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Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)

Posted by [Mindtraveller](#) on Fri, 02 Jul 2010 14:24:40 GMT

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I don't think it can be considered derived work as long as you don't take original LGPL-ed code as a basement for your code (it means copy-paste and then edit).

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