

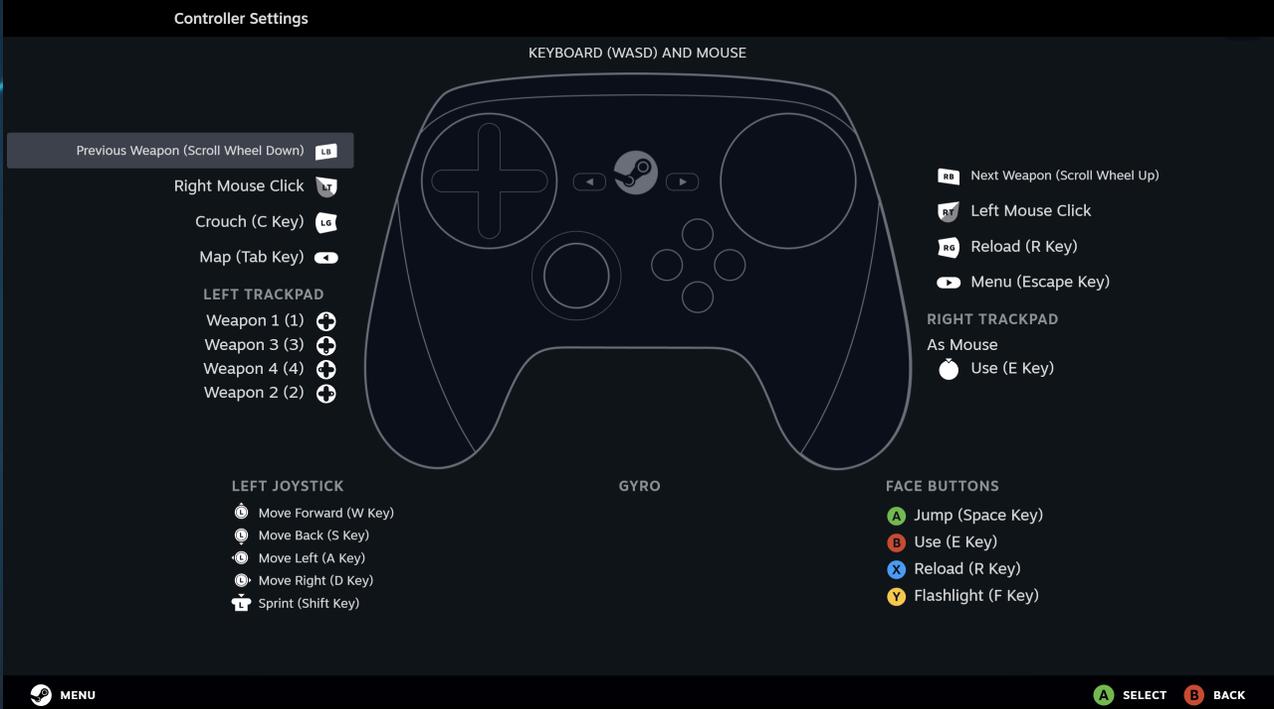
Welcome

Steam Hardware Talk

Topics we'll cover today

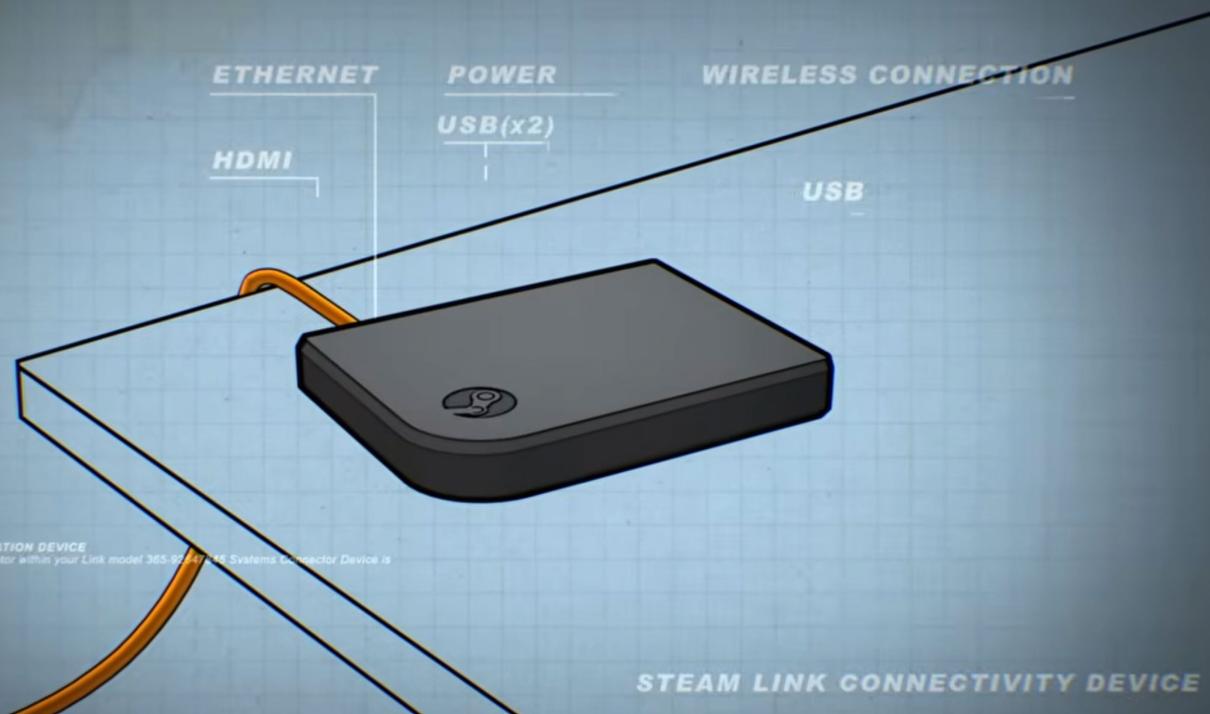
- **Steam Hardware Overview**
- **SteamOS**
- **Steam Deck**
- **Steam Machine**
- **Steam Frame**





STEAM INPUT

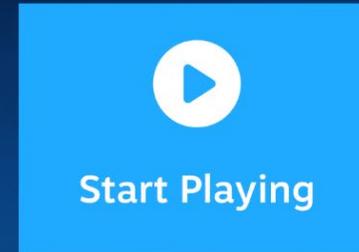




Steam Link



Stream games from your computer with Steam.



-  Home 
-  Steam Controller 
-  Good Connection 

STEAM LINK





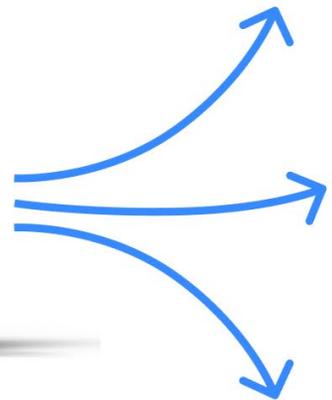
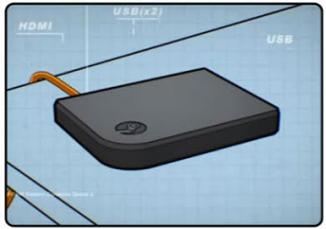


STEAM VR





Steam Hardware Overview



Steam Hardware Overview

STEAM MACHINE



 **STEAM CONTROLLER**



 **STEAM FRAME**





Developing for STEAMOS™



✔ SteamOS

✔ Steam Deck

✔ Steam Machine

✔ Steam Frame Standalone



Steam Deck Compatibility ✔

Valve's testing indicates that Hades II is **Verified** on Steam Deck. This game is fully functional on Steam Deck, and works great with the built-in controls and display.

- ✔ All functionality is accessible when using the default controller configuration
- ✔ This game shows Steam Deck controller icons
- ✔ In-game interface text is legible on Steam Deck
- ✔ This game's default graphics configuration performs well on Steam Deck

Common Pitfalls

- **Please tell us if you need to use Proton workarounds**
- **Support more display aspect ratios**
- **Don't save graphics settings to the cloud**
- **Default settings for hardware is fine, but don't hide settings**



Input

- **Gamepad + gyro friendly inputs**
- **Support multiple controllers (even if single player)**
- **Integrate Steam Input API for controller glyphs**



Updated Tools

- **Improved debugging for Proton**
- **Updated profiling tools**
- **Visual Studio remote debugging**
- **Provide feedback on the Proton Github or on Steam forums**

Learn more:

partner.steamgames.com/doc/steamdeck/proton



Anti-Cheat Update

- **Built-in support if developers opt-in**
 - **Opt in for SteamOS, not just Steam Deck**
- **Kernel level anti-cheat, signatures, and secure boot are still challenges**



