Great, you have to be a lawyer to make heads or tails out of this licensing issue. I hope we are not getting over our heads with mixed licenses, using BSD, MPL and what not. I think we should ask some help from somebody who has experience in deciphering license descriptions.

As for Cairo, I believe it is a good idea. AGG 2.4 would be great from the license point of view, but working with AGG is IMO extremely hard. You need a lot of code to get basic stuff done, and it is not very intuitive. On the other hand Cairo is easy to use.

I wonder how MPL clauses apply if we keep Cairo sources intact, but change the build method to produce static linking? Having self-contained executable is one of U++ advantages. If the license is acceptable and we can get static linking, and if the performance is good for basic operations we could replace the current platform dependent draw primitives with Cairo calls, with the added advantage of getting Mac drawing for free. This could make Mac port easier, but we still need Objective C for windowing. And AFAIK, BeOS too! A Haiku port is not planned, but it is good to know that it is technically possible.