

## ANet Networking Engine

by Aramis Hornung Moraes

## 1. About

Thank you for your interest in ANet engine. The ANet Engine is a platform-independent networking engine written in ANSI C. Its main purpose is to enable multiplayer networking for games, but it also can be used for any other networking application. It's easy to use, fast, and reliable.

Developed by Aramis Hornung Moraes.

## License

Aramis's Networking Engine - ANet Networking Engine Copyright © 2014 **Aramis Hornung Moraes**.

Anet's files contained within the distributed product are copyright © Aramis Hornung Moraes.

The contents of the ANet Engine distribution archive may **NOT** be redistributed, reproduced, modified, transmitted, broadcast, published or adapted in any way, shape or form, without the prior written consent of the owner, **Aramis Hornung Moraes**.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS ''AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

If you do not accept all the terms of the license then **DO NOT** have the right to use this software, such use is illegal under the terms of international Copyright law.