

# **Welcome**

## **Steam Hardware Talk**

# **Topics we'll cover today**

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





### Controller Settings

#### KEYBOARD (WASD) AND MOUSE

- Previous Weapon (Scroll Wheel Down) **LB**
- Right Mouse Click **RT**
- Crouch (C Key) **LC**
- Map (Tab Key) **LT**
- Next Weapon (Scroll Wheel Up) **RB**
- Left Mouse Click **LT**
- Reload (R Key) **RG**
- Menu (Escape Key) **PS**

#### LEFT TRACKPAD

- Weapon 1 (1) **L1**
- Weapon 3 (3) **L2**
- Weapon 4 (4) **L3**
- Weapon 2 (2) **L4**

#### RIGHT TRACKPAD

- As Mouse **R1**
- Use (E Key) **R2**

#### LEFT JOYSTICK

- Move Forward (W Key) **Stick Up**
- Move Back (S Key) **Stick Down**
- Move Left (A Key) **Stick Left**
- Move Right (D Key) **Stick Right**
- Sprint (Shift Key) **Stick Press**

#### GYRO

- Use (E Key) **Stick Press**

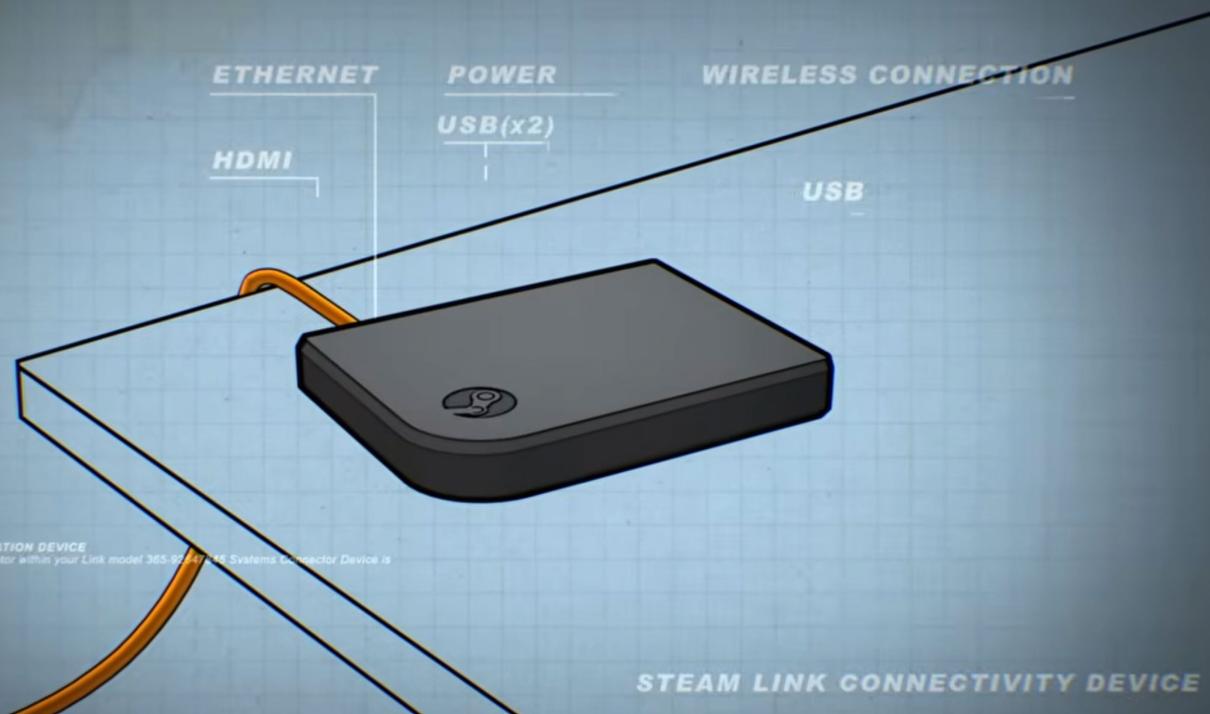
#### FACE BUTTONS

- Jump (Space Key) **A**
- Use (E Key) **B**
- Reload (R Key) **X**
- Flashlight (F Key) **Y**

**MENU** **A SELECT B BACK**

# STEAM INPUT

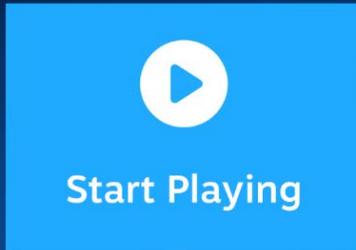




# Steam Link



Stream games from your computer with Steam.



