

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

[Home](#) > [content](#) > GameMaker engine opens for Linux development

GameMaker engine opens for Linux development

By *srlinuxx*

Created *14/03/2013 - 6:52pm*

Submitted by srlinuxx on Thursday 14th of March 2013 06:52:18 PM Filed under [Gaming](#) [1]

GameMaker: Studio, the cross-platform game engine that is popular among indies and widely used in educational institutes, now supports publishing to Linux via Ubuntu Export.

Using GameMaker: Studio's Ubuntu Export, developers can export their new and pre-existing games as Ubuntu Software Center-ready applications from a single code base and at the touch of a button.

"This is the first time GameMaker has supported Linux publishing and it couldn't have come at a better time," said YoYo Games CEO Sandy Duncan.

[rest here](#) [2]

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/59837>

Links:

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

[2] <http://www.develop-online.net/news/43513/GameMaker-engine-opens-for-Linux-development>