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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.

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