

Bazzite Linux

- [Gaming](#)
- [General Config](#)

Gaming

AppData

AppData doesn't exist on Linux, so the behaviour of where files are placed is different depending on the method of launching a given app.

If utilizing Steam:

Obtain the Game's ID from the end of the Store Page's URL

`/var/home/USER/.local/share/Steam/steamapps/compatdata/GAME ID`

`/pfx/drive_c/users/steamuser/AppData/`

If utilizing Wine:

Lethal Company

- Use the [r2modman](#) manager
- Installation of the mods functions the same way as Overwolf
- Replace *USER*, and paste this into steam launch options:

```
WINEDLLOVERRIDES="winhttp,version=n,b"  
"/home/USER/.var/app/com.github.ebkr.r2modman/config/r2modmanPlus-  
local/LethalCompany/web_start_wrapper.sh" %command%
```

General Config

Dolphin File Manager

- Hamburger Menu > Configure > Configure Dolphin
- Interface > Status & Location bars
 - Location bar: Show full path inside location bar

NumLock on Startup

- System Settings
- Keyboard > Keyboard
- Numlock on Startup: Turn on > Apply
- Colours & Themes > Login Screen (SDDM)
- Apply Plasma Settings... > Apply

Chrome PWAs

- Add the following beneath *Other Files* in **Flatseal**
 - `~/.local/share/applications:create`
 - `~/.local/share/icons:create`