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

Posted by [amrein](#) on Wed, 27 Aug 2008 13:40:02 GMT

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bytefield wrote on Wed, 27 August 2008 08:19

I know that Upp license is a solved issue but i want to know what others think about Boost license. For me it seems almost similar with BSD license...

The part which i don't understand is that:

Quote:... and to permit third-parties to whom the Software is furnished to do so, ...

that means that my executable and future derivations from that software to be covered by Boost license? Someone please enlighten me.

Yes apparently.

For me, Boost license = Do whatever you want but keep the license in all distributed source code (modified or not or derivative). If you release source code (modified or not or derivative), receiver must have the same right on it as we grant you, and you must keep the same license. If you release only binary, there is no need to display this license.

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