- Home
- Steam Controller
- Good Connection

# STEAM LINK

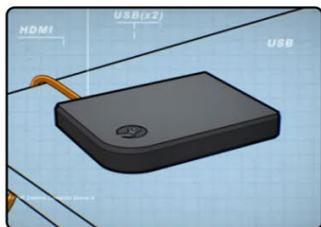




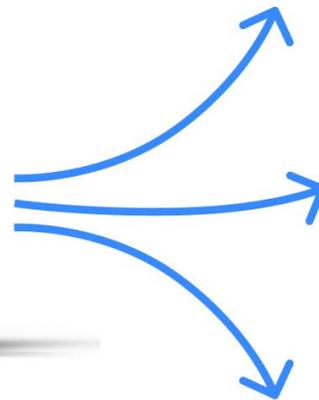
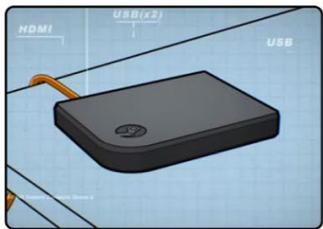


# STEAM VR





Steam Hardware Overview



Steam Hardware Overview

 **STEAM MACHINE**



 **STEAM CONTROLLER**



 **STEAM FRAME**





# Developing for STEAMOS™



# General

- **Try to support different display aspect ratios**
- **Support offline mode, including on first run**
- **Don't save graphics settings to the cloud**
- **Show all settings even if detecting platform**



# Input

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

# Platform Detection APIs

- **Going beyond `IsRunningOnSteamDeck()`...**
- **`IsBigPicture()`**
- **`IsRunningInProton()`**
- **Steam Input**
- **Hardware platform for graphics settings**



# Proton-specific

- **Avoid invasive DRM or anti-tamper**
- **Prefer codecs like VP9 and AV1**



# Proton Troubleshooting

- **Visual Studio remote debugging**
- **Please report any bugs you find!**
- **We will reach out once fixed**



# Anti-Cheat Update

- **Built-in support in major solutions**
- **Integration of custom solutions still a challenge**

