

Steam

[Steam](#) is a digital distribution platform developed by Valve Corporation offering digital rights management (DRM), multiplayer gaming and social networking services.

Installation

Note

Steam requires [multilib](#) if using a 64 bit system.

The steam installer can be had by installing the [steamclient](#) package from AlienBob. On running Steam the first time it downloads some libraries and sets itself up.

Troubleshooting

Sound does not work (pulseaudio)

Slackware-14.2 switched to pulseaudio; if pulseaudio is not working as expected sound may not work in steam. The following fix could be tried if sound is not working:

```
# mv /var/lib/dbus/machine-id /var/lib/dbus/machine-id.bak
# ln -s /etc/machine-id /var/lib/dbus/machine-id
```

Source: <https://github.com/ValveSoftware/steam-for-linux/issues/1179#issuecomment-26445442>

Glitch in graphics

Steam (and games) may require certain libraries for functioning correctly, like [OpenAL](#) and [libtxc_dxtn](#) (for multilib the compat32 versions would need to be installed as well).

Controller does not work

You may need to map the controller buttons by going to Steam Big Picture mode → Settings → Controllers.

Source:

<http://steamcommunity.com/app/238460/discussions/1/540741858956217983/?ctp=2#c540741859210052192>

Further reading

<https://wiki.archlinux.org/index.php/Steam>

Sources

<http://alien.slackbook.org/blog/valves-steam-client-for-linux/>

<http://alien.slackbook.org/blog/steam-games-in-slackware/>

[howtos](#), [games](#)

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