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Apache Harmony - Open Source Java SE

=====

<<http://harmony.apache.org/>>

Author: The Apache Software Foundation (<http://www.apache.org/>).

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<http://www.apache.org/licenses/LICENSE-2.0>

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Files:

src/jogamp/graph/geom/plane/AffineTransform.java
src/jogamp/graph/geom/plane/IllegalPathStateException.java
src/jogamp/graph/geom/plane/NoninvertibleTransformException.java
src/jogamp/graph/geom/plane/PathIterator.java
src/jogamp/graph/geom/plane/Path2D.java
src/jogamp/graph/math/plane/Crossing.java
src/org/apache/harmony/misc/HashCode.java

A.3) The JOGL source tree contains code from David Schweinsberg which is covered by the Apache License Version 1.1 and Version 2.0

Typecast

=====

Typecast is a font development environment for OpenType font technology.

<<https://java.net/projects/typecast>>

Author: David Schweinsberg

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Apache License Version 1.1

<http://www.apache.org/licenses/LICENSE-1.1>

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Files:

src/jogl/classes/jogamp/graph/font/typecast/ot/*

src/jogl/classes/jogamp/graph/font/typecast/ot/table/*

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src/jogl/classes/jogamp/graph/font/typecast/ot/*

src/jogl/classes/jogamp/graph/font/typecast/ot/mac/*

src/jogl/classes/jogamp/graph/font/typecast/ot/table/*

src/jogl/classes/jogamp/graph/font/typecast/tt/engine/*

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Ubuntu Font Family

=====

The Ubuntu Font Family are libre fonts funded by Canonical Ltd on behalf of the Ubuntu project.

<<http://font.ubuntu.com/>>

Copyright 2010 Canonical Ltd.

Licensed under the Ubuntu Font Licence 1.0

Author: Canonical Ltd., Dalton Maag

UBUNTU FONT LICENCE

Version 1.0

<http://font.ubuntu.com/ufl/ubuntu-font-licence-1.0.txt>

Or within this repository: doc/licenses/ubuntu-font-licence-1.0.txt

Files:

src/jogamp/graph/font/fonts/ubuntu/*

A.5) The JOGL source tree also contains header files from NVIDIA, reflecting Cg.

Files:

make/stub_includes/cg/CG/**

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PNGJ

====

PNGJ: Java library for reading and writing PNG images.

Version 1.12 (3 Dec 2012)

<<http://code.google.com/p/pngj/>>

Author: Hernan J. Gonzalez and Shawn Hartsock

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src/jogl/classes/jogamp/opengl/util/pngj/**

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This code can be included to produce a binding and hence support for the Oculus VR Rift.

The code is included and it's build artifacts will be released, if the git sub-module oculusvr-sdk is included in the jogl source repository as true for current official JogAmp builds and releases!

If using JogAmp JOGL builds with oculusvr-sdk support, but the user prefers to not use it for license or other reasons, the user can simply remove the artifacts 'jar/atomics/oculusvr*jar'. No other produced artifact is affected.

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