from the kernel's DRM detection order — not by physical arrangement or Hyprland layout. The IDs cannot be reliably forced via Hyprland config.

Solution: gamescope

`gamescope` wraps the game in a virtual single-display compositor. The game sees only **one** monitor — the display index problem simply does not exist anymore. `gamemoderun` is added for CPU governor tuning.

Installation

```
sudo pacman -S gamescope lib32-gamemode
```

(`gamemode` was already installed; `lib32-gamemode` is needed for full Proton compatibility.)

Steam Launch Options

Overwatch → Properties → Launch Options:

```
gamemoderun gamescope -W 3840 -H 2160 -r 240 -f -- %command%
```

Flag Reference

Flag	Description
<code>gamemoderun</code>	Outside gamescope — applies GameMode to both gamescope and the game process
<code>-W 3840 -H 2160</code>	Output resolution (native Samsung 4K)
<code>-r 240</code>	Target refresh rate in Hz
<code>-f</code>	Fullscreen
<code>-- %command%</code>	Steam appends the Proton call here

Performance Variant (FSR Upscaling)

If OW at 4K/240 is unstable — render internally at a lower resolution and upscale with FSR:

```
gamemoderun gamescope -W 3840 -H 2160 -w 2560 -h 1440 -r 240 -F fsr -f -- %command%
```

Flag	Description
<code>-w 2560 -h 1440</code>	Internal render resolution (1440p)
<code>-W 3840 -H 2160</code>	Output resolution on monitor (native 4K)
<code>-F fsr</code>	AMD FidelityFX Super Resolution upscaler

Verification

While the game is running, in a terminal:

```
gamemoded -s
```

Should print `gamemode is active`.

Portability

The same approach works for any Proton/Wine title on Steam — set launch options per game. For non-Steam launchers (Lutris, Heroic, Bottles) use the equivalent "pre-launch command" or wrapper field.

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