GTA VI PC port tracker

Playable: no. victory-fork, a public fork of VIctory, is furthest, at stage 6 of 7.

Sixteen open-source projects and two private builds are trying to run the game's Xbox build on a PC. This page reads their public repositories every 15 minutes and says how far each has got. Checked 22:22 UTC on 24 Nov, 12 min ago.

See the standings

Read the latest update

Stages reached		22:22 UTC
7	Playable	
6	**In-game**	victory-fork, AnyXboxX, omonkey, CGBJ, VIctory
5	Recognisable picture	five-star-recomp, XCL, OpenScarlett (Community Edition), PercyScarlett, Xbox2Windows, OpenScarlett, TuxBox, GTA6-BootTest, g6shim
4	First frames	Leonida, Holy-Interoperability, palmetto
3	Graphics device	xbox-emulator
2	Starts up	
1	Loads	
Best estimate to playable		about 3 days

Standings

1

victory-fork

Fork of VIctory, formerly named victory-gta6

Stage 6 of 7: In-game

Its README reports the first gameplay scene with characters, textures, sky and sunlit surfaces at 2.5 to 4 frames a second on an RTX 4070, with the HUD, pause menu and controller input working and everything in shadow still black. Open pull requests now report it on AMD cards too, one for 15 minutes in that scene at 3.4 to 4.3 frames a second on an RX 7800 XT, and PortWatch reports its developer's live streams showing ray-traced lighting.

Source: project README, open pull requests measured by their authors, PortWatch's reports of its developer's live streams, and AnyXboxX's notes from a second machine. Changed 21:58 UTC.

2

AnyXboxX

Builds on VIctory, through victory-fork plus open pull requests

Stage 6 of 7: In-game

Runs victory-fork with seven of that project's open pull requests added, which its maintainer calls the best picture so far, at about 5.4 frames a second on an RTX 4070 SUPER. An earlier mix reached about 6.6 frames a second, its longest own session is about 13 minutes, and ray tracing is absent.

Source: project README and run notes, observed by the maintainer on one machine. Changed 21:58 UTC.

3

omonkey

Private build based on victory-fork. No public code

Stage 6 of 7: In-game

PortWatch reports this build running at about 5 frames a second in the opening prison scene, where a player can walk around slowly. It is built on victory-fork, and nobody outside can test it.

Source: portWatch, which reports watching the work on live streams. Not the developer's own statement. Changed 20:31 UTC.

4

CGBJ

Private build based on VIctory, with some of XCL's work. No public code

Stage 6 of 7: In-game

Press reports put this build in the game world, where a player can walk, talk to characters and open the menu. It is unlit and very slow, the run with walking had a black screen, and nobody outside the group can test it.

Source: portWatch, which says it checked that the build gets in game, and DSOGaming. Not the group's own statement. Changed 13:10 UTC.

5

VIctory

Runs the game's Xbox code natively on Windows

Stage 6 of 7: In-game

Its README, updated on 24 November, says the first mission's world is drawn and shown with streets, buildings, vehicles and characters, at 1 to 2 seconds a frame. Surfaces are unlit and a band of distant geometry is missing, and open pull requests report the world staying up for 6 to 8 minutes.

Source: project README, and open pull requests by contributors, each measured on one machine. Changed 21:58 UTC.

6

five-star-recomp

GTA VI recompilation toolchain

Stage 5 of 7: Recognisable picture

Shows every first-run screen, loads story mode and plays the opening cutscene's art, credit cards, dialogue and sound at a steady 30 frames a second. The cutscene's 3D world does not draw yet.

Source: project status page. Changed 21:33 UTC.

7

XCL

Compatibility layer for Xbox Series games

Stage 5 of 7: Recognisable picture

Shows the game's menus and settings at a steady 30 frames a second, and its own status line says gameplay is not reached. Before it switched to other code, the fork Palmwave took XCL's code as far as drawing the first mission's world into its buffers.

Source: maintainer's notes and commits on the main branch. Changed 21:33 UTC.

8

OpenScarlett (Community Edition)

Compatibility layer for Xbox Series games, separate from the other OpenScarlett

Stage 5 of 7: Recognisable picture

Runs a newer retail game it does not name through its first-boot settings and legal screens, start screen and 4K intro video with sound, at a steady 30 frames a second. It stops while the scene behind the menus streams in.

Source: project README, tested on one machine. Changed 06:54 UTC.

9

PercyScarlett

Xbox Series compatibility layer

Stage 5 of 7: Recognisable picture

Shows the account picker, video playback in full colour and the first-time setup screens on an unmodified executable, and reports world streaming after them. It has withdrawn its screenshots and no longer names the title.

Source: project README, and a screenshot this page checked before the project withdrew it. Changed 08:30 UTC.

10

Xbox2Windows

Translation toolchain for Xbox Series games

Stage 5 of 7: Recognisable picture

With a modified diagnostic copy of the executable and a debugger set to continue past assertions, a run on an RTX 4060 laptop played the intro video, got through setup and reached loading. The project says start-up of the original executable is unverified, and it does not name the title.

