
Subject: Develop Proprietary application using UPP
Posted by [johnevans77](#) on Tue, 17 Jul 2007 16:48:29 GMT
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Dear All,

Is it possible to develop proprietary, closed-source application on Windows/Linux using Ultimate++?

Please advice,
Thanks in advance,
JE

Subject: Re: Develop Proprietary application using UPP
Posted by [mirek](#) on Tue, 17 Jul 2007 19:26:10 GMT
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johnevans77 wrote on Tue, 17 July 2007 12:48Dear All,

Is it possible to develop proprietary, closed-source application on Windows/Linux using Ultimate++?

Please advice,
Thanks in advance,
JE

Yes! In fact, we encourage that The only prohibited thing is to distribute the source without copyright files... (at least, that is my understanding of BSD license we use

Anyway, not all parts of U++ are BSD or compatible licenses - there is one LGPL exception, ndisasm - disassembler used in TheIDE debugger.

Obviously, you are not going to use that package in usuall application, but it serves well as an example: Always check COPYING (or similar) files of packages to be absolutely sure. OTOH, we have a rule not to use any 3rd party sources that could cause any problems...

Mirek

Subject: Re: Develop Proprietary application using UPP
Posted by [Kknd](#) on Tue, 17 Jul 2007 19:29:16 GMT
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Upp itself are distributed under the BSD license, a very permissive license, that permits you to develop a proprietary application.

I do not know if Upp also uses Gtk or other libs, so I don't know the correct answer to your question.

Subject: Re: Develop Proprietary application using UPP

Posted by [mirek](#) on Tue, 17 Jul 2007 19:31:57 GMT

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Kknd wrote on Tue, 17 July 2007 15:29

I do not know if Upp also uses Gtk or other libs, so I don't know the correct answer to your question.

On Linux, it links with GTK dynamic libraries (the only reason is to use them as theming API).

GTK libraries are LGPL -> it should cause no problems.

Subject: Re: Develop Proprietary application using UPP

Posted by [Kknd](#) on Tue, 17 Jul 2007 19:46:18 GMT

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luzr wrote on Tue, 17 July 2007 16:31 Kknd wrote on Tue, 17 July 2007 15:29

I do not know if Upp also uses Gtk or other libs, so I don't know the correct answer to your question.

On Linux, it links with GTK dynamic libraries (the only reason is to use them as theming API).

GTK libraries are LGPL -> it should cause no problems.

Nice!

I'm really impressed by Ultimate++.

Subject: Re: Develop Proprietary application using UPP

Posted by [waxblood](#) on Tue, 17 Jul 2007 20:35:02 GMT

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Quote: On Linux, it links with GTK dynamic libraries (the only reason is to use them as theming API).

and you can even do without them (as I do), compiling with .NOGTK flag set in main package configuration. This way interface is more responsive, I find it more suitable at least for debugging

purposes.

Ciao,
David

Subject: Re: Develop Proprietary application using UPP
Posted by [johnevans77](#) on Wed, 18 Jul 2007 03:07:23 GMT
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Dear All,

Thank you very much for all answers. And surprised Mirek still has time to answer this simple question.

Now, we plan to migrate from wxWidgets (using DialogBlocks for GUI designer) to Ultimate++. We are still evaluating but it seems that upp is so promising.

Best regards,
JE

Subject: Re: Develop Proprietary application using UPP
Posted by [mirek](#) on Wed, 18 Jul 2007 07:01:29 GMT
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johnevans77 wrote on Tue, 17 July 2007 23:07Dear All,

Thank you very much for all answers. And surprised Mirek still has time to answer this simple question.

Answering simple questions takes much less time and energy

Mirek
