STEAM DECK · LINUX

FOREVER MACHINES

Strange little machines that make sound. A new one is born every week. Nobody chooses it.

The iPhone and Mac app, on your Deck: the keyboard, the mixer, the grid, your own machines, and the buttons and sticks as an instrument. New machines arrive by themselves.



01 · INSTALL

IN DESKTOP MODE

1. **Get the zip onto the Deck** and switch to Desktop Mode: Steam button, Power, Switch to Desktop.
2. **Unzip it:** right-click the zip, **Extract here**. A folder `Forever-Machines-Steam-Deck` appears.
3. **Open Konsole** (the black terminal icon) and type the two lines on the right. It says **Installed**, and Forever Machines is in the application menu under Sound & Video.

TYPE THIS

```
cd ~/Downloads/Forever-Machines-Steam-Deck
sh install.sh
```

Somewhere else than Downloads? Change the first line. When a new version is out, tap the update button at the top of the app's side panel (Game Mode too): it installs itself. Version 1.0.1 or older needs this install once by hand.

INTO YOUR LIBRARY

1. **Add to Steam:** in the application menu, right-click Forever Machines, **Add to Steam**.

2. **Its pictures:** in Konsole run `~/Applications/ForeverMachines/add-artwork.sh`. The cover, banner and logo replace Steam's empty grey ones.

3. **Back to Game Mode.** It is in your library under Non-Steam.

TWO SETTINGS THAT MATTER

Controller layout: Forever Machines, the controller icon, Controller Layout, **Gamepad** (or Gamepad with Mouse Trackpad). Otherwise the app sees no gamepad.

Real touch (several fingers at once; otherwise Steam turns your finger into one mouse):

1. Forever Machines in your library (running: **Steam** button, pick it)
2. The controller icon, **Edit Layout**
3. **Action Sets**, the gear next to Default
4. **Add Always-On Command**
5. **System** tab, **Touchscreen Native Support**
6. Back out: Steam saves it

THE DECK IS AN INSTRUMENT

Touch works everywhere. With the buttons: `Menu` switches between two modes, `Y` plays and stops, `View` + `Menu` shows the controls on screen.

NAVIGATE

`D-pad`	jump from control to control
`A`	press, hold to drag a knob or the screen
`B`	back: close the mixer, the grid, a menu
Left stick	a free pointer (`LT`: slower)
Right stick	turn the knob under the pointer
`LB` `RB`	previous / next machine
`X`	the grid of every machine

PLAY

`D-pad`	notes 1 to 4 of the key
`X` `A` `B`	notes 5 to 7
`LT`	hold: chords
`RT`	sustain pedal
`LB` `RB`	octave down / up
Left stick	a finger on the machine (amber)
Right stick	a second finger (blue)
`Y` `View`	play / stop, the mixer (both modes)
`Menu`	back to Navigate (both modes)

GRIPS, UPDATES, HELP

THE BACK GRIPS

Steam Input can turn them into keys the app knows (controller icon, Edit Layout). A good layout:

`L4` `R4`	Page Up / Page Down: machines
`L5`	F8: Navigate / Play
`R5`	F6: play / stop
Left pad	scroll wheel: turns knobs

NEW MACHINES

A new machine is born every Monday at 06:00, Stockholm time. The app fetches it by itself when it is online, and plays offline with what it has.

IF SOMETHING IS OFF

Buttons do nothing: the layout is not Gamepad. Only one finger at a time: switch on Touchscreen Native Support. `View` + `L3` shows a touch readout.