Games: Zachtronics, Valve, SuperTuxKart/Wayland, and Blobs From Canonical

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- All Zachtronics games are now available on itch.io [2]

Some good news for fans of high quality puzzle games, as Zachtronics entire library is now available to purchase on itch.io.

- Valve has launched "Steam Labs", a place where Valve will show off new experiments [3]

Valve emailed in today to let us know about the new Steam Labs, a dedicated section on Steam for Valve to show off some experiments they're doing and for you to test and break them.

- Valve Rolls Out Steam Labs [4]

Steam Labs was announced today with three initial experiments: Micro Trailers, The Interactive Recommender, and The Automated Show. Micro Trailers are six-second game trailers, The Interactive Recommender uses machine learning to show game titles you might like, and The Automated Show is a showpiece for secondary displays for highlighting different games.

- Network transparency with Wayland [5]
I've managed to get hardware video encoding and decoding using VAAPi working with waypipe, although of course the hardware codecs are less flexible and introduce additional restrictions on the image formats and dimensions. For example, buffers currently need to have an XRGB8888 pixel format (or a standard permutation thereof), as the Intel/AMD VAAPi implementations otherwise do not appear to support hardware conversions from the RGB color space to the YUV color space used by video formats, and in the other direction. It's also best if the buffers have 64-byte aligned strides, and 16-pixel aligned widths and heights. The result of this can run significantly faster than encoding with libx264, although to maintain the same level of visual quality the bitrate must be increased.

For games, using video compression with waypipe is probably worth the tradeoffs now. In some instances, it can even be faster. A 1024 by 768 SuperTuxKart window during a race, running with linear-format DMABUFs, losslessly replicated without compression via ssh on localhost, requires about 130MB/s of bandwidth and runs at about 40 FPS. (Using LZ4 or Zstd for compression would reduce bandwidth, but on localhost or a very fast network would take more time than would be saved by the bandwidth reduction.)

- Ubuntu LTS releases (and so derivatives too) to get updated NVIDIA drivers without PPAs[6]

Good news everyone! Canonical will now be offering NVIDIA users up to date graphics drivers without the need to resort to a PPA or anything else.

Since this will be for the Ubuntu LTS releases, this means other Linux distributions based on Ubuntu like Linux Mint, elementary OS, Zorin OS and probably many others will also get these updated NVIDIA drivers too?hooray!

This is really great, as PPAs are not exactly user friendly and sometimes they don't get the testing they truly need when serving so many people. Having the Ubuntu team push out NVIDIA driver updates via an SRU (Stable Release Update), which is the same procedure they use to get you newer Firefox version, is a good way to do it.

Gaming

Source URL: http://www.tuxmachines.org/node/125811

Links: