

A Steam Link in Living Room Games

Written by Marco Attard
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[Virtual reality](#) is not the only area of interest of games developer turned digital retailer Valve-- at GDC 2015 the company reveals the Steam Link, a hardware means to stream games from any PC on the same network.

The device supports 1080p streams at 60Hz with "low latency," and connects to TVs via HDMI. It also includes a trio of USB ports and promises to automatically detect PCs running the Steam client on the same network.



Users can play games using either regular PC peripherals or the Steam Controller, seen at GDC in somewhat updated form. Both Steam Link and Controller should be available by November 2015.

Also seen at the conference are the Steam Machines, the Valve initiative in console-style home theatre PCs. Falcon Northwest had one such machine running the latest Unreal Tournament on a 4K monitor, as did Alienware with a machine running The Talos Principle with an i3 processor.

Valve says it has "a dozen other partners" working on such PCs, all slated for a November 2015

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launch.

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