Subject: Re: How to distribute some parts of Core in another library?
Posted by cbpporter on Wed, 05 Jul 2017 22:48:08 GMT
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So a package has its own license and that's it.

And you should check compatibility, but beyond that you shouldn't care about dependencies?

So far I've done only independent OSS (no dependencies) or non-OSS binary distributions (lumped every single U++ license in a single file called license.txt).