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Subject: Re: (Commercial) Upp consulting?!  
Posted by [mr\\_ped](#) on Mon, 30 Mar 2009 15:27:38 GMT  
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EDIT: I made huge mistake about linking of LGPL/GPL code, see following posts. (and I edited this one too).

Creating applications - depends what they consist of. Options are:

your C++ source - free

U++ libraries - new BSD (free)

- some inclusions in "Bazaar" or "plugin" directory may have they own license, but they are either compatible with BSD in this aspect, or they should be reported to U++ developers as breaking the license. But usually if you see "external" code added to U++, it's worth to look out for license.

clib, stl and other common C/C++ libraries - usually LGPL or free

other more special libraries like SDL, xyzSQL, DirectX, etc..

- you have to check license of each such library

Basically there are 3 most important licenses:

BSD - new is almost like "free", older ones sometimes require to give a credit of original authors

GPL - you can sell the result, but you must provide your source code under GPL too (sort of viral license)

LGPL - "lesser" GPL - very often used for libraries

- you can link dynamically(!) to the library and remain free
- if you modify the library source itself, you should provide it under GPL (sources), but only the library. (i.e. inside library it's GPL as above, outside of library you are free)

- so pure U++ application is free. With some additional libraries like SDL/etc. you should check all the licenses and decide by those, LGPL are almost like free, GPL will infect whole source.

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