Third Party Notices

OpenMMO makes use of several freely available open-source scripts (most of them under the MIT license) and a few other assets used with written permission by their author(s). We are transparent, here is the full list.

Test Model
Copyright © www.meshtint.com
(used with friendly, written, non-exclusive permission granted by the MeshTint team)
www.meshtint.com

Standard Assets - Prototyping
Copyright © Unity3d
www.unity3d.com

Nature Kit
Copyright © Kenney.nl
(CC0 license)
www.kenney.nl

Game Icons
Copyright © game-icons.net
(CC0 license)
www.game-icons.net

Droid Sans Font
Copyright © Google
(Apache License)
www.google.com

Mirror Networking
Copyright © vis2k, Paul and Contributors
(MIT License)
www.mirror-networking.com

SQLite-Net
Copyright © Krueger Systems, Inc.
(MIT License)
https://github.com/praeclarum/sqlite-net

insthync/UnityMultiplayerARPG_MMO
insthync/unity-camera-and-input

insthync/UnityEditorUtils
insthync/unity-audio-manager
insthync/MMORPGKIT_GooglePlayAuth
insthync/MMORPGKIT_FacebookAuth
insthync/unity-dev-extension
insthync/insthync-unet-chat
insthync/unity-ui-utilities
insthync/unity-simple-monetization
insthync/UnityGridInventory
MySQL RowsReader

to be continued…