Games: GNU/Linux-Based Ataris VCS Delayed and Epic Games Store is Now Available on GNU/Linux

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- **Ataris VCS Delayed, But Does Anyone Even Care?** [2]

  Backers of the Linux-based Ataris VCS console should be sufficiently numb to news about delays by this point.

  We?ve been covering the protracted mess marketed as the ?Atari VCS? since ?Well, since forever, or more accurately since 2017, when the machine was known by a better name (?Ataribox?) it wasn?t cloaked in a thick cloud of vapourware?

  Alas it looks like we?ll be writing about the console-that-never-is for a while longer, following news that the machine, which still lacks a functional prototype, has been delayed once again.

  But I have to ask at this point: does anyone even care?

- **Epic Games Store is Now Available on Linux Thanks to Lutris** [3]

  Open Source gaming platform Lutris now enables you to use Epic Games Store on Linux. We tried it on Ubuntu 19.04 and here?s our experience with it.

  Gaming on Linux just keeps getting better. Want to play Windows games on Linux, Steam?s new in-progress feature enables you to do that.

- **Mesa 19.1 Adds Workaround For Epic Games Launcher With OpenGL** [4]

The latest change merged for Mesa 19.1 is a workaround so the Epic Games' game launch correctly renders when using OpenGL.

It turns out that the Epic Games Launcher, which is Windows-only at least for now, relies upon an OpenGL 4.4 core context but uses deprecated OpenGL functionality. Technically the software shouldn't be using a core context but rather compatibility context if it needs to use deprecated GL functionality.

[Gaming](#)

Links:
[1] http://www.tuxmachines.org/taxonomy/term/69
[2] https://www.omgubuntu.co.uk/2019/04/ataris-vcs-delayed-until-december-does-anyone-even-care-at-this-point
[3] https://itsfoss.com/epic-games-lutris-linux/
[4] https://www.phoronix.com/scan.php?page=news_item&px=Mesa-191-Workaround-Epic-Launch