

An In-depth Look at Steam for Linux

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As a long-time Linux user, I admit that I'm still in relative awe that Steam for Linux is, in fact, a reality. The state of gaming on Linux has never been ideal, with most gamers having to mess around with solutions like Wine or virtual machines ? neither being ideal vs. a native client. In recent years though, things have been on the upswing. Take the Humble Bundle, for example, which insists that games sold are available for Linux (alright, most times). And now, with Steam for Linux ? what more proof do you need that this is a viable gaming platform?

The best part about Steam on Linux, is that despite it still being in beta, it's clear that the developers at Valve have put a lot of time and effort into making sure that this variant doesn't lack in visual design, stability or features. On the surface, Steam for Linux looks identical to the client on competing platforms.

At the moment, Valve recommends using Ubuntu 12.04 LTS for the best experience, and in our quick testing across multiple distros, we'd agree.

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