

Thanks For Making Games Faster: Top 10 Quotes from the Linux Kernel Developer Panel

By *Rianne Schestowitz*

Created 20/08/2014 - 6:03pm

Submitted by Rianne Schestowitz on Wednesday 20th of August 2014 06:03:29 PM Filed under [Linux](#) [1] [Gaming](#) [2]



Linux gamers owe a debt of gratitude to kernel developer Andy Lutomirski for his recent work getting 32-bit programs to run faster on a 64-bit kernel, said Greg Kroah-Hartman during the Linux kernel panel today at LinuxCon and CloudOpen North America.

“A lot of people thought, who cares? It turned out Valve cares,” Kroah-Hartman, a Linux kernel developer and Linux Foundation Fellow, said. All of their games are still 32-bit applications but Valve wanted them to run on the 64-bit architecture, he said.

“You just sped up all the gamers,” Kroah-Hartman said on stage to enthusiastic applause. “You made their machines run faster without realizing it. Thank you.”

“You’re welcome,” said Lutomirski, a relative newcomer to kernel development.

Kroah-Hartman, who moderated the panel discussion, was joined on stage by Linux Creator Linus Torvalds as well as kernel developers Andrew Morton from Google, Shuah Khan from Samsung, and Lutomirski, a co-founder of AMA Capital Management. Their discussion covered a range of topics from the top challenges facing the kernel community, to the toughest bugs they’ve fixed and everything in between. Here are some of the highlights of the discussion, below.

The full session will be available soon on the Linux Foundation YouTube channel.

[3]

[Linux Gaming](#)

Source URL: <http://www.tuxmachines.org/node/68371>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/63>

[2] <http://www.tuxmachines.org/taxonomy/term/69>

[3] <http://www.linux.com/news/featured-blogs/200-libby-clark/784852-thanks-for-making-games-faster-top-10-quotes-from-the-linux-kernel-developer-panel/>