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

Posted by [mirek](#) on Fri, 22 Aug 2008 11:30:19 GMT

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gprentice wrote on Fri, 22 August 2008 07:11

If I sell an executable (but no source code) built partly from U++ source, I have to include the "new U++" license somewhere in the documentation. Can I also include an EULA that says whatever I like (e.g. this software can be used on one computer only)?

Yes. (answering as U++ coauthor).

Quote:

If I develop some source code that is NOT derived from U++ source (but might include U++ headers), can I distribute/sell this source (along with U++ source), but prevent anyone else from selling/distributing my source?

Yes.

Quote:

Can you explain what the BSD-related re-licensing issue on this page is (approx the 7th question) and whether it's relevant to U++?

<https://osi.osuosl.org/wiki/help/license>

No.

Quote:

Can you explain why the OSI link is https and not http?

So that you can be sure you are really on OSI page.

Mirek

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