



ScopeFun Oscilloscope

This open source oscilloscope is completely open source. This means software(GPL v3.0 license), hardware(CERN Open hardware license) and firmware(GPL v3.0 license). All source packages can be downloaded at <http://www.scopefun.com/>

- The oscilloscope software(executable) is licensed under GNU General Public License version 3.0 (GPLv3 for short). See COPYING.TXT for details.

Oscilloscope source code is located in the ./source folder and is licensed under GPLv3 license.

It is built using libraries which are in the ./lib folder.

They are all GPLv3 compatible. Their licenses are:

./lib/cJSON	MIT type
./lib/glew-1.13.0	BSD – 3 clause
./lib/libusb-1.0.20	GPL Lesser version 2.1 or later
./lib/SDL2-2.0.4	MIT type
./lib/wxWidgets-3.0.2	GPL version 2 or later
./lib/kissfft-130	BSD – 3 clause

All shader code is located under ./bin/data/shader21 folder and ./bin/data/shader32 folder. It is licensed under GPLv3 license.