The license has changed! The old public domain license is still in effect if you want to use Mirage 3.0.3 and 3.0.7 source codes, but if you are planning on using Mirage Source Engine Build 1 and higher, you must obey the license attached to it.

Why do I have a license change? It's quite simple, actually. The reason for requiring fixes, optimizations and security additions/changes code to be posted back to the community, is because anything that fixes up the code helps the community. Think of it this way. With out the community there would be no code and tutorials ... The part where two references must be made back to the community site... well... Notice I require references to the community and NOT to Shannara Corporation. Its the Mirage