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

Posted by [gprentice](#) on Wed, 20 Aug 2008 02:19:55 GMT

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amrein wrote on Wed, 20 August 2008 13:25Your guessing is good.

Thanks. I will fix it.

I wouldn't bother fixing it coz it seems nobody else is having a problem understanding anything except for me.

For example, cbpporter says

Quote: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++

If you link with U++ libraries then you are redistributing "the software" in binary form and the BSD license says

Quote:Redistributions in binary form must reproduce the ... <license>.

The fact that the software was developed with U++ is irrelevant - it's only what gets distributed that matters. If you distribute "U++ software" (whatever that is - open to interpretation) you must "include" <the license>. Since U++ libraries are part of U++ software by any reasonable interpretation, then you must acknowledge that in documenation/ about box, regardless of whether the libraries are modified or not.

Graeme

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