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

Posted by [amrein](#) on Wed, 24 Sep 2008 12:30:24 GMT

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I made bigs mistakes in previous posts... (thanks to my friend who takes the time to corrected me)

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Conclusion:

Note 1: U++ original copyright holders needs to find the modified parts themselves if they want to include them back. If not, they can be sued if they change the license or the copyright in the future. U++ should really adopt the "New BSD license".

Note 2: With U++ "Copyright (C) 2008 Mirek Fidler, Tomas Rylek and various contributors (see AUTHORS)", you can't modify the original copyright nor the external file named "AUTHORS". The only ones that can add or remove lines in the files "AUTHORS" are the authors and only if they all agree. To ease external contribution or been able to commit modifications from external source code easily, the authors list shouldn't be modified.

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