Steam Client Now Supports VA-API Hardware Encoding on Linux, CEG DRM Games

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Good news for Linux users! The new Steam Client update adds support for VA-API hardware encoding on Linux. Users who don’t want this feature will be able to disabled it by turning off AMD and Intel hardware encoding in the Remote Play advanced host settings.

Moreover, Valve added support for DMABUF PipeWire capture on Linux, which can be enabled by launching Steam with the -pipewire-dmabuf argument, and it requires the 32-bit version of the libgbm.so.1 library.

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