

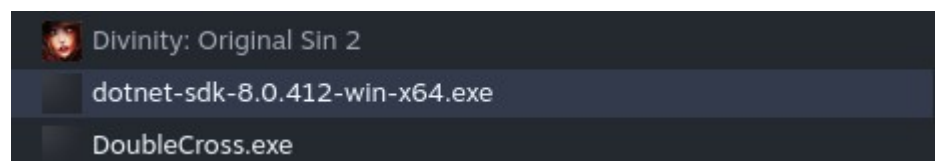
So you need to install .net runtime on your Steamdeck for whatever reason, huh? Fortunately for you, I have already done battle with this beast and slew it; now I've come back to show you its corpse. For my specific demonstration I'll use WEBFISHING because that's what I was interested in. First you're going to want to download whatever version of .net runtime you require, taking special care to select the windows x64 variant.

Build apps - SDK ⓘ

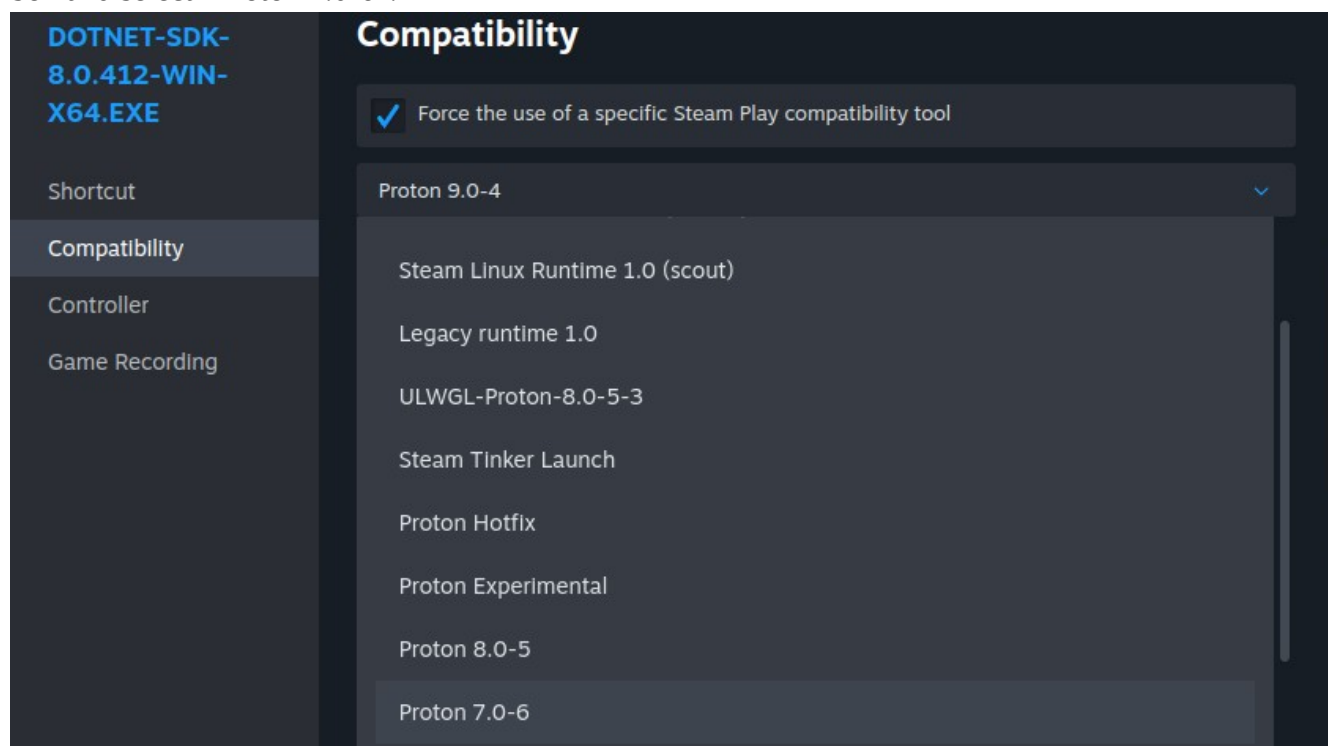
SDK 8.0.413

OS	Installers	Binaries
Linux	Package manager instructions	Arm32 Arm32 Alpine Arm64 Arm64 Alpine x64 x64 Alpine
macOS	Arm64 x64	Arm64 x64
Windows	x64 x86 Arm64 winget instructions	x64 x86 Arm64
All	dotnet-install scripts	

Once you've downloaded the installer, right click it and select "add to Steam". Afterwards, locate it in your steam library.



