
Subject: Re: Develop Proprietary application using UPP

Posted by [mirek](#) on Tue, 17 Jul 2007 19:26:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

johnevans77 wrote on Tue, 17 July 2007 12:48Dear All,

Is it possible to develop proprietary, closed-source application on Windows/Linux using Ultimate++?

Please advice,
Thanks in advance,
JE

Yes! In fact, we encourage that The only prohibited thing is to distribute the source without copyright files... (at least, that is my understanding of BSD license we use

Anyway, not all parts of U++ are BSD or compatible licenses - there is one LGPL exception, ndisasm - disassembler used in TheIDE debuggger.

Obviously, you are not going to use that package in usuall application, but it serves well as an example: Always check COPYING (or similar) files of packages to be absolutely sure. OTOH, we have a rule not to use any 3rd party sources that could cause any problems...

Mirek
