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Subject: Re: SurfaceCtrl, 3D viewer of Multiple file format and Surface class  
Posted by [Didier](#) on Sat, 19 Sep 2020 10:46:23 GMT

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koldo wrote on Fri, 18 September 2020 18:52Dear Didier

As Eigen is a header only library, and the Eigen U++ package functions are not used by SurfaceCtrl. it is not explicitly necessary to include it in this case.

However, maybe it would be interesting to include it anyway in SurfaceCtrl.

Eigen package included in U++ has MPL2 license, that is compatible with U++ BSD, and no GPL/LGPL code is included.

See here. Anyway, to avoid any error, the EIGEN\_MPL2\_ONLY is now defined.

Maybe the reason of the misunderstanding is that the GPL license file is in Eigen... It will be removed immediately.

Hello Koldo,

You are wright, I saw the COPYING.GPL and COPYING.LGPL files in EIGEN so I supposed there was really GPL code inside ... Happy to hear it isn't the case :)

Eigen header is included in Surface/Surface.h : if it isn't used, it shoudn't be included ==> this was the origin of my remark

As for including it in SurfaceCtrl by default : I think this decision should be left to final user: all packages should be kept as light as possible : this saves some trouble from time to time

Quote:As Eigen is a header only library, and the Eigen U++ package functions are not used by SurfaceCtrl. it is not explicitly necessary to include it in this case.

I am not sure I understand correctly, but eaven if a package is "header only" it should be normally managed with package dependencies if used : this prevents the compiler from using other includes that may be available on you're OS but aren't the same version (This easily happens with boost)

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