Subject: Re: My explaination of why Ultimate++ is not mainstream
Posted by mirek on Thu, 14 Aug 2008 15:58:41 GMT

amrein wrote on Thu, 14 August 2008 11:46
It's for all those companies releasing proprietary application.

Actually, yes. Well, to be more specific, it is for programmers of such companies

Anyway, I agree about the license issue. You know, when we were about to supply it, I just scanned a couple of FOSS projects and picked what I liked - that is files from E17. They told "BSD licensed" in description of E17 that is why I supposed this is BSD. Then read some other BSD - they require the same with different wording.

Reading "the real" BSD license, the only thing I really care about is clause 1 (do not remove copyrights from sources, well, uhm, really, do not remove copyright files from directories). Is there any license like that?

Thinking about it, maybe we can just go PD?

Quote:
Just one thing: I will understand it you just say F... Y...

Fresh look of newcomers is always good.

Anyway, U++ has some mostly historical issues that need to be fixed first. E.g. that "svn" you are using is not the "main repository". That is why all that talk about "infrastructure server".

Maybe you could look around this forum, many things were discussed in the past...

Quote:
But, really, I wouldn't have done all this work and net search for free if I didn't think U++ and its developers didn't need it and deserve it.

No problem. You are welcome, there is a lot of work you can help with. (OTOH, you know that... "talk is cheap, show me the code" (Note: U++ website is U++ generated, that is why changing its structure is changing the code too

Mirek