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

Posted by [cbpporter](#) on Wed, 20 Aug 2008 10:24:31 GMT

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gprentice wrote on Wed, 20 August 2008 05:19

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

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 documentation/ about box, regardless of whether the libraries are modified or not.

Graeme

I could very well be that I don't understand too much out of these licensing issues. But if I must include the U++ license verbatim, then how is it possible to distribute my own software under another license?

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