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Please refer to the author's original sites for unedited and clean versions.

**Bullet**

Real-Time Physics Simulation - Erwin Coumans

<http://bulletphysics.org/mediawiki-1.5.8/index.php/LICENSE>

**Corona**

Chad Austin

<http://corona.sourceforge.net/>

**Enet**

Lee Salzman

<http://enet.bespin.org/License.html>

**FCollada**

**Glee**

Ben Woodhouse

<https://www.opengl.org/sdk/libs/GLee/>

**Glew**

Originally from Lev Povalahev

[https://github.com/nigels-com/glew#copyright-and-licensing](https://github.com/nigels-com/glew%23copyright-and-licensing)

**GLFW**

Marcus Geelnard and Camilla Berglund

<http://www.glfw.org/license.html>

**JSON**

Dave Gamble

<https://github.com/DaveGamble/cJSON/blob/master/LICENSE>

**LodePNG**

Lode Vandevenne

<http://lodev.org/lodepng/>

**ManyMouse**

Ryan C. Gordon <icculus@icculus.org>

<https://icculus.org/manymouse/>

**OpenAL**

LGPL: Creative Technology et al.

**OpenCV**

<http://opencv.org/license.html>

**OpenVR**

ValveSoftware

<https://github.com/ValveSoftware/openvr/blob/master/LICENSE>

**SDL**

Sam Lantinga

<https://www.libsdl.org/license.php>

**TinyXML**

Lee Thomason

<http://www.grinninglizard.com/tinyxmldocs/>

**ZLib**

Jean-loup Gailly and Mark Adler

<http://www.zlib.net/zlib_license.html>

**KDTree**

Jose Luis Blanco ([joseluisblancoc@gmail.com](mailto:joseluisblancoc@gmail.com))

See top of nanoflann.hpp