# 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

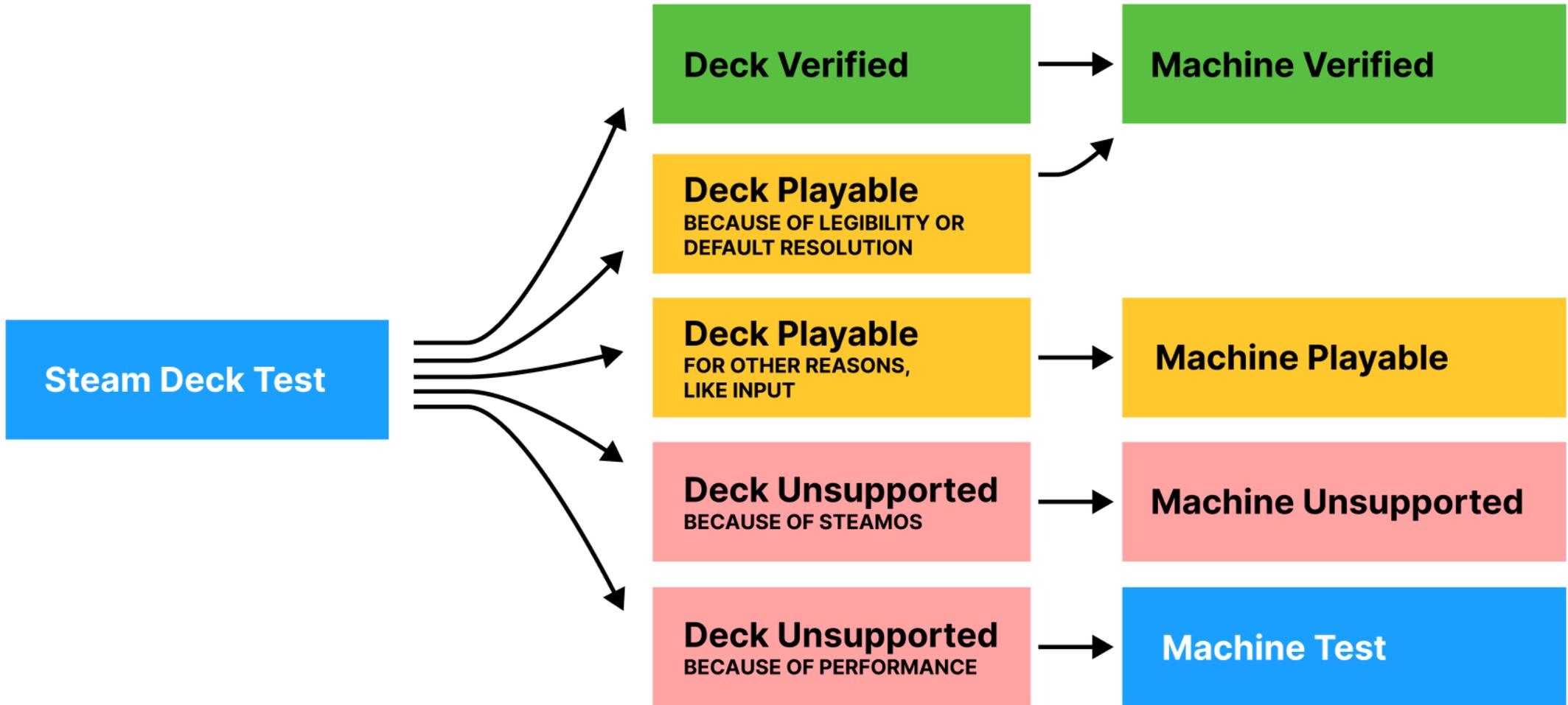


# Steam Machine Verified



- **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



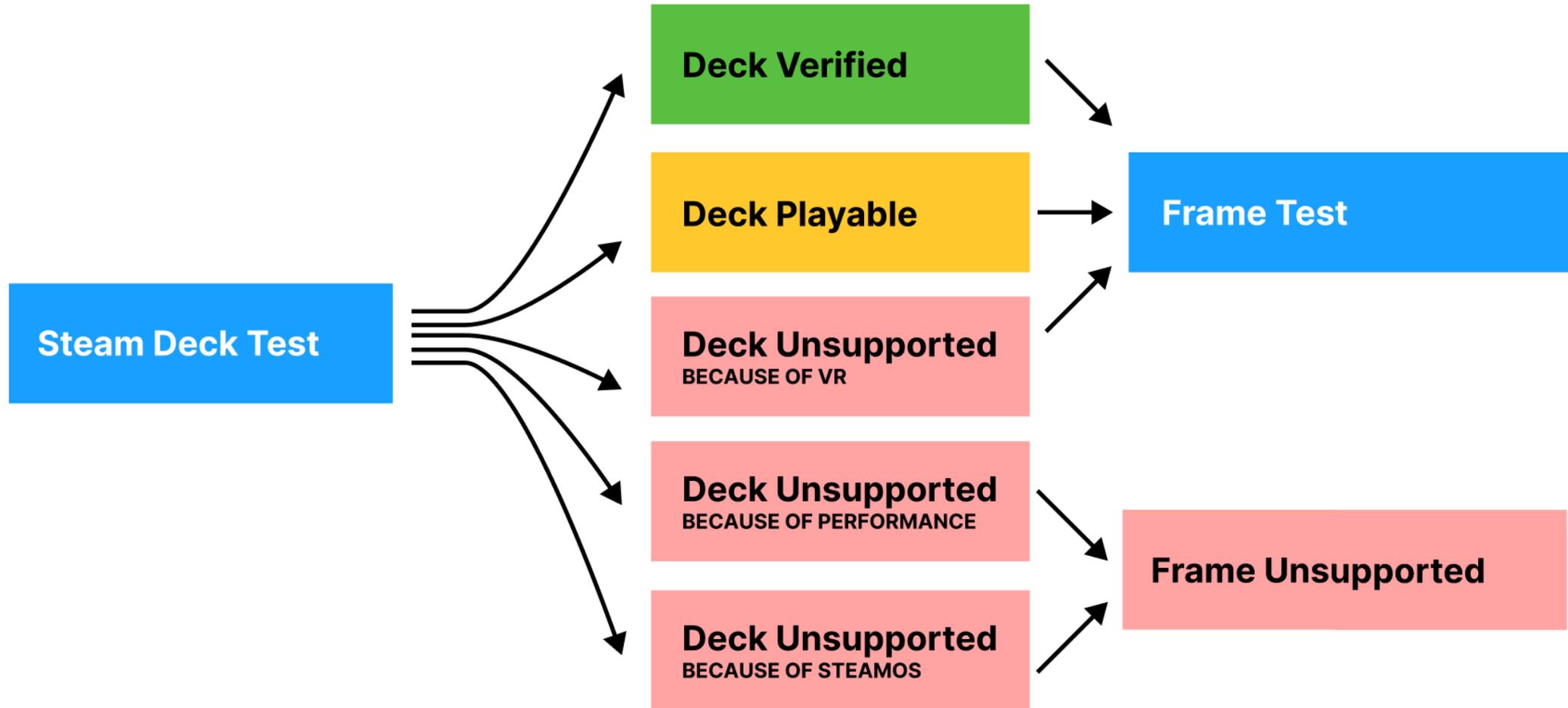
- **No Verified program for streaming**
- **If it runs well on your host PC, it will run well on Steam Frame**
- **Streaming requires no special integration, including for VR titles**



