

# Games Leftovers

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- [Another great progress report is up for the PlayStation 3 emulator RPCS3](#) [2]

Another report to show of the incredible progress on the PlayStation 3 emulator RPCS3 is up. This time covering July, as they continue to catch up on all the work done.

Compatibility continues slowly improving with 1,347 games now being classed as actually playable. Sounds like quite a busy cycle, with a lot of pull requests being merged from both regular and new contributors.

There's been some major improvements to the Gran Turismo series like headlights and taillights being correctly rendered, rainbow texture corruption caused by poor handling of non-linear textures was solved and further improvements to their MSAA implementation. Coverage Sample Anti-aliasing (CSAA) is also now implemented, which fixes foliage in titles like Gran Turismo 6, Gran Turismo Academy and also GTA V.

- [Progress Report: July 2019](#) [3]

Welcome to July's Progress Report! Firstly we would like to apologise for the delay in publishing this report. RPCS3's progress reports are solely written by volunteers and a few of our regular writers could not contribute to this report due to personal commitments. If you hate seeing RPCS3's reports get delayed and would like to contribute to them, please apply here.

July was an absolute whirlwind of development that saw 60 pull requests merged from both our regular developers as well new contributors. That's almost 2 pull requests merged everyday! This month, Nekotekina focused on improving TSX performance while kd-11 implemented a second round of bug-fixes that improved multiple AAA titles. On the other hand, eladash ironed out new features to help games go beyond their existing framerate caps

and GalCiv implemented microphone support to finally allow RPCS3 to better emulate SingStar and other similar titles. Ohh and let's not forget the surprise progress made with Metal Gear Solid 4 as well! There's a lot to cover, so let's jump straight into it.

- [Kerbal Space Program will continue to be upgraded with a new version on the way](#) [4]

While Kerbal Space Program 2 has been announced (sadly not for Linux), developer Squad is not finished with the original and several big improvements are on the way.

In a recent announcement which talks a little about the KSP 1.8 update, they detailed some fun sounding changes. The Unity game engine is going to be seeing an update which will bring in things like updated graphics APIs, a new PhysX version with performance and precision improvements, GPU instancing to improve rendering performance and incremental garbage collection to reduce frame rate stutters. Basically, it should feel a lot smoother overall.

- [Challenging and stylish platformer Celeste has the Farewell update released](#) [5]

Bringing in plenty of new free content as a last gift, Celeste Chapter 9: Farewell is now officially out.

As a reminder, this free content update is the last it will receive and it's a big one. Bringing in 100+ new levels and 40+ minutes of new music from Lena Raine. Prepare for a tough gaming session though, as the design of these levels might just be the most difficult yet. If you wish to see everything, the full changelog can be found here.

- [Rockfish confirm EVERSPACE 2 will not go exclusive to the Epic Store, Steam is the "best platform" for indies](#) [6]

In a recent interview with GamesIndustry.biz, Rockfish CEO Michael Schade confirmed that EVERSPACE 2 will not be going the Epic Store exclusive route.

As a reminder, Rockfish already confirmed Linux support to GamingOnLinux on Twitter. Naturally though, a worry amongst Linux gamers has been if they decided to go with Epic Games on their store which currently doesn't support Linux. Thankfully, that's not going to happen.

- [Slay the Spire's fourth character is available for Beta testing](#) [7]

Get ready to do some more deck building, as Slay the Spire now has a fourth character available for some testing in a new Beta. Currently, the fourth character can be tried by opting into the standard Beta on Steam, which is different to the other Beta for an upgraded LibGDX.

To actually access the new character, you need to have first unlocked the third character and beat the standard game. Not exactly an easy task, although on a dry run without a save today it took me about two hours to unlock the second and third character. Going through once more to unlock the fourth is another matter though, you're probably looking at 4-5 hours to get it from a new save. However if you've already beaten it and have the third character this new one should auto unlock.

- [The incredible and chaotic Streets of Rogue is getting a level editor and probably Steam Workshop too](#)[8]

Streets of Rogue just recently had a post-release update to enhance this chaotic rogue-lite some more. It's also going to get even more fun with what the developer has planned.

Perhaps the most exciting thing was buried at the bottom of the update notes, which mentions "Work on level editor". Curious about that, I spoke to the developer on Twitter where they said they were "hoping" to do Steam Workshop support but they will release a level editor first.

## [Gaming](#)

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[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <https://www.gamingonlinux.com/articles/another-great-progress-report-is-up-for-the-playstation-3-emulator-rpcs3.14977>

[3] <https://rpcs3.net/blog/2019/09/09/progress-report-july-2019/>

[4] <https://www.gamingonlinux.com/articles/kerbal-space-program-will-continue-to-be-upgraded-with-a-new-version-on-the-way.14975>

[5] <https://www.gamingonlinux.com/articles/challenging-and-stylish-platformer-celeste-has-the-farewell-update-released.14976>

[6] <https://www.gamingonlinux.com/articles/rockfish-confirm-everspace-2-will-not-go-exclusive-to-the-epic-store-steam-is-the-best-platform-for-indies.14978>

[7] <https://www.gamingonlinux.com/articles/slay-the-spires-fourth-character-is-available-for-beta-testing.14979>

[8] <https://www.gamingonlinux.com/articles/the-incredible-and-chaotic-streets-of-rogue-is-getting-a-level-editor-and-probably-steam-workshop-too.14974>