

Calculate Linux - Support # 1024: Add media-libs/libtxc_dxtn as steam-launcher dependency

Status:	Closed	Priority:	Normal
Author:	Tomasz Kaczmarczyk	Category:	Calculate Linux Desktop
Created:	09/20/2017	Assignee:	
Updated:	09/25/2017	Due date:	
Subject:	Add media-libs/libtxc_dxtn as steam-launcher dependency		
Description:	<p>If it's possible and easy to do, please add this library as a steam-launcher dependency. Many UnrealEngine, Source etc. games require this lib to load textures, without it all of them are black. It took me while to figure that, so I think it's better to save other's time and install it with steam-launcher.</p> <p>Also please add this USE <code>*abi_x86_32*</code> so 32 bit games will work with that lib.</p> <p>Probably this would require change in original gentoo package but I hope that not.</p> <p>Related bugs</p> <ul style="list-style-type: none">* https://github.com/ValveSoftware/steam-for-linux/issues/2494* https://www.youtube.com/watch?v=AvtpQNg7LhY		

History

09/21/2017 08:37 am - Alexander Tratsevskiy

- Status changed from New to Feedback

Has made changes, thanks! Check that everything works as soon as the update comes.

09/21/2017 04:18 pm - Tomasz Kaczmarczyk

After commenting this in my package.use/custom file:

```
<pre> #media-libs/libtxc_dxtn abi_x86_32 </pre>
```

Then I installed steam-launcher and saw that there is new dep. New dep also has `*abi_x86_32*` USE being enabled.

```
<pre>
```

```
<user>-pc <user> # emerge -a steam-launcher
```

Local copy of remote index is up-to-date and will be used.

These are the packages that would be merged, in order:

Calculating dependencies... done!

```
[binary N ] media-libs/libtxc_dxtn-1.0.1-r1 ABI_X86="32 (64) (-x32)"
```

```
[binary N ] games-util/steam-launcher-1.0.0.54-r1 USE="steamruntime"
```

```
</pre>
```

Later I launched Chivalry: Medieval Warfare (32 bit UE3 game) and it worked good, every texture on it's place.

Thank you cl team

P.S. There is license warning in this lib package, but I think it's mostly harmless...

09/23/2017 07:09 am - Tomasz Kaczmarczyk

This issue can be closed.

09/25/2017 09:08 am - Alexander Tratsevskiy

- Status changed from Feedback to Closed