

---

Subject: Re: What license Ultimate++ should use? Tell us!!!

Posted by [captainc](#) on Mon, 18 Aug 2008 12:53:25 GMT

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

---

I have a second question:

What do the devs think about relicensing? Do they want to prevent derivative works from being completely relicensed?

Relicensing:

Option 1: Any derivatives (additions or modifications) of the software can be relicensed without restriction.

Option 2: Derivatives of the software must contain the same license. Proprietary additions, in the form of new add-on modules, to the software can be licensed however you want.

One question to answer that will influence this is: Do you want persistence in derivative works? There are good and bad sides to this. I.e. It could be an under-performing derivative with your name on it. Or it could be a great piece of software with your name on it!

---