Leftovers: Gaming

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Submitted by Roy Schestowitz on Thursday 24th of April 2014 10:28:18 PM Filed under Gaming [1]

- **Starsector, An Open-world Single-player Space-combat, Roleplaying, Exploration And Economic Game**[2]

- **Portal 2 Mod Thinking With Time Machine Coming To Linux** [3]

- **Valve Releases New Steam for Linux Beta Client Update** [4]

- **Borderlands 2 on Linux Will Probably Not Happen, Says Gearbox Boss**[5]

- **Huge Wasteland 2 update adds new area, Linux support and makes hundreds of other changes**[6]

  Wasteland 2's Linux build is no longer on the way; it's just been added to inXile's post-apocalyptic RPG beta, along with around 400 other changes and additions including a new area, a redesigned vendor screen, and new tutorials and music tracks. Listing everything would keep me occupied until the real apocalypse, so I'll give you the highlights of this giant list after the break.

- **Wasteland 2 beta update adds Linux client, new area** [7]

- [**Wasteland 2 gains Linux support on Steam Early Access**](#)[8]

- [**FPS/RTS hybrid Nuclear Dawn receives Update**](#)[9]

- [**More Steam Linux Tests/Benchmarks Might Be Coming**](#)[10]

   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.

- [**Unreal Engine 4 now supports SteamOS, Linux, PS4, Xbox One**](#)[11]

- [**Portal 2 mod Thinking With Time Machine confirmed for Linux**](#)[12]

   Here?s another piece of news that shows the importance of the community for a developer. Due to a considerable amount of interest, the developers behind the Thinking With Time Machine mod for Portal 2 have finally decided to bring the mod over to Linux.

- [**Space MMO Vendetta Online Receives More Server Optimizations**](#)[13]

- [**Steam Gauge exposes the secret data behind the games**](#)[14]

   Steam is one of the most popular options for gamers these days. But have you ever wondered about the numbers behind the games? Which games are really the most popular and how often do they get played? Ars Technica has dug into the data behind Steam and come up with some very interesting information about the games on Steam.

[Gaming](#)

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[3] http://www.gamingonlinux.com/articles/portal-2-mod-thinking-with-time-machine-coming-to-linux.3544

[4] http://news.softpedia.com/news/Valve-Releases-New-Beta-Steam-for-Linux-Client-Update-439195.shtml

[5] http://news.softpedia.com/news/Borderlands-2-on-Linux-Will-Not-Probably-Not-Happen-Says-Gearbox-Boss-438996.shtml

[6] http://www.pcgamer.com/2014/04/21/huge-wasteland-2-update-adds-new-area-linux-support-and-makes-hundreds-of-other-changes/

[7] http://www.vg247.com/2014/04/22/wasteland-2-beta-update-adds-linux-client-new-area/

[8] http://www.joystiq.com/2014/04/22/wasteland-2-gains-linux-support-on-steam-early-access/

[9] http://www.gamasutra.com/view/pressreleases/215953/FPSRTS_hybrid_Nuclear_Dawn_receives_Update.php

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