

Published on *Tux Machines* (<http://www.tuxmachines.org>)

[Home](#) > [content](#) > Ryan "Icculus" Gordon Has Some New Tools

Ryan "Icculus" Gordon Has Some New Tools

By *srlinuxx*

Created *06/01/2012 - 1:15am*

Submitted by srlinuxx on Friday 6th of January 2012 01:15:30 AM Filed under [Gaming](#) [1]

Ryan "Icculus" Gordon doesn't have any new Linux game ports to report on for now, but he does have some announcements concerning some open-source development tools he's been working on recently for some of the Linux ports of the Humble Indie Bundle game titles.

In the first finger update in a while (aside from really just announcing Humble Indie Bundles), Gordon shares his open-source (zlib-licensed) tools he worked on for the Shank Linux game port, among other projects. The spawned open-source tools include MojoShader, TheoraPlay, and MojoDDS.

[Rest here](#) [2]

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/56239>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] http://www.phoronix.com/scan.php?page=news_item&px=MTAzNzQ