

Working Apps

- OBS
- Discord
- Vivaldi
- Steam
- BattleNet
- StreamDeck
- Sound
 - Mix
- Vtube Studio

OBS

Install

Just install from the Discover Shop

Plugins

Pipewire Audio Capture

Description

Let's you capture any application sound individually

Install

<https://obsproject.com/forum/resources/pipewire-audio-capture.1458/>

Discord

Install

You can install from the discovery store but i had varying success with it so instead i used the flathub installation system : <https://flathub.org/en/apps/com.discordapp.Discord>

Vivaldi

Install

Vivaldi has issues when installed through the discovery app so i prefer to download the rpm package through their website : <https://vivaldi.com/fr/download/>

It may crash the first time you start it and I have no idea why but it just works afterwards.

Steam

Install

So steam was more of an issue because it wasn't showing at first in the app but if you go in discovery and then in settings you will find all the repositories you can download from and some of them are unchecked (you need to have selected the fact you can use third party repositories during the installation process of Fedora KDE otherwise you might not see this option)

I checked everything that's steam related and also the main rpm Fusion non free otherwise some packages might not download (you probably don't need steam debug and steam source but I'm new to this too :P)

- RPM Fusion for Fedora 43 - Nonfree - Steam
- RPM Fusion for Fedora 43 - Nonfree - Steam Debug
- RPM Fusion for Fedora 43 - Nonfree - Steam Source
- RPM Fusion for Fedora 43 - Nonfree - Test Updates
- RPM Fusion for Fedora 43 - Nonfree - Test Updates Debug
- RPM Fusion for Fedora 43 - Nonfree - Test Updates Source
- RPM Fusion for Fedora 43 - Nonfree - Updates
- RPM Fusion for Fedora 43 - Nonfree - Updates Debug
- RPM Fusion for Fedora 43 - Nonfree - Updates Source
- RPM Fusion for Fedora 43 - Nonfree
- RPM Fusion for Fedora 43 - Nonfree - Debug
- RPM Fusion for Fedora 43 - Nonfree - Source
- RPM Fusion for Fedora 43 - Free - Test Updates
- RPM Fusion for Fedora 43 - Free - Test Updates Debug
- RPM Fusion for Fedora 43 - Free - Test Updates Source
- RPM Fusion for Fedora 43 - Free - Updates
- RPM Fusion for Fedora 43 - Free - Updates Debug
- RPM Fusion for Fedora 43 - Free - Updates Source
- RPM Fusion for Fedora 43 - Free
- RPM Fusion for Fedora 43 - Free - Debug
- RPM Fusion for Fedora 43 - Free - Source

After that you just need to search steam and you should be able to find it now.

BattleNet

Install

So if you want to install battlenet and play anygame on it you will need a layer to do so. You have multiple solutions :

- Make BattleNet a steam game
- Lutris
- Heroic
- Others that i don't remember

I tried the steam thing first and it was a great idea ... until it was became a mess depending on if you are on kde or gnome, the version of fedora, ...

So i went for Lutris which works very well outside of the fact that the login window can glitch out sometimes but you just need to over with the mouse and stuff should reappear.

Lutris

Just download lutris from the discovery app, start it, look for battlenet follow the step by step instructions and when you do something like closing the login window and nothing happens just trust the process and wait ... go make a coffee or something i guess.

StreamDeck

Install

Just download and follow the opendeck docs it's perfect : <https://github.com/nekename/OpenDeck>

Sound

Mix

On **Fedora 43**, you don't install "virtual drivers" the Windows way. With PipeWire (which Fedora uses by default), you create **virtual devices (nodes)** such as sinks (outputs) or sources (inputs). These act like Voicemeeter's virtual inputs/outputs.

Below are the main methods — from simple to advanced.

□ Method 1 — Create a Virtual Sink (most common)

This creates a **virtual output device** that applications can send audio to. You can then route it wherever you want.

1□ Create the virtual sink

```
pactl load-module module-null-sink sink_name=VirtualSink sink_properties=device.description=VirtualSink
```

You now have a new output device called **VirtualSink**.

2□ Create a virtual microphone (optional)

If you want something like a "virtual mic" (for Discord/OBS):

```
pactl load-module module-remap-source master=VirtualSink.monitor source_name=VirtualMic source_properties=device.description=VirtualMic
```

Now **VirtualMic** appears as an input device in apps.

3 Make it persistent (survive reboot)

Create this file:

```
mkdir -p ~/.config/pipewire/pipewire-pulse.conf.d
nano ~/.config/pipewire/pipewire-pulse.conf.d/virtual-devices.conf
```

Add:

```
context.modules = [
  { name = libpipewire-module-null-audio-sink
    args = {
      node.name = "VirtualSink"
      node.description = "VirtualSink"
      media.class = "Audio/Sink"
    }
  }
]
```

Then restart PipeWire:

```
systemctl --user restart pipewire pipewire-pulse
```

Method 2 — Use a Patchbay (Graphical Way)

Much easier if you don't like CLI.

qpwwgraph

qpwwgraph

Image

Image

Image

Image

Install:

```
sudo dnf install qpwgraph
```

Launch:

```
qpwgraph
```

You can visually connect:

- App → Virtual Sink
- Virtual Sink → Hardware Output
- Virtual Sink → OBS / Discord

Helvum (simpler UI)

Helvum

Image

Image

Image

Image

Install:

```
sudo dnf install helvum
```

Very simple drag-and-connect interface.

☐☐ Method 3 — PulseMeeter (Voicemeeter-style interface)

PulseMeeter

Image

Image

Image

Image

This is the closest conceptual match to Voicemeeter:

- Virtual inputs
- Virtual outputs
- Routing matrix
- Volume control

Install:

```
sudo dnf install pulsemeter
```

(If not in repo, use GitHub release or COPR.)

☐☐ What You Usually Want (Common Scenarios)

☐☐ Route Game + Spotify → One virtual device → Discord

Create:

- VirtualSink
 - VirtualMic (monitor of sink)
 - Set Discord mic to VirtualMic
 - Route apps into VirtualSink
-

☐☐ OBS separation (game + mic separate)

Create:

- 2 null sinks
 - Route each app separately
 - Capture each sink monitor in OBS
-

☐☐ Check Existing Devices

```
pactl list short sinks  
pactl list short sources
```

⚡ Important

Because Fedora uses **PipeWire**, you do *not* need:

- PulseAudio replacement
- Kernel drivers
- External sound drivers

Virtual devices are just software nodes.

If you tell me your exact goal (streaming? mixing mic + music? dual PC? Discord routing?), I can give you the exact commands and layout for your setup.

Vtube Studio

How to install

Staight from Steam it should work

Spout for Vtube Studio to OBS

<https://github.com/hoshinolina/spout2pw/wiki>