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# GameMaker engine opens for Linux development

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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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**Links:**

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

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