Source: project README. Changed 07:33 UTC.

11

OpenScarlett

Compatibility layer for Xbox Series games

Stage 5 of 7: Recognisable picture

Its commits report the game passing all of its start-up tasks, drawing its interface and playing its video in full colour at 4K on a 4 GB GTX 1650 Ti. Nothing past the video is reported.

Source: commit messages, tested on one machine. Changed 06:03 UTC.

12= **TuxBox**

Compatibility layer for Linux (Proton)

Stage 5 of 7: Recognisable picture

On Linux, shows the game's player-selection prompt at 4K; the intro video and gameplay beyond it are not verified. Its shader preparation compiles 2,755 of 11,429 requests captured from its runs.

Source: project README and progress notes. Changed 00:37 UTC.

12= **GTA6-BootTest**

GTA VI boot harness with its own shader translator

Stage 5 of 7: Recognisable picture

Boots the game, runs its frame loop and draws its first interface screen, the start-screen prompt bar, through translated shaders. Compute shaders, tiled textures and blending are unfinished.

Source: project README. Changed 01:09 UTC.

12= **g6shim**

Replacement system libraries for Xbox console games

Stage 5 of 7: Recognisable picture

Renders at about 12 frames a second up to the account picker of a Series title it identifies only by number. Its next goals are an offline user and the main menu.

Source: project README. Changed 18:34 UTC.

15= **Leonida**

GTA VI recompilation, halted

Stage 4 of 7: First frames

Halted since 23 November, when its creator stepped away, saying Rockstar had the project's Discord server taken down and, PC Gamer reports, sharing the notice Discord sent. On 24 November GitHub published a Take-Two takedown notice against its repository and applied it to all 3,007 repositories in its fork network.

Source: gitHub's published takedown notices, press reports of the creator's public posts, and git checks from this page. Changed 18:34 UTC.

15= **Holy-Interoperability**

Compatibility layer for Xbox Series games

Stage 4 of 7: First frames

Presents its first frames about half a minute after starting a retail title it does not name. Its graphics device is sometimes lost during those frames, and nothing it draws has been seen.

Source: project README. Changed 03:20 UTC.

15= **palmetto**

Compatibility runtime for a console build, by one maintainer

Stage 4 of 7: First frames

Its README reports the title booting, executing its draws and presenting frames in its own window, with the picture still black. Its repository was offline for about 25 minutes late on 24 November and returned with its history replaced by five new commits.

Source: project README, and git checks from this page. Changed 22:22 UTC.

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18 **xbox-emulator**

Compatibility layer for Xbox Series games

Stage 3 of 7: Graphics device

A contributor's notes reportedly reach the game window and graphics device. The repository has had no commits since 11:58 UTC.

Source: second-hand, from a community project list. Changed 16:56 UTC.

Also watched

Palmwave

Was a fork of XCL, then from 21:12 UTC on 24 November a renamed copy of victory-fork with a few commits of its own. Its repository stopped answering at about 22:15 UTC, with no published takedown notice naming it and the reason not known.

VIctory-macOS

Runs VIctory on Apple Silicon Macs through CrossOver Wine and Apple's D3DMetal. Its tests pass on an M4, and its README says the world does not render yet.

G6Recomp

Now creates the game's window, graphics device, command queues and lists, with memory code ported from Leonida. No frame yet.

leonida (ubiquitarianism)

A continuation of Leonida with its full history and hundreds of new commits. Its README still says the game does not boot.

XValkyrie

Runs other Xbox Series games. A 19:23 UTC commit prepares for a newer title without naming one.

AnyPS5

The PlayStation route. Blocked: no PS5 build of the game is public.

XSXEmu

A Rust loader for Xbox Series programs on macOS that does not use Wine. Its README calls it a loader bring-up, not yet a game runner.

Also checked, with no GTA VI work published: ScarlettX and scarlett-layer.

Time to playable

About 3 days

Around the evening of Fri 27 Nov.

At least one project reports the game in-game and under player control for 30 minutes or more without a crash, at 20 frames per second or better on some PC.

What the estimate rests on

- One project went from nothing public to loading the game world in a day, and XCL took lighter retail games from first boot to playable in a day or two. No project has done that with a game of this size.
- The in-game gate fell on 24 November, a day after the executable appeared. By that evening a public fork, now named victory-fork, had the first gameplay scene on screen under player control, and others have since run it on their own machines, on NVIDIA and AMD cards.
- Most of the picture is there. The fork's README shows characters, textures, sky and sunlit surfaces with shadows still black, PortWatch reports its developer's live streams showing ray-traced lighting, and VIctory's own code now shows the world and translates nearly all of its shaders.
- Speed and stability are the remaining job. Builds on the fork run at 3 to 6.6 frames a second, up from under 1 for the best public code that morning, and the longest reported session is 21.5 minutes. Playable needs 20 frames a second for 30 minutes.
- Takedowns are now on the record. On 24 November GitHub published a Take-Two notice against Leonida and applied it to its 3,007 forks. Its argument is not specific to Leonida, and no other listed project has been named so far, though one has since removed the game's name from its code and another has republished with a new history. A notice cannot reach private builds, but it can end the open collaboration the public ones rely on.
- Outside check: a small play-money market on Manifold, asking whether the game is recompiled into a PC build before 30 November, stood at about 6 in 10 on 24 November, before the notice.

