Steam Logs

If you encounter issues with a game launching on Steam:

1. Open the game's properties and **enter this launch option**:
   ```
   PROTON_LOG=1 %command%
   ```

2. Launch the game

A log file should appear in your Home directory named after the game's application ID number.

Native Linux Port Versus Windows Version

Some Linux ports may have missing functionality or worse performance than on the Windows version running through Proton. However, there are scenarios where using the native port exclusively is your only option, and may even be desirable.

Valve/Source Engine Games Not launching

> **Attention**: This only applies to specific games running on the Source engine.

Audio & Custom Content Bugs

> **Attention**: Do **not** attempt to follow this workaround until you run into issues with audio or the specific scenario mentioned below regarding *Left 4 Dead 2*.

Missing voice lines or custom content not loading in Source games? SELinux is blocking MP3 decoding and other middleware because it executes heap memory.

This has also been confirmed to cause issues joining and hosting custom maps in *Left 4 Dead 2*.

> **Note**: Configuring SELinux is intended for advanced users and if used irresponsibly can break other components in your system and weaken the security of your device.

At your own risk

1. Open a host terminal and **enter these 4 commands**:

```
sudo su
```

```
cd /tmp
```

```
ausearch -c 'hl2_linux' --raw | audit2allow -M my-hl2linux
```

```
semodule -X 300 -i my-hl2linux.pp
```

2. Reboot your device

Not Launching

If a 32-bit Source 1 engine game is not opening due to tmalloc libraries issues, then open a host terminal and **enter**:

1. Add the following as a **launch option** to the affected game in Steam:

```
LD_PRELOAD=/usr/lib/libtcmalloc_and_profiler.so.4 %command%
```

2. Delete `libtcmalloc_minimal.so.x` in the game's bin folder if present.

If this fails to fix it, then try forcing Proton Experimental in the game's properties.

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