

## Open-Source Software Credits & Licence Summary

Component / Project	Role in Our Product	Primary Licence	Up-stream URL (plain text)
<b>Modified Sunshine</b>	Host-side capture / encode / stream	<b>GPL-3.0-only</b>	<a href="https://placeholder.url/sunshine">https://placeholder.url/sunshine</a>
<b>Halo</b>	Stand-alone REST/HTTP control service (split from Sunshine)	GPL-3.0-only	<a href="https://placeholder.url/halo">https://placeholder.url/halo</a>
<b>HBridge</b>	XLang IPC bridge executable	GPL-3.0-only	<a href="https://placeholder.url/hbridge">https://placeholder.url/hbridge</a>
<b>Gleam</b> (fork of Moonlight-Qt)	Cross-platform streaming client	GPL-3.0-only	<a href="https://placeholder.url/gleam">https://placeholder.url/gleam</a>
<b>moonlight-common-c</b>	NVIDIA GameStream protocol core	GPL-3.0-only	<a href="https://github.com/moonlight-stream/moonlight-common-c">https://github.com/moonlight-stream/moonlight-common-c</a>
<b>XLang</b>	Host-side scripting / automation	<b>Apache-2.0</b>	<a href="https://github.com/xlang-foundation/xlang">https://github.com/xlang-foundation/xlang</a>
<b>Qt 5/6</b>	Gleam GUI & cross-platform abstraction	LGPL-3.0-only (or GPL-3.0)	<a href="https://qt.io">https://qt.io</a>
<b>FFmpeg</b>	Audio / video codecs & muxers	LGPL-2.1-or-later or GPL-3.0 (build choice)	<a href="https://ffmpeg.org">https://ffmpeg.org</a>
<b>OpenSSL</b>	TLS / cryptography	Dual Apache-2.0 / OpenSSL	<a href="https://www.openssl.org">https://www.openssl.org</a>
<b>cURL / libcurl</b>	HTTP(S) client	curl licence (MIT style)	<a href="https://curl.se">https://curl.se</a>
<b>libopus</b>	Opus audio codec	BSD-like	<a href="https://opus-codec.org">https://opus-codec.org</a>
<b>miniUPnPc</b>	UPnP / NAT-PMP	BSD-3-Clause	<a href="https://miniupnp.tuxfamily.org">https://miniupnp.tuxfamily.org</a>
<b>nv-codec-headers</b>	NVENC / NVDEC SDK headers	MIT	<a href="https://github.com/FFmpeg/nv-codec-headers">https://github.com/FFmpeg/nv-codec-headers</a>
<b>NVFB headers</b>	NVIDIA Frame Buffer Capture API	NVIDIA custom permissive	<a href="https://placeholder.url/nvfb">https://placeholder.url/nvfb</a>
<b>glad</b>	OpenGL / GLES loader	MIT	<a href="https://glad.dav1d.de">https://glad.dav1d.de</a>
<b>Simple-Web-Server</b>	Embedded HTTP server (pairing UI)	MIT	<a href="https://gitlab.com/eidheim/Simple-Web-Server">https://gitlab.com/eidheim/Simple-Web-Server</a>
<b>TPCircularBuffer</b>	Lock-free ring buffer (audio)	BSD	<a href="https://github.com/michaeltyson/TPCircularBuffer">https://github.com/michaeltyson/TPCircularBuffer</a>
<b>tray</b>	System-tray helper	MIT	<a href="https://github.com/cristianbuse/tray">https://github.com/cristianbuse/tray</a>
<b>ViGEmClient</b> (Windows)	Virtual game-pad device	MIT	<a href="https://github.com/ViGEm/ViGEmClient">https://github.com/ViGEm/ViGEmClient</a>
<b>wayland-protocols</b>	Extra Wayland protocol XMLs	MIT	<a href="https://gitlab.freedesktop.org/wayland/wayland-protocols">https://gitlab.freedesktop.org/wayland/wayland-protocols</a>
<b>nanors</b>	Tiny C++ thread helpers	MIT	<a href="https://github.com/mjansson/nanors">https://github.com/mjansson/nanors</a>
<b>AntiHooking</b>	Windows anti-tamper shim (Gleam)	MIT	<a href="https://placeholder.url/antihooking">https://placeholder.url/antihooking</a>
<b>h264bitstream</b>	H.264 SPS/PPS parser (Gleam)	LGPL-2.1	<a href="https://github.com/georgmartius/h264bitstream">https://github.com/georgmartius/h264bitstream</a>

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qmdnsengine	mDNS / Bonjour discovery (Gleam)	LGPL-2.1	<a href="https://github.com/RaisinTen/qmdnsengine">https://github.com/RaisinTen/qmdnsengine</a>
soundio	Cross-platform audio I/O (Gleam)	ISC	<a href="https://github.com/andrewrk/libsoundio">https://github.com/andrewrk/libsoundio</a>
<b>Other utility sub-modules</b> (googletest, SDL_GameControllerDB, etc.)	Build helpers, controller maps	MIT / BSD / Public Domain	see Sunshine & Gleam repos