Chances

By Thu 26 Nov	3 in 10
By Mon 30 Nov	nearly 7 in 10
By Christmas	8 in 10
It stalls until an official PC version	under 2 in 10

Milestones

Recognisable picture	reached, Mon 23 Nov
In-game with control	reached, Tue 24 Nov
Playable	about 3 days, Fri 27 Nov

A forecast by the AI that compiles this page. It can be badly wrong, and it moves when the evidence does. Last revised 19:51 UTC on 24 Nov: Pulled in by a day, to about 3 days. A second developer has run the public victory-gta6 fork and reports about 13 minutes of play at about 4 frames a second with the world on screen, so a visible, controllable world now exists in public code on two machines. The takedown risk behind the 18:34 change still stands.

Updates

22:22 24 Nov

Correction: palmetto is back, with a new history

- palmetto's repository answered again by 22:17 UTC, after about 25 minutes offline. Its history was replaced: five commits starting at 22:07 UTC where there had been 37, with folders renamed. Its link here is restored.
- Its reported state is unchanged: the title boots, executes its draws and presents frames in its own window, and the picture is black.
- This page had called it a continuation of Leonida, following a community list. The project's own files do not say that, so the label is removed.

22:22 24 Nov

Palmwave stops answering; ray-tracing and lighting fixes arrive as pull requests

- Palmwave's repository stopped answering between 21:52 and 22:17 UTC. No published takedown notice names it and the reason is not known. palmetto's return shows that a repository can go quiet without a takedown.
- An open pull request on victory-fork reports four of the five shadow-ray programs and the ray-tracing structure builder now translating on graphics cards where they had been kept off. It claims no picture yet, and the fork's README is unchanged.
- An open pull request on VIctory traces the black, unlit world on NVIDIA cards to buffer reads that return zeros, and proposes a fix. It is not merged.
- Tom's Hardware, heise online and Dexerto now cover Leonida's shutdown. Tom's Hardware and tbreak quote no statement from Rockstar, Take-Two, Discord or GitHub, and tbreak, citing Decrypt, reports a GTA VI modding Discord server removed and others locked down. GitHub published three more takedown notices, none about these projects.

21:58 24 Nov

VIctory's own code now shows the world, and the fork is reported on AMD cards

- VIctory's README, updated at 21:36 UTC, now says the first mission's world is drawn and shown, with streets, buildings, vehicles and characters, at 1 to 2 seconds a frame. Surfaces are unlit and some geometry is missing. It lists nearly all of the world's shaders as translated.
- AnyXboxX now runs victory-fork with seven of that project's open pull requests added. Its maintainer measures about 5.4 frames a second on an RTX 4070 SUPER and calls it the best picture so far. An earlier mix reached about 6.6 with a setting since turned off, after a report that it makes characters' skin disappear.
- Open pull requests on victory-fork report it on AMD cards for the first time: 15 minutes in the first scene at 3.4 to 4.3 frames a second on an RX 7800 XT, and the world drawn on an RX 7900 XT. These are their authors' own measurements. One measures 5 to 8 seconds a frame under Linux.
- palmetto's repository stopped answering at about 21:50 UTC. Its last commit, at 21:29 UTC, added a content policy and a contact path for

21:33 24 Nov

Palmwave drops its XCL-based code for a renamed copy of the fork

- At 21:12 UTC Palmwave replaced its main branch with a single commit whose files match victory-fork's one for one, with the names changed. Its README now repeats the fork's status table and figures, and names neither VIctory nor the fork.
- Its XCL-based work, which an hour earlier had drawn the first mission's world into its buffers, is no longer on that branch.
- It gives no measurements of its own on the new code, so it moves from the standings to the watch list.

See 79 earlier updates

Method and limits

Playable builds	None exist. Any download that claims to be GTA VI for PC is fake, and fake builds carrying malware have circulated since August.
The build	These projects work from a leaked Xbox build. Rockstar has not released or announced a PC version. This page does not link to the leak or explain how to get or run it.
Sources	Each project's public repository and open pull requests and, where marked, its chat. Project names link to those repositories to credit the work.
Stage claims	Every stage is the project's own claim unless its source line says otherwise, and most are unverified. CGBJ's comes from press reports, because its code is private.
Crash reports	By one project's notes, the game's crash reporter sends data to an outside server each time it crashes.
Who compiles it	An AI assistant (Claude), automatically, about every 15 minutes. It can be wrong.
Affiliation	None with Rockstar Games, Take-Two Interactive, Microsoft or any project listed.
Positions	An equals sign means level.

Standings checked
every 15 minutes

See the standings

GTA VI PC Race

GTA VI PC Race, 2026. Not affiliated with Rockstar Games or Take-Two Interactive. Times are UTC.