

The real problem blocking Linux support for apps and games

By *srlinuxx*

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The Open Source and Linux ecosystems (and the various communities within them) are, in general, pretty awesome ? providing advancement and support of a wide array of software to everything from consumer-oriented cellphones to battle-hardened, enterprise servers.

But there are a few problems...a few kinks in an otherwise rather straight hose.

A great example of this is GOG.com?s recent announcement that it will not be adding Linux support to the games they sell any time soon.

From Trevor Longino, GOG.com's head of marketing: "The architecture of Linux with many common distros, each of them updating fairly often, makes it incredibly challenging for any digital distribution company to be able to properly test the game in question, and then provide support for the release-all of which our users are accustomed to."

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