Building a Retro Linux Gaming Computer - Part 10: For I Have Sinned | GamingOnLinux

It was another shovelware collection that first introduced me to XEvil, in this case 300 Arcade Games by Cosmi Corporation made in 2000 for Microsoft Windows. This X11 classic was ported to DirectX by Micheal Judge, with the original game being first released by Steve Hardt in 1994 as a way to teach himself C++ as a sophomore. XEvil would grow in popularity from there, even being the star of organized tournaments similar to those done for Doom and Quake at the time.

The version included on 100 Great Linux Games is actually the forked 1.5.5 Mutant Strain with inferior sprite work, worse controls, and choppier performance than the final stable 2.02 release. A controversial opinion in some quarters as the comments section of The Linux Game Tome illustrates, with people bemoaning the loss of the green chopper boys and black aliens, with some even pining for a return to the original black and white graphics.

That final version of XEvil has near feature parity between the Linux and Windows releases, with one glaring omission. The interfaces are a little different but accomplish the same thing, with the Linux version having more graphics options but the Windows version supporting full screen. On Linux smooth scrolling is disabled by default and needs to be toggled due to the performance penalty, but it gave me no problems running on my Pentium III 500 Katmai.

Portal 2 gets an upgrade ready for the Steam Deck | GamingOnLinux

Ready for some more testing? Valve has put up a brand new update for Portal 2 as they ready up for the Steam Deck. As one of their most popular titles, it's no surprise to see upgrades
This tool will make playing Epic Games on Steam Deck much easier | TechRadar

We’re less than one month away from the launch of the Steam Deck, and it looks like players might now find it easier to take more than just their Steam library out on the go.

The main selling point of the handheld PC is its portability - at the expense of performance (compared to a powerful gaming PC), players can enjoy their Steam library no matter where they are. However, PC game libraries aren’t confined to just one platform; what if you want to play all those free Epic Games Store games you’ve collected?

This is where Heroic comes in. It’s an open-source, Linux-compatible game launcher that can boot up Epic Games Store titles. Because the Steam Deck is a Linux-based PC (albeit in a handheld form), Heroic’s Linux compatibility means it should be fairly easy to install on the system.

This means that you won’t need to muck around with trying to install a new operating system on your Steam Deck to run your Epic Games library - and (as noted by Forbes) the new 2.1.0 Heroic update (nicknamed ‘Rayleigh’) has added several Steam Deck-friendly features.

First up is the newly added support for gamepads. While it’s unlikely the Steam Deck’s controllers will be compatible right away, we suspect it won’t take long to make them work in Heroic now that the UI is already compatible with Xbox and PlayStation controllers.