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[Home](#) > [content](#) > The Linux Mint 19.2 Gaming Report: Promising But Room For Improvement

The Linux Mint 19.2 Gaming Report: Promising But Room For Improvement

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When I started outlining the original Linux Gaming Report, I was still a fresh-faced Linux noob. I didn't understand

how fast the ecosystem advanced (particularly graphics drivers and Steam Proton development), and I set some lofty goals that I couldn't accomplish given my schedule. Before I even got around to testing Ubuntu 18.10, for example, Ubuntu 19.04 was just around the corner! And since all the evaluation and benchmarking takes a considerable amount of time, I ended up well behind the curve. So I've streamlined the process a bit, while adding additional checkpoints such as out-of-the-box software availability and ease-of-installation for important gaming apps like Lutris and GameHub.

[4]

[GNU Linux Gaming](#)

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