

## Emulator - Emulator Issues #6121

### Steam Overlay Support

03/18/2013 10:57 PM - dannycaller

<b>Status:</b>	Questionable	<b>% Done:</b>	0%
<b>Priority:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Operating system:</b>	N/A	<b>Relates to performance:</b>	No
<b>Issue type:</b>	Feature request	<b>Easy:</b>	No
<b>Milestone:</b>		<b>Relates to maintainability:</b>	No
<b>Regression:</b>	No	<b>Regression start:</b>	
<b>Relates to usability:</b>	No	<b>Fixed in:</b>	
<b>Description</b>			
Sorry if this is wrong, I can't seem to find how to post an improvement suggestion here, rather than report a bug.			
So Dolphin could use better support for Steam's Overlay. Steam's Big Picture significantly improves emulation with its superb UI for joypad gaming and to be able to use the Overlay with Dolphin games would be great.			

#### History

##### #1 - 03/18/2013 11:00 PM - delroth

- Status changed from New to Accepted
- Issue type set to Feature request
- Priority set to Low
- Operating system N/A added

Yeah, not sure why it isn't working at the moment. The Steam overlay usually works fine with non Steam games.

##### #2 - 03/26/2013 05:10 AM - morello\_cpinheiro

Hoping for it to be fixed soon.

##### #3 - 03/29/2013 08:26 AM - daxtsu

Works fine for me..

<http://i.imgur.com/bnG2krZ.png>

I'm using the OpenGL backend, if it matters.

##### #4 - 03/29/2013 10:46 PM - Anonymous

I've tried both OpenGL- and D3D11 backends and steam overlay works fine there for me. Though, I don't really care about steam overlay as I run Dolphin windowed but I wanted to give this a shot anyway to see if this issue is invalid or not and it appears to be invalid. Running Dolphin 3.5-1063 x64!

<https://dl.dropbox.com/u/78202897/Random/dolphinsteamoverlay.png>

What backend did you run Dolphin with?

**#5 - 04/09/2013 06:46 AM - Lazar.Dimitri**

Dolphin 3.5 32-bit works perfectly, 64-bit does not. If I remember correctly Steam did mention in their beta client update that the client does have trouble adding in-game overlays to 64bit non steam games.

**#6 - 04/15/2013 04:06 AM - Anonymous**

That is funny because I'm on the beta client and it works fine for me.

**#7 - 04/15/2013 09:43 AM - Lazar.Dimitri**

@7

funny?

What build and you using? I'm curious. I'm using stable.

**#8 - 04/17/2013 07:02 AM - dannycaller**

hm, so I've just done some scientific testing and I discovered where the issue lies.

If I add dolphin's exe as a non steam game and launch the game from there, I can open up the overlay fine.

However, if I open a game directly with dolphin, avoiding the UI, as I do in the custom bat I made (converted to exe for steam), it wont work.

Of course, the whole reason I'm using steam is to eliminate the need for anything but a joystick to play such games and the mouse workaround nullifies that objective.

if it's of any importance, here is an example of the bat I'm using:

<http://pastebin.com/raw.php?i=xpa8rWYK>

**#9 - 10/02/2013 09:24 AM - m.can.elmaci**

Dannycal, this is not dolphin's bug. Because you make a .bat file, Steam injects it's overlay to cmd.exe

**#10 - 10/02/2013 02:34 PM - dannycaller**

I ended up managing to find a fix for this in the thread I made on the Dolphin forums:

<https://forums.dolphin-emu.org/Thread-better-steam-support>

**#11 - 04/20/2019 05:03 PM - Billiard26**

- Status changed from Accepted to Questionable

Steam overlay is working just fine here. Under what circumstances is it not working?