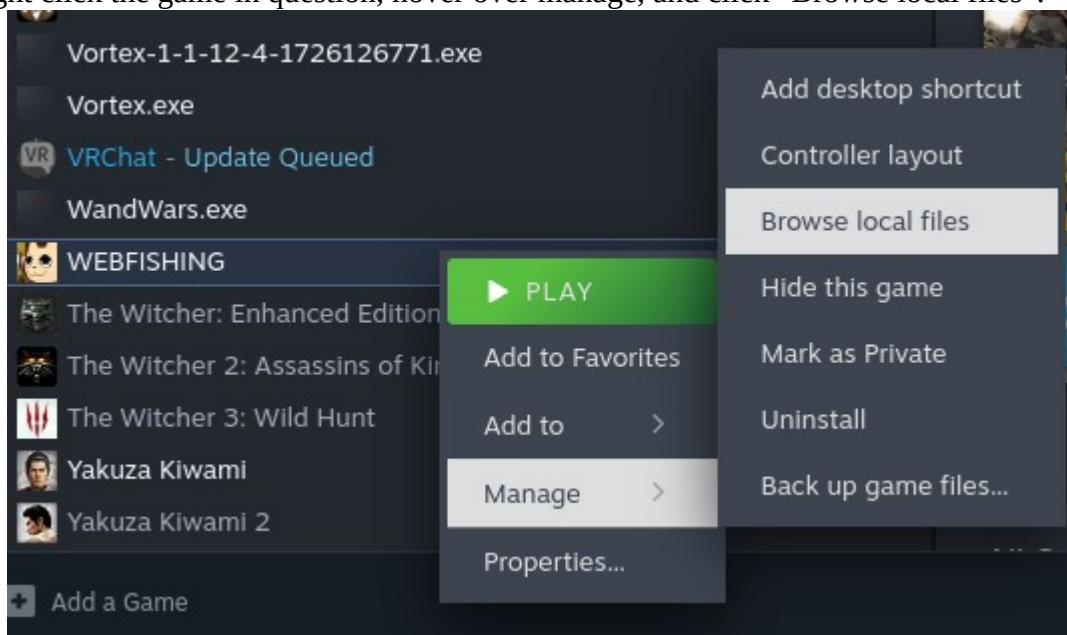
Go ahead and right click it, select "properties" and navigate to the compatibility tab, check the box next to "Force the use of a specific Steam Play compatibility tool", click the freshly appeared drop down box and select "Proton 7.0-6".



Once you've done that, you're good to run the program from the Steam window, so get that install wizard up and running. After that's finished, close the wizard and get ready for the bad part. We've gotta go pretty deep into the steamdeck's hidden files.

Open the Dolphin file browser. If you haven't already, you're going to want to toggle "show hidden files" in the drop down menu at the top right that is represented by the 3 horizontal short white lines. Under the "Devices" tab on the left hand menu, click "home", then in the main window "deck", ".steam", "steam", "steamapps", and "compatdata". This is the guts of the steandeck, where it stores all of its individual windows directories for games without Steamdeck versions. It's tartarus for file-soup, so be prepared to get you hands a little dirty. Go ahead and make sure that the files are sorted by created, oldest first. Scroll down to the bottom and your install for .net runtime should likely be one of the last few files in the list, if not the very last file. If it's not, may whatever god you fear have mercy on your wretched soul, weary traveler. To properly check for the correct directory, open it, then double click "pfx", "drive_c", and "Program Files"; inside that folder you should see a folder named "dotnet" and it'll probably have a little a little purple icon with the text ".NET" on it. That's your pearl, do me a favor and copy it. We're almost done.

Now you've gotta find your game's specific directory. Typically, that's really easy, just go back to steam, right click the game in question, hover over manage, and click "Browse local files".



Hold onto this thought, as it's adequate for at least 75% of games I've checked, but not WEBFISHING. You see, WEBFISHING is a lying little imp. Be not deceived by its sweet lies of "Browse local files"; those files are what you want for installing mods, but it's a mere simulacrum of the lich's phylactery. No, you need to browse the eldritch tomes of google or whatever to find WEBFISHING's Steam id, there you will learn the dragon's true name and with that you'll be able to bend it to your will. I'll do you a solid and save you the trouble, WEBFISHING's steam id is 3146520. Go back to the "compatdata" file and look for the file that matches your game's steam id, ignore the search bar as it's useless, your best bet is to sort your files by "Name", find the section of files with the correct name length and browse amongst those. Once you've found it, open that file and, again, click "pfx", "drive_c", "Program Files", and paste it in there. Alright, you've slew this monster yourself and now you're good to run WEBFISHING with mods. Go fourth and fester, rotten one. I can teach you no more.

