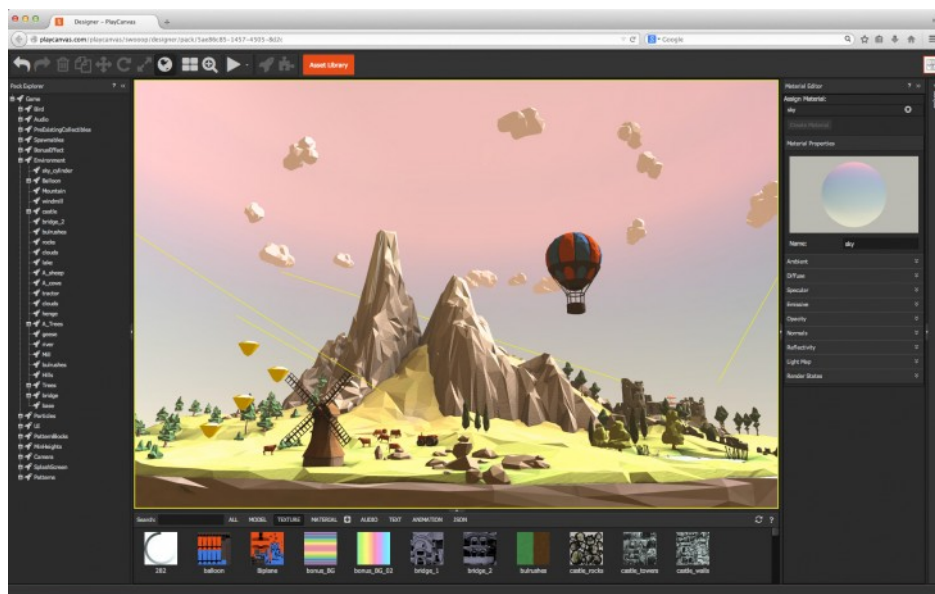


PlayCanvas takes its WebGL video game engine open source

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Video game creators will be pleased to hear that the WebGL PlayCanvas Engine has been open-sourced. Mozilla announced the move today on its developer blog and you can access the entire engine sourcebase right now over on GitHub.

[3]

[Moz/FF OSS](#)

Source URL: <http://www.tuxmachines.org/node/66337>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/118>

[2] <http://www.tuxmachines.org/taxonomy/term/72>

[3] <http://thenextweb.com/dd/2014/06/04/playcanvas-takes-webgl-video-game-engine-open-source/>