Subject: about the license of Ultimate++
Posted by LeiMing on Sun, 27 Sep 2009 05:38:52 GMT
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Hello, there.

at first sorry for my poor English.

I have used Ultimate++ to build program with GUI for about two weeks.
3 days ago I have publish a program (a name changer for a game, publish for free) build with Ultimate++ library and today I fix some bugs and re-upload it.
Just I found that I forgot to offer the BSD license that Ultimate++ uses with my program. Then I added it.

Then I found this statement in the license:
Quote:This License does not apply to any software that links to the libraries provided by this software (statically or dynamically), but only to the software provided.

I am confused by the "links to the libraries provided by this software but only to the software provided". Would anyone tell me what I should do if I publish a program (commercial, free or open-sourced)? I'm not sure what I actually should do if I publish a program build with Ultimate++'s libraries.

thanks in advance.

Regards,
LeiMing

Subject: Re: about the license of Ultimate++
Posted by andrei_natanael on Sun, 27 Sep 2009 10:23:09 GMT
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It means you may release your software under any license(commercial, free, open-source, etc) but you have to acknowledge somewhere that you've used U++ (About dialog, documentation or in a file distributed with your software). Would be nice if you provide a link to U++ site

Subject: Re: about the license of Ultimate++
Posted by LeiMing on Mon, 28 Sep 2009 04:39:04 GMT
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thanks for your reply.
Now I know what I should do if I publish a program build with ultimate++ library. since the license of ultimate++ is much longer than an acknowledge statement or ultimate++ site.

Subject: Re: about the license of Ultimate++
Posted by zsolt on Tue, 29 Sep 2009 15:44:18 GMT
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BTW, it would be nice to post a link to your app in the "Applications created with U++" category of this forum.