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# Nuclear Dawn Linux support moving out of beta

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Valve's effort in pushing Steam OS and Linux gaming seems to be paying off. Developers and publishers who thought Linux to be a non-viable option now are porting their games to that platform. And so is GameConnect, the developer behind the RTS and FPS hybrid Nuclear Dawn. After a very long silence, they have just announced that their game is ready for Linux. Back in February, the GameConnect confirmed in an email that no one was working on the Linux version, so it was at a standstill while both the Windows and Mac version were well on their way and working 100%.

[2]

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

[2] <http://www.muktware.com/2014/04/nuclear-dawn-linux-support-moving-beta/26052>