Steam

Steam became available in Batocera v31 for x86_64 via manual flatpak installation, and in v32 it became an integrated system! You cannot install Steam on any other platform (unfortunately we aren't magic).

Installation

A mouse and keyboard will be required for installation.

Installing the Steam flatpak

If this is the first time you've used flatpak you'll need to add the repository via SSH:

```
flatpak remote-add --if-not-exists flathub
https://flathub.org/repo/flathub.flatpakrepo
```

Steam will be installed via flatpak. The recommended way to do so is using the flatpak-config GUI. Search for “Steam” and install the appropriate package.

If for some reason that doesn't work, you can always install Steam via SSH:

```
flatpak install com.valvesoftware.Steam
```

Once that's done, simply update the game list to see Steam in the Ports system!



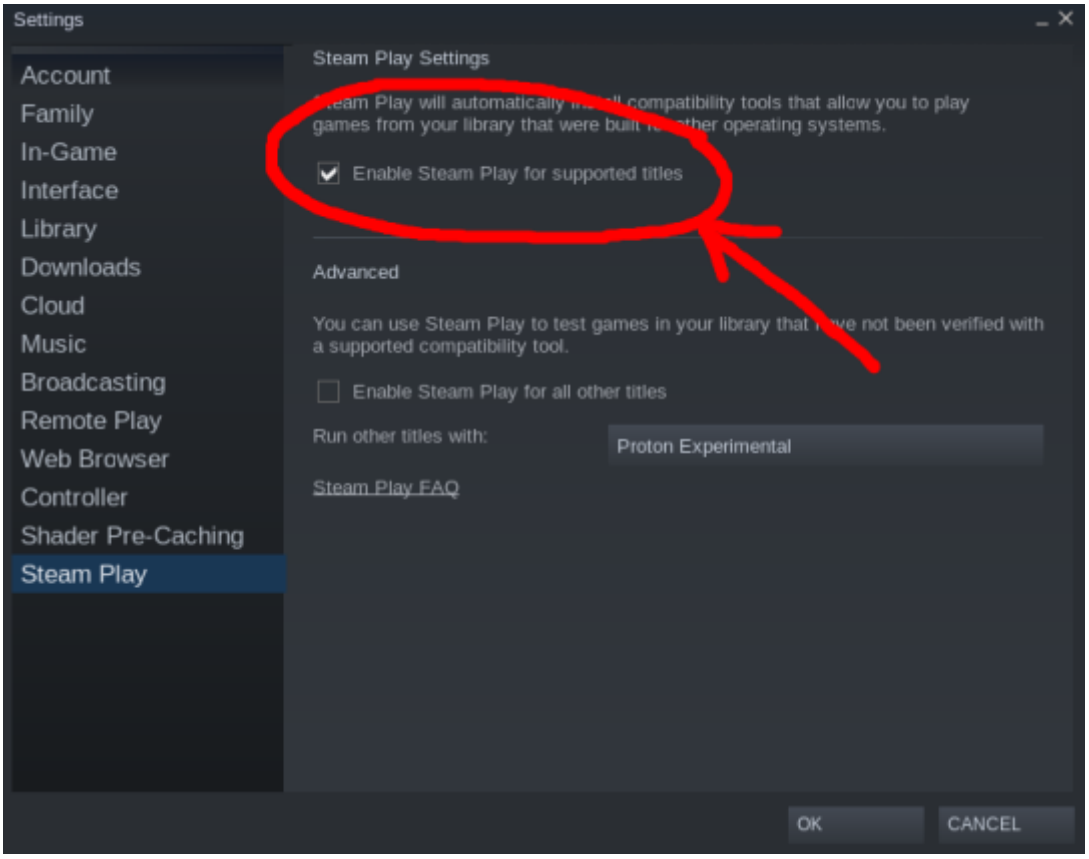
To do this via SSH:

```
batocera-flatpak-update
```

