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

Posted by [cbpporter](#) on Tue, 19 Aug 2008 15:21:27 GMT

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So let me see if I understand: with BSD, MIT and MPL we can distribute our software that links with U++ libraries under any license we desire. And we are not required to acknowledge in about box/copyright/documentation that the software was developed with U++ (I will do that anyway). And with BSD we can promote our product as being written with U++, but we can't promote our fork of U++ as being developed by U++ team.

With LGPL we can do the same as long as we keep dynamic linking (which is not yet possible), and with GPL we have to go GPL and opensource any software developed with U++.

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