
Subject: Re: Question about scripts /source code
Posted by [Genesis2001](#) on Wed, 15 Apr 2009 03:39:50 GMT
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afaik, you can release a shaders plugin closed source?

Lemme fetch something Saberhawk told me awhile ago...

Quote:[01:16:59PM] <Zack> Hello
[01:17:08PM] <Saberhawk> Hey
[01:17:44PM] <Zack> What *is* "apbshaders.dll" ?
[01:17:52PM] <Zack> is it an extension to shaders.dll ?
[01:17:54PM] <Saberhawk> shader plugin
[01:17:57PM] <Zack> ah.
[01:18:11PM] <Saberhawk> And it basically rewrites shaders.dll
[01:18:26PM] <Zack> what's the "license" on making shader plugins?
[01:18:37PM] <Zack> open source if released?
[01:18:54PM] <Saberhawk> Yeah
[01:19:14PM] <Saberhawk> The example shader plugin iirc isn't GPL licenced though
[01:19:16PM] <Zack> : x
[01:19:22PM] <Zack> : x
{...}
[01:19:40PM] <Saberhawk> Soo if you don't use any code from shaders.dll/scripts.dll/etc you could release a closed source one
{...}
[01:20:00PM] <Zack> ;x
[01:20:09PM] <Saberhawk> Yeah, I rewrote all of shaders.dll for apbshaders.dll
[01:20:14PM] <Zack> ;o
[01:20:32PM] <Saberhawk> And for 4.0, the shader system is based off of apbshaders.dll shader system