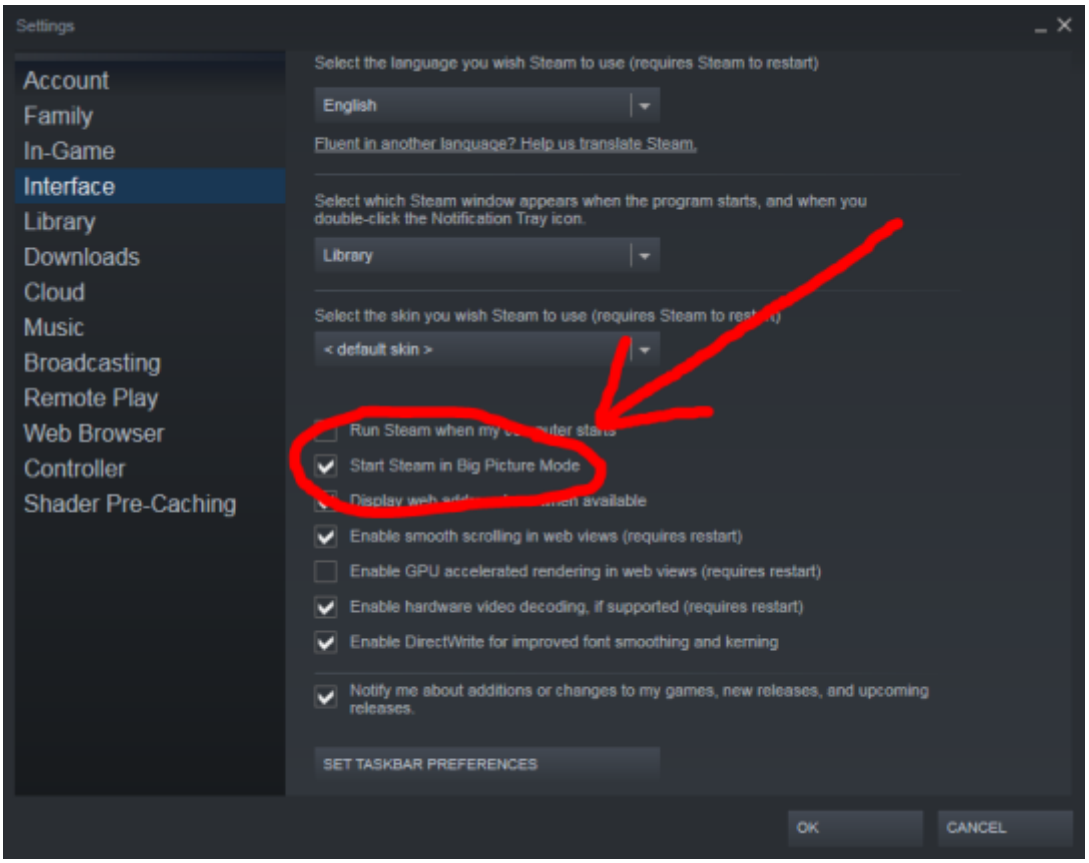
Then launch Steam! You'll be greeted by the Steam login dialog. If you have two-factor authentication, you'll need your phone handy as well. Sign in and wait patiently for Steam to do some house-cleaning.

Initial Steam configuration

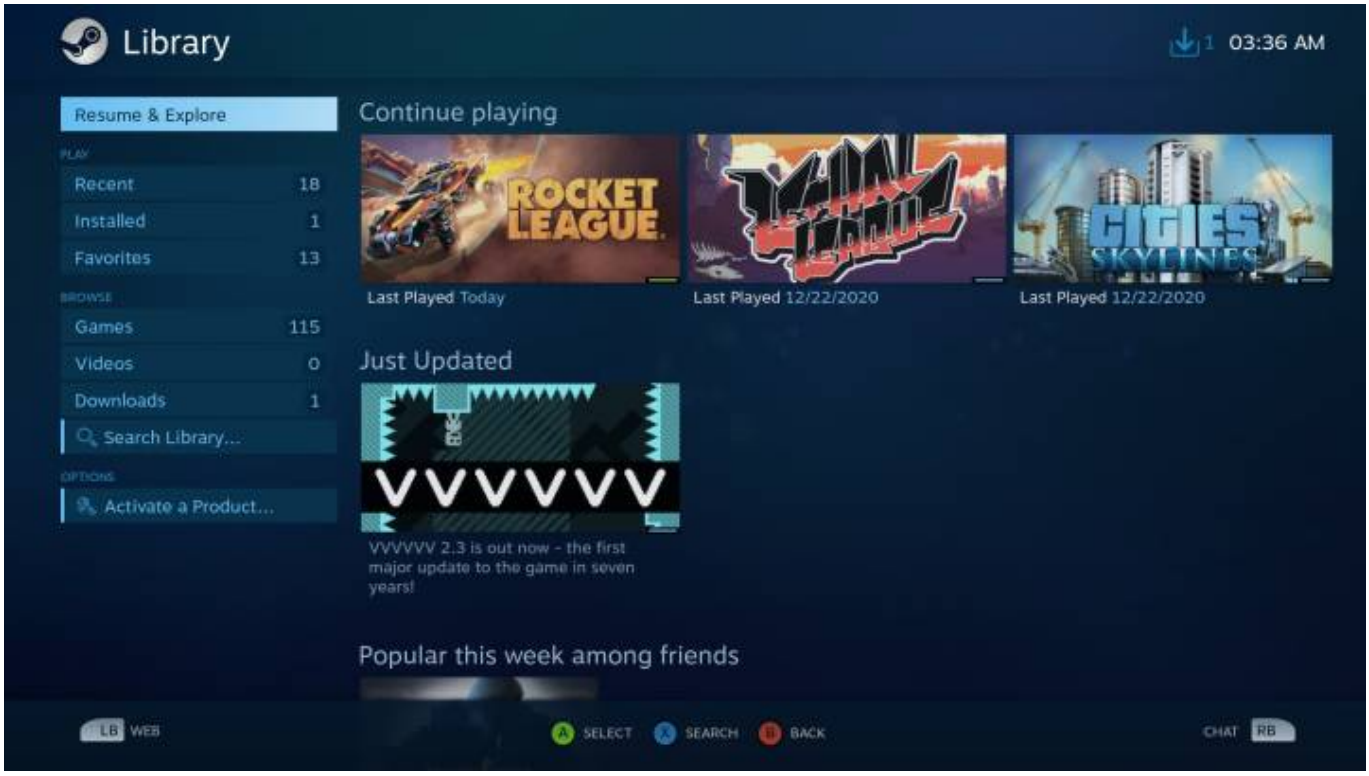
Unfortunately Steam has some not-so-desirable defaults that need to be changed. First, navigate to **View → Settings → Steam Play** and check “Enable Steam Play for supported titles”. This will automatically have Steam activate Steam Play/Proton to play white-listed non-Linux native games on your system.



