

Third Party Notices

OpenMMO makes use of several freely available open-source scripts (most of them under the MIT license) and a few other assets used with written permission by their author(s). We are transparent, here is the full list.

Test Model

Copyright © www.meshtint.com

(used with friendly, written non-exclusive permission granted by the MeshTint team)

www.meshtint.com

Standard Assets - Prototyping

Copyright © Unity3d

www.unity3d.com

Nature Kit

Copyright © Kenney.nl

(CC0 license)

www.kenney.nl

Game Icons

Copyright © game-icons.net

(CC0 license)

www.game-icons.net

Droid Sans Font

Copyright © Google

(Apache License)

www.google.com

Mirror Networking

Copyright © vis2k, Paul and Contributors

(MIT License)

www.mirror-networking.com

SQLite-Net

Copyright © Krueger Systems, Inc.

(MIT License)

<https://github.com/praeclarum/sqlite-net>

insthync/UnityMultiplayerARPG_MMO

insthync/unity-camera-and-input

insthync/UnityEditorUtils
insthync/unity-audio-manager
insthync/MMORPGKIT_GooglePlayAuth
insthync/MMORPGKIT_FacebookAuth
insthync/unity-dev-extension
insthync/insthync-unet-chat
insthync/unity-ui-utilities
insthync/unity-simple-monetization
insthync/UnityGridInventory
MySQL RowsReader

Copyright © Ittipon Teerapruettikulchai
(MIT License)

<https://github.com/insthync>

to be continued...
