TuxMath 1.6.3

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"Tux, of Math Command" ("TuxMath," for short) is an educational arcade game starring Tux, the Linux mascot!

Based on the classic arcade game "Missile Command," Tux must defend his cities. In this case, though, he must do it by solving math problems.

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Discuss in the forum.

Running on ZETA and BeOSR5 and Haiku (extract to /boot/apps/Games)

TuxMath 1.6.3 has been released, with much more extensive internationalization. The Linux build now uses SDL_Pango to allow right-to-left rendering for Arabic and Hebrew, and font selection for display of Asian and Eastern European characters. Many additional translations have been added, mostly from Ubuntu's Launchpad project. Under Linux, TuxMath now supports 21 languages! However, we do not yet have SDL_Pango functioning in the Windows or MacOSX build. We do, however, have GNU Gettext itself working on all platforms, meaning that Western European translations work in Windows and the Mac.

TuxMath for Haiku (gcc2) updated to 1.7.2

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