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Game Framework

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**Bullet**

Real-Time Physics Simulation - Erwin Coumans

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

**Corona**

Chad Austin

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

**Enet**

Lee Salzman

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

**FCollada**

**Glee**

Ben Woodhouse

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

**Glew**

Originally from Lev Povalahev

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

**GLFW**

Marcus Geelnard and Camilla Berglund

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

**JSON**

Dave Gamble

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

**LodePNG**

Lode Vandevenne

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

**ManyMouse**

Ryan C. Gordon <icculus@icculus.org>

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

**OpenAL**

LGPL:Creative Technology et al.

**OpenCV**

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

**OpenVR**

ValveSoftware

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

**SDL**

Sam Lantinga

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

**TinyXML**

Lee Thomason

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

**ZLib**

Jean-loup Gailly and Mark Adler

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

**KDTree**

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

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