

More Steam Linux Tests/Benchmarks Might Be Coming

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The good news now is that I've heard from a Valve Linux developer that additions to the Steam API will finally allow us to at least record universally a build revision/number for each game... Up to now it's been rather hard to tell if two separate copies of a Steam game being benchmarked were actually the same version (and thus comparable) or not since there wasn't an expressed build number across the board of all Steam games. With the latest Steam API work, it looks like we finally have that ability to record a build number for Steam games to make sure the same version of a game is being benchmarked.

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