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Cross-platform 2D game development library

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Entry point to all of Gosu's documentation.

 Updated Jan 09, 2010 by
[julianraschke](#)

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Installation

Depending on your operating system, see [GettingStartedOnOsx](#), [GettingStartedOnWindows](#) or [GettingStartedOnLinux](#).
 (Before downloading the prebuilt Ruby versions, please note that they are also available via `gem install gosu!`)

Tutorial

See either the [RubyTutorial](#) or the [CppTutorial](#).

Translations of the Ruby version

Thai translation of the Tutorial: <http://thaigamasutra.com/2009/11/30/gosu-tutorial-thai-tranlation/>

French mirror/translation of this GoogleCode page: <http://code.google.com/p/gosu-fr/>, provided by Damien Gouteux.

Polish translation by S. Wojnowski: <http://rubyhelp.org/articles/gosu>

Traditional Chinese translation by poga: http://devpoga.wordpress.com/2008/05/28/ruby_gosu_tutorial/

Spanish translation by ladybenko: <http://cafeina.ladybenko.net/?p=485>

Another **French** introduction by Guigui: <http://www.relite.org/forum/ruby-gosu-cours-complet-t4879.html>

Reference

C++: Available at <http://www.libgosu.org/cpp/>

Ruby: Available at <http://www.libgosu.org/rdoc/>

...but there is also the classic, at-a-glance overview over the Ruby interface: [RubyReference](#).

Ruby Game Packaging

Since Ruby is not a compiled language, it may not be obvious how to release games written in it to the public. For instructions see either [RubyPackagingOnOsx](#) or [RubyPackagingOnWindows](#).

Further inspiration

There are many games you can take a look at in the [Gosu Showcase board](#), and even more useful libraries to use with Gosu in the [Extending Gosu board](#)!

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