SteamOS Compatible

- **Verification testing**
- **Legion Go S, Legion Go 2, and other devices people are testing and building themselves**
- **Linux Desktop user audience is growing**

Steam Deck



- **25,000+ Playable or Verified games for Steam Deck**
- **Actively working to improve the Verified program for customers and developers**
- **Steam Deck and SteamOS continues to get better with regular software updates**

Partner Dashboard – Steam Deck Players

Steam Deck players - Real Game Studio

View most recent: [today](#) [yesterday](#) [1 week](#) [2 weeks](#) [1 month](#) [3 months](#) [1 year](#) [ytd](#) [all history](#) [custom](#) (2/18/2026 - 3/3/2026)

[Preferences](#)

Daily active Deck users, most recent 2 weeks

Summary

	Average DAU in period	Average DAU (prior period)	% change avg DAU	Playtime hours in period	Playtime hours (prior period)	% change playtime
All Real Game Studio games (Deck players)	14,711	14,676		328,370	325,925	
All Real Game Studio games (Desktop players)	87,700	81,823	+7%	2,983,621	2,696,057	+10%

Steam Deck accounted for 9.91% of all playtime.

Top 5 Apps in Period:

	Average Deck DAU	Average Deck DAU (prior period)	% change avg players	Deck playtime hours	Deck playtime hours (prior period)	% change playtime	% of total playtime from Deck users	% sessions < 2 min (compat issues?)	Deck DAU Rank vs Desktop
Bass Ain't Bitin' 2022	6,144	5,410	+13%	125,124	108,547	+15%	9.68	13.06	0
Hold In Your Farts	70	71	-3%	761	845	-10%	11.91	19.11	0