# 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



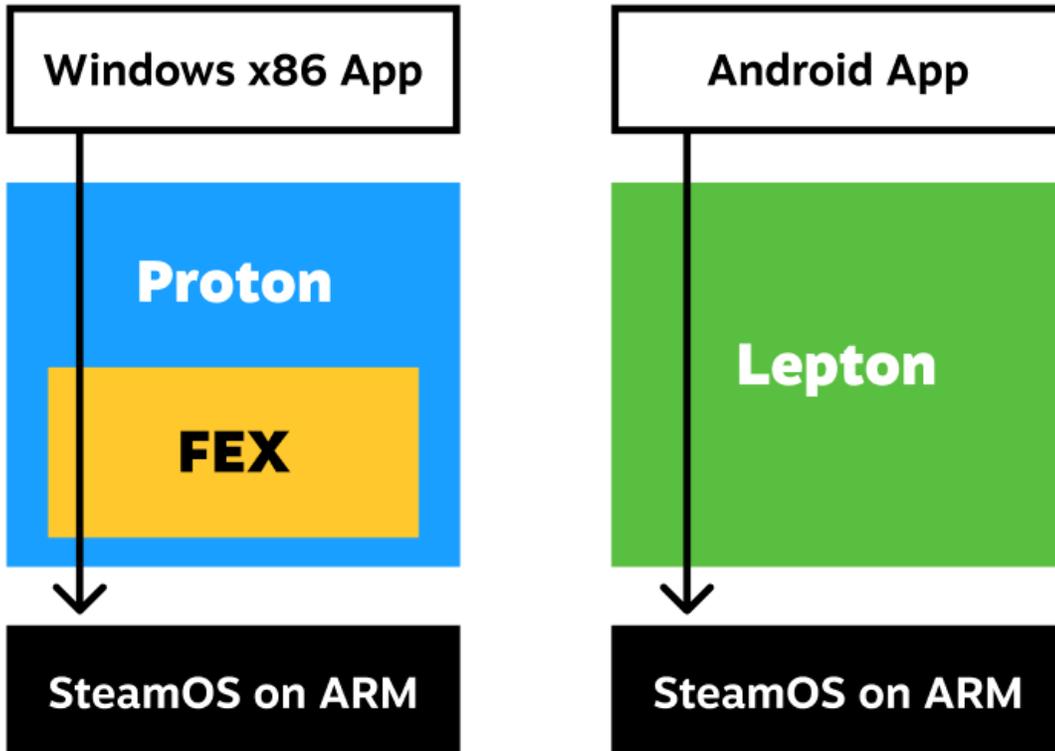
# ARM and FEX



- **Expanding Proton for Arm64 architecture**
- **Allows x86 games to run on Steam Frame's ARM chip**
- **Needs no integration**
- **Constantly updated**

# Android APKs

- **An alternate compatibility path for VR games**





# SteamOS Compatible

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

✔ 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



# 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**