NVIDIA delivers massive performance boost to Linux gaming

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NVIDIA today announced the latest [NVIDIA GeForce drivers](#)—R310—double the performance and dramatically reduce game loading times for those gaming on the Linux operating system.

The result of almost a year of development by NVIDIA, Valve and other [game developers](#), the new GeForce R310 drivers are designed to give GeForce customers the best possible Linux-based PC gaming experience—and showcase the enormous potential of the world's biggest open-source operating system.

Available for download at geforce.com, the new R310 drivers were also thoroughly tested with Steam for Linux, the extension of Valve's phenomenally popular Steam [gaming platform](#) that officially opened to gamers starting today.

"With this release, NVIDIA has managed to increase the overall gaming performance under Linux," said Doug Lombardi, vice president of marketing at Valve. "NVIDIA took an unquestioned leadership position developing R310 drivers with us and other studios to provide an absolutely unequalled solution for Linux gamers."

The R310 drivers support the newest GeForce GTX 600 series GPUs, which have redefined gaming for desktop and [notebook PCs](#) by combining revolutionary performance and gaming technology features with an incredibly power-efficient design. Gamers with previous generation GeForce GPUs, including the 8800 GT and above, are

encouraged to download these new drivers as well.

For an up-to-date third-party listing of games and applications that are currently in development for Linux, visit the [Marlamin](#) site.

Provided by NVIDIA

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