

Steam for Linux client adds support for Linux namespaces

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- [Steam for Linux client adds support for Linux namespaces](#) [4]

The Steam client for Linux now supports using namespaces (a.k.a containers) to run game titles.

- [Steam For Linux Beta Adds Experimental Namespaces/Containers Support](#) [5]

Longtime Linux game developer Timothee Besset has outlined the support introduced by Valve this week in their latest Steam Linux client beta for supporting Linux namespaces / containers. This experimental functionality may in the end provide better support for 32-bit compatibility as more Linux distributions focus solely on x86_64 packages, reducing some of the fragmentation/library conflicts between some Linux distributions and Steam, and other headaches currently plaguing the Steam Linux space.

● [Steam for Linux can now run games in a special container](#) [6]

In the latest Steam Beta Client for Linux, Valve have added a new way to run Linux games through a special container.

This is something that was being hinted, as we noticed when the new Steam Library was rolled out (noted at the bottom) you could briefly install the Steam Linux Runtime from the Tools menu before it was hidden again. Now we know why!

It's a new experimental feature, allowing you to better isolate games from the host system as detailed in a post on Steam from developer Timothee Besset. As the post from Besset states, it can help Valve support older titles on newer distributions, allow developers to test directly against it reducing QA time, other runtimes can be added using newer compilers and libraries, allow you to isolate your Home folder and a whole lot more.

[GNU Linux Gaming](#)

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[4] <https://steamcommunity.com/app/221410/discussions/0/1638675549018366706/>

[5] https://www.phoronix.com/scan.php?page=news_item&px=Steam-Linux-Exp-Containers

[6] <https://www.gamingonlinux.com/articles/steam-for-linux-can-now-run-games-in-a-special-container.15384>