While in this menu, go to **Interface** and check “Start Steam in Big Picture Mode”. Big picture mode (BPM for short) is a 10-foot user interface, optimal for use with couches facing large-screen TVs.



Exit and relaunch Steam. You no longer need a mouse and keyboard at this point.



Installing native Linux games

Installing Linux-native games is straightforward. Navigate to the game in your library and install it.



On the first launch of a game, it may take a moment to generate shaders. But after that, launching should be relatively quick!

Installing Windows-only games

When “Enable Steam Play for supported titles” is checked and the game is white-listed by Valve, the process is similar. Navigate to the game in your library and install it. Non-Linux compatible titles will utilize Steam Play/Proton to function in Batocera. If however your game is “Not on SteamOS”, you can manually force Steam to use Proton to attempt to launch it.

You can also search for your games on the tested Windows games running on Batocera spreadsheet, however do note this includes *all* Windows games, not just ones from Steam. In case that link ever goes down, a static copy is available on this wiki.

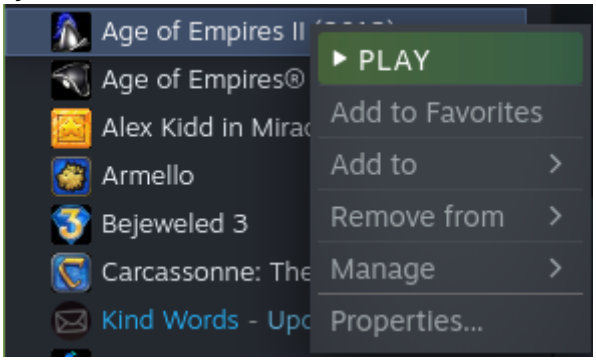
In Big Picture Mode

Navigate to the game, and then go to **Manage Game** > **Set Steam Play Options…**, check “Force the use of a specific Steam Play compatibility tool” and select the latest stable Proton release (the highest numbered entry). A community-maintained list of games compatible with Proton and what version of Proton was used is available at the ProtonDB website. Once set, the game can be downloaded like normal.

Sometimes running a game through Proton is even better than its Linux-native version!

