

# Metro Last Light Comes To Linux, And It Largely Survives The Transition

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Bringing a game to Linux is always a tricky proposition. More than even Windows PCs, with their infinite permutations of hardware and the drivers that go with them, Linux can be a bitch to achieve any kind of standardization on. This is because now, in addition to considering the liquid hardware and the drivers, the core OS itself can vary from one unit to the next. No two Linux machines run the same variation of the OS and software, and this, alongside the variable hardware configurations, can make porting a game to it (which is by definition resource intensive) a complete mess.

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[3] <http://gamingbolt.com/metro-last-light-comes-to-linux-and-it-largely-survives-the-transition>

[4] <http://www.gamingonlinux.com/articles/unvanquished-fpsrts-hybrid-release-alpha-22-with-a-new-map.2784>