
Subject: Re: Full install package for Windows
Posted by [Rishi](#) on Sun, 19 Sep 2010 05:35:37 GMT
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koldo wrote on Sat, 18 September 2010 02:10Rishi wrote on Fri, 17 September 2010 14:10But the combination I mentioned is full-permissive and they never tried for SUCK licensing like GPL. We can 'trust' the combination. Anyway, there needs to be a package manager for easy installation and a 'template manager' for templates to create projects easily and duplicate them. (like stupid devpacks, dev-c++ authors had been trying to develop devpacks instead of the dev-cpp IDE. Thats why it fell down underground.)

Important packages:

Please pack the following in precompiled library form (*.lib, *.dll, *.so, *.a)

Please don't ask people to build it.

- 1.Anyone please compile boost for windows under MinGW -- it is too hard to compile
- 2.Mesa3d
- 3.OGRE
- 4.libcurl
- 5.OpenSL if possible or (OpenSL ES)
- 6.PortMIDI
- 7.Allegro
- 8.libxml
- 9.xlib
- 10.zlib
- 11.Efl or some toolkit

It is very difficult to open package configuration and edit list of libraries, so template manager helps us a lot.

SDL maintains a suck-licensing method, so avoid it.

Hello Rishi

A lot of work to do . If you know them well you can help by doing wrapper packages at least with the very basics (like GLCtrl).

About SDL, its license requires for commercial programs to include it dynamically. In fact this is the preferred way to link this kind of packages by default, so it does not hurt me much .

I am working a lot with SDL now. If you know any valid proposal with a more free license please post it.

I don't have experience with Upp. I was wasting time in studying suck-licensed Gtk. Now I am studying OpenGL+OGRE+CEGUI.

Anyone please DO the above mentioned stuff!

I am busy on proposal to make things permissive: PAQ, harmony.

I don't visit Wikipedia because it is copyleft.[/strike]

Anyone interested, contact me.