In desktop mode

1. Right-click the game's entry in the list on the left side.



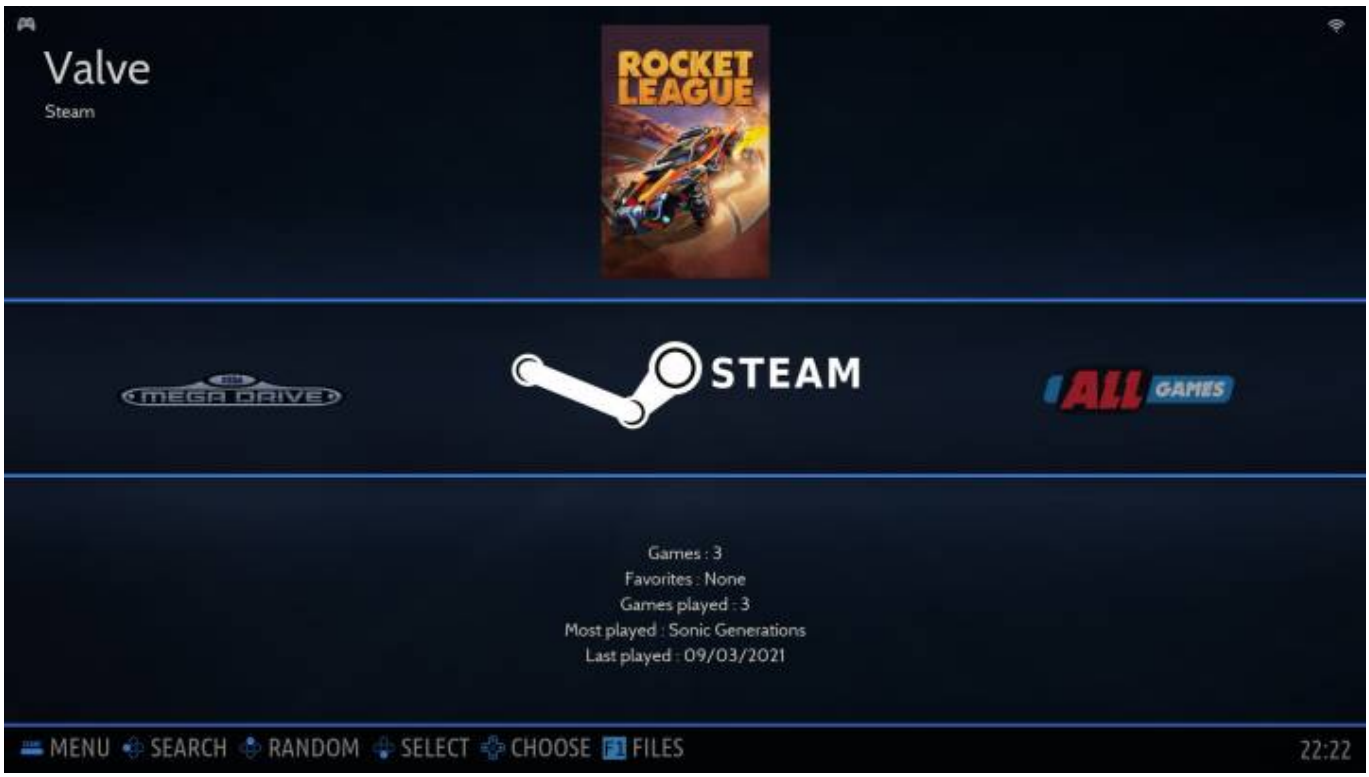
2. Go to **Properties** → **Compatibility**.
3. Check “Force use of a specific Steam Play compatibility tool”.



4. Select the appropriate Proton version (a community-maintained list of games compatible with Proton and what version of Proton was used on the ProtonDB).

Adding to the Steam system in ES

Simply update the game list (**MAIN MENU → GAMES SETTINGS → UPDATE GAMES LIST**) to add the installed Steam games to the Steam system in EmulationStation.



To do this via CLI/SSH (Batocera v32 and up):

```
batocera-steam-update
```

Troubleshooting

General

Steam is usually pretty good when you're only using it to run Linux-native games. Here are some general troubleshooting steps that apply to all Steam games:

- If using a Nvidia GPU, make sure your official Nvidia graphics drivers are enabled and functional.
    - Sometimes, flatpak will “forget” that you have drivers and will need to “redownload” them (you'll find Steam is suddenly lagging in its menus). Run `flatpak update` in the SSH and if it starts downloading `org.freedesktop.Platform.GL.nvidia-###-##-##` then that is what happened.
- Verify a game's file integrity by going to **Manage Game → Validate Content**. This may take a while.
- PC games in general (especially ones that were ported from home consoles *to* PC) can be buggy. Check out the PCGamingWiki for general tips, settings configurations, launch commands and patches you can apply to fix the game (just keep in mind it's focused on Windows, not Linux (and thus, not Batocera) so a lot of external programs/patches won't be compatible).

Proton

Proton is still very experimental, there will be cases where a certain game won't function or will have severe game-breaking glitches. Generally, the newer and always-online multiplayer games tend to be completely unsupported. That being said, here are some things to try troubleshooting your issue:

- Search the game on the ProtonDB and see what other users have said they've had to do to make it work. You may need to utilize custom launch commands to get a game working.
- You can download additional versions of Proton via flatpak. Search “com.valvesoftware.Steam.CompatibilityTool.Proton”, look for “Proton (community build)” and install it (alternatively just run `flatpak install com.valvesoftware.Steam.CompatibilityTool.Proton` from SSH). If none of your Windows-only games are running, redownloading the version that's already installed may “fix” it.

