

# Valve's Gabe Newell Talks Linux Steam Client, Source Engine

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For those that have doubted the exclusive Phoronix claims for quite a while now that the Steam client and Source Engine are in fact being ported to Linux, the doubts can be nearly laid to rest. Even I began to wonder how long it would take before the clients for their popular games would be publicly released under Linux. However, after confirming the information perhaps a bit too soon, their level of Linux interest is much more clear after spending a day at their offices. A meeting topped off the day with Gabe Newell regarding Linux where he sounded more like a Linux saint than an ex-Microsoft employee. Valve does have some great plans for Linux beyond just shipping the client versions of Steam and their popular games on the Source Engine.

As I have been sharing for a few weeks, Valve invited me out to their Bellevue, Washington offices after Gabe Newell asked me last month for some referrals of developers with Linux OpenGL experience. They already have a team of Linux developers working on the client efforts, but they are looking to expand.

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[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] [http://www.phoronix.com/scan.php?page=article&item=valve\\_linux\\_dampfnudel&num=1](http://www.phoronix.com/scan.php?page=article&item=valve_linux_dampfnudel&num=1)

[3] <http://k3rnel.net/2012/04/25/why-steam-on-linux-makes-sense-now/>