

Discussion page for Steam on Slackware

I'd like to recommend providing the following additional infos:

1. If the user is using the nvidia drivers using [SlackBuild scripts](#) on an x64 system, he should pass the option "compat32=yes". Otherwise one gets *rastsw* errors on steam startup.
2. Also, the following library seems to be incompatible on 14.2. To solve this, either remove it or rename it:

```
~/local/share/Steam/ubuntu12_32/steam-runtime/i386/usr/lib/i386-linux-gnu/removed_libstdc++.so.6
```

From:

<https://docs.slackware.com/> - **SlackDocs**

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Last update: **2017/01/28 11:43 (UTC)**