Setting up launch commands

Sometimes a game may need certain launch parameters to work. This can be used to configure the settings of a game before it runs, allowing it to boot in the first place if it's by default using incompatible settings. You can refer to Valve's official documentation on it. These launch commands should also be respected when launching the game through EmulationStation.

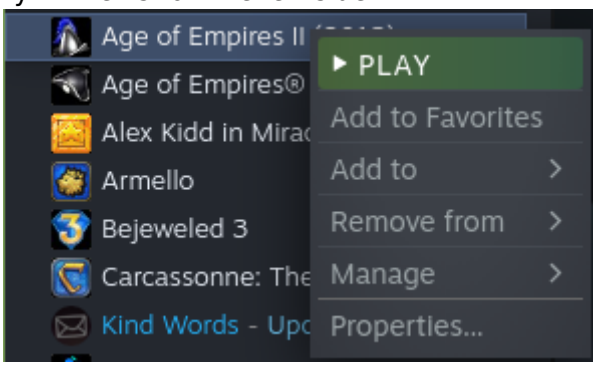
In Big Picture Mode

1. Navigate to the game.
2. Go to **Manage Game Options** → **Set Launch Options**.
3. Enter your launch commands and press OK.

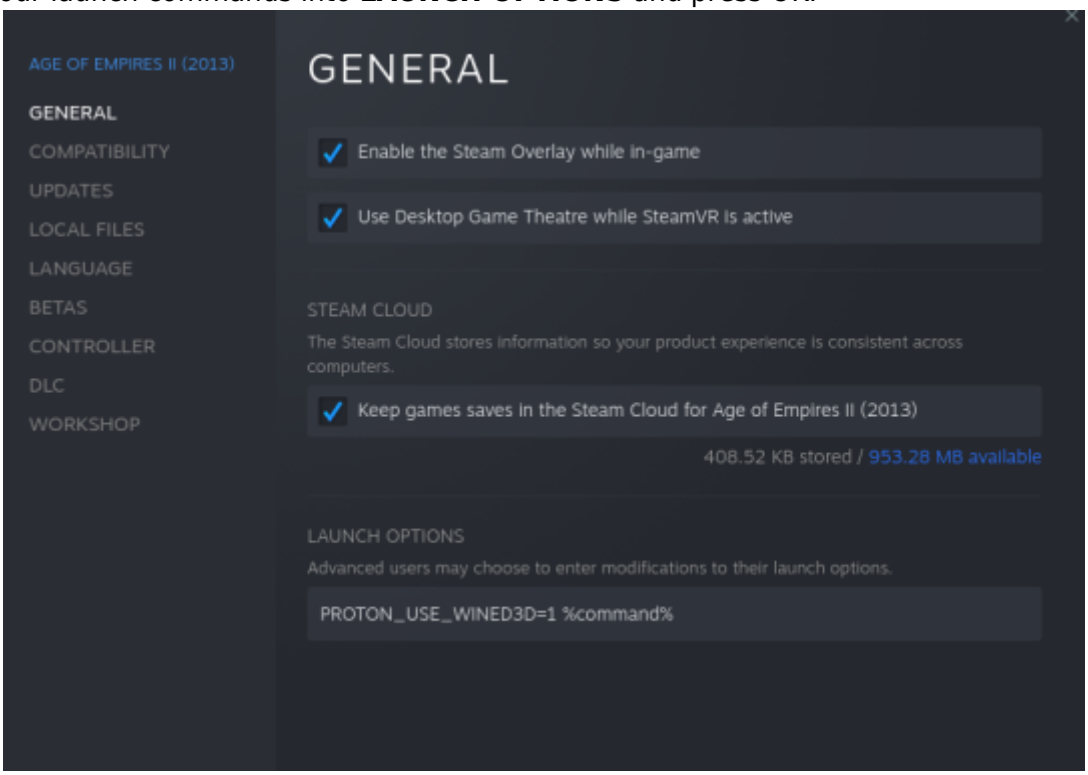
In desktop mode

If not using Steam's Big Picture Mode the instructions would be as follows:

1. Right-click the game's entry in the list on the left side.



2. Go to **Properties** → **General**.
3. Enter your launch commands into **LAUNCH OPTIONS** and press OK.



Editing game files

Should you need to edit a game's files directly, they are in `/userdata/saves/flatpak/data/.var/app/com.valesoftware.Steam/data/Steam/steamapps/common/`

You will need to enable “view hidden folders” to see beyond the `.var/` directory.

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