Steam Machine Verified

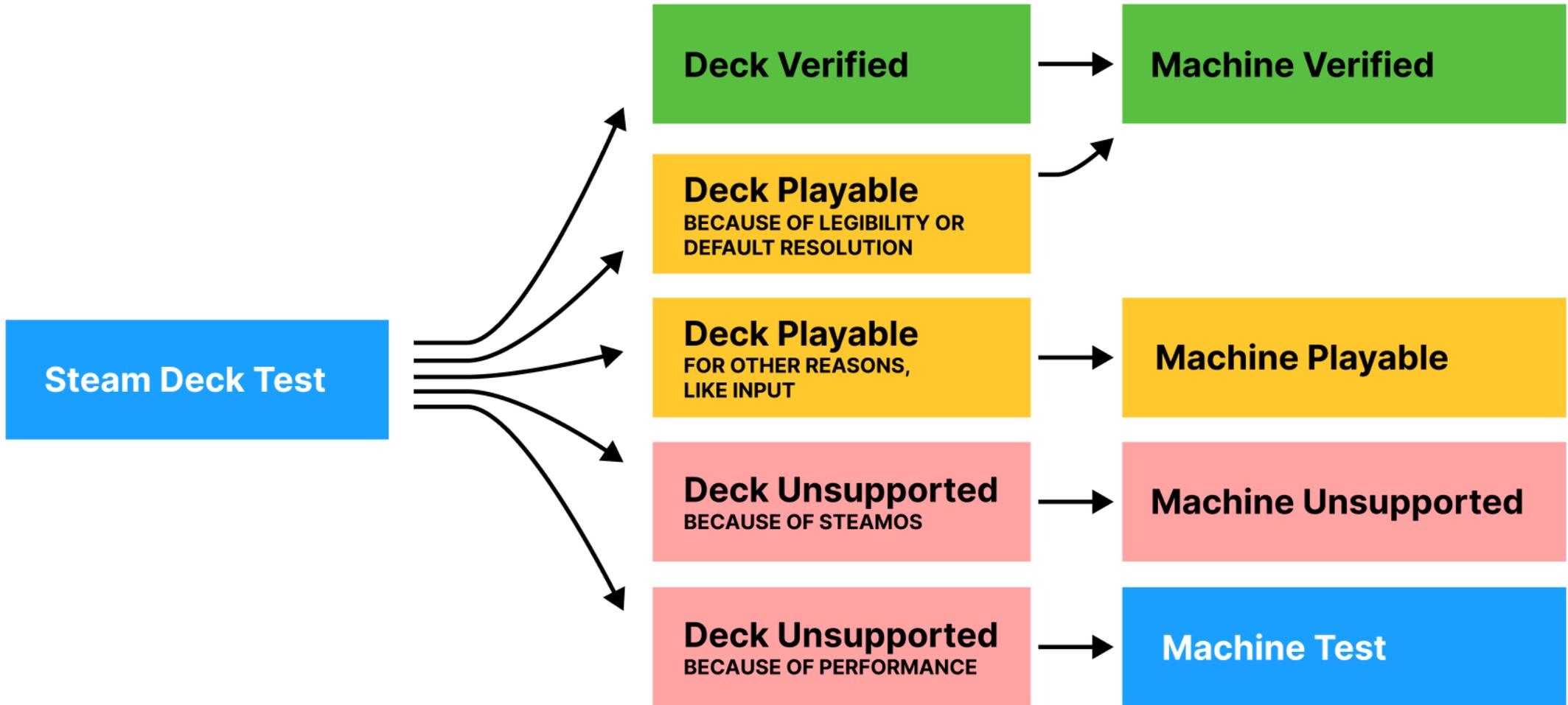


Steam Machine Verified



- **All Deck Verified games are Machine Verified**
- **Same input expectations as Deck**
- **30FPS at 1080p for Verified**
 - **Performance - 6x Steam Deck**
- **Not testing display resolution or legibility**
- **Updated API to detect hardware**

Steam Machine Verified



Steam Frame



Streaming



- **No Verified program for streaming**
- **If it runs well on your host PC, it will run well on Steam Frame**
 - **Streaming is optimized, no extra work on the developer**

ARM and FEX



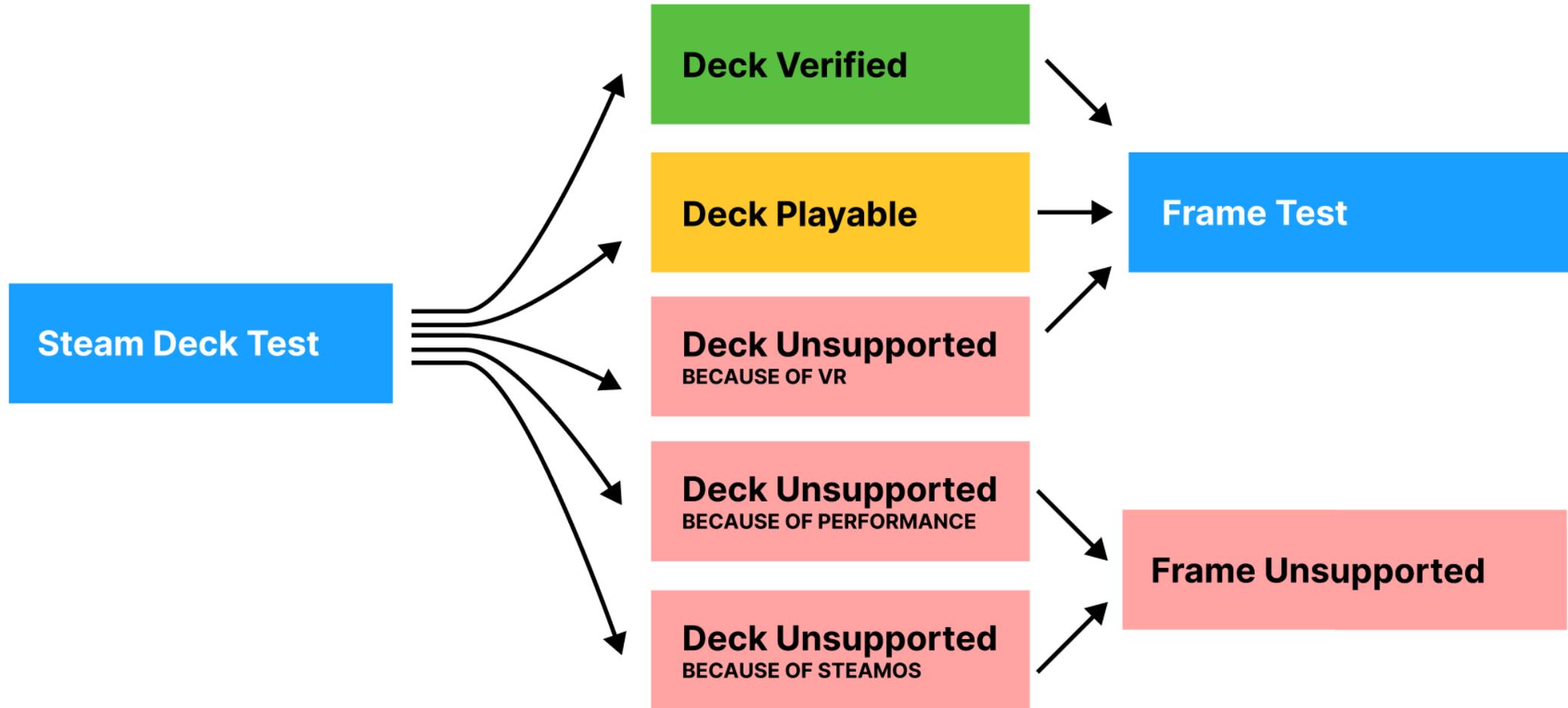
- **Expanding Proton for Arm64 architecture**
- **Allows x86 games to run on Steam Frame's ARM chip**
- **Invisible to developers and customers, just like Proton**
- **Getting better all the time**



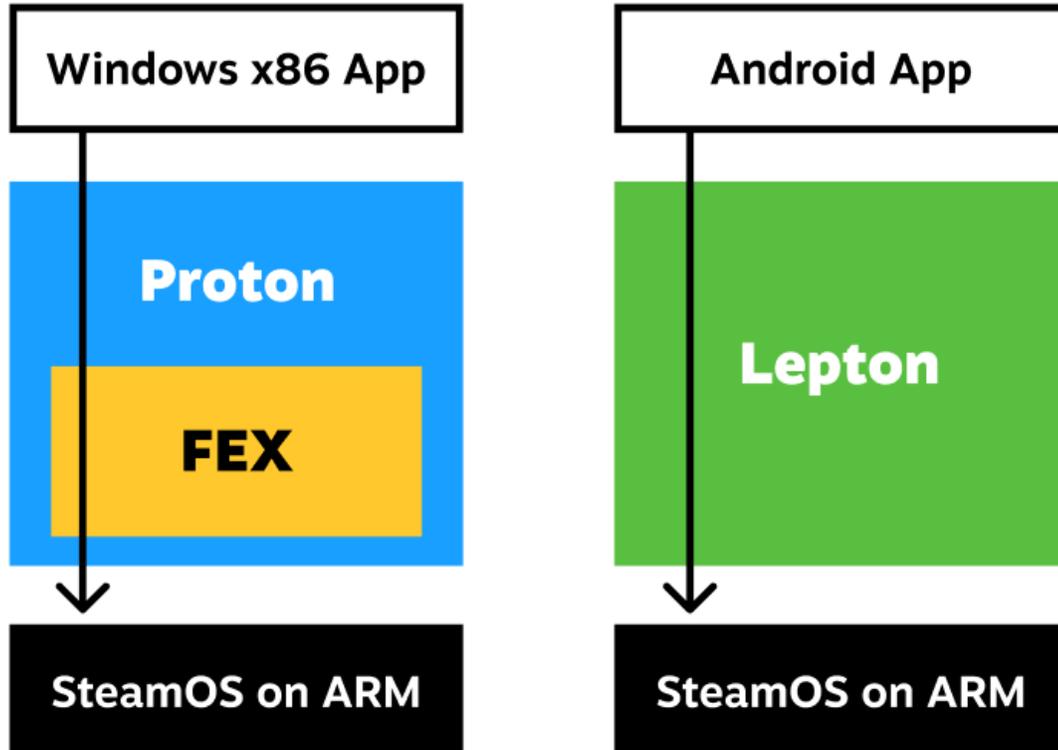
Steam Frame Verified

- **For stand-alone play only**
- **VR and non-VR games will be tested**
- **Input:**
 - **fully playable with Steam Frame controllers**
- **Performance:**
 - **standalone VR titles - 90 FPS**
 - **standalone 2D titles - 30FPS at 1280 x 720**
- **Legible UI**

Steam Frame Standalone Verified



x86 vs Android



- **Two paths for standalone Frame apps**
- **For most x86 + Proton and FEX will make sense**
- **For devs who have already made a mobile optimized version of their game, it may make more sense to use an Android version**



Structuring your app

- **Generally single app is better**
- **There are rare exceptions where it might make sense to split into two**
 - **Cross play**
 - **Major performance differences**



Final notes

- **All the updates we talked about today make games better for all customers**
- **Optimizing for lower spec machines expands your audience**
- **More controller users all the time**
- **Future-proofing for future SteamOS devices**

Documentation



- **This slide deck**
- **Partner Dashboard – Steam Deck**
- **Proton Partner Docs**
- **Steam Frame Partner Docs**
- **Proton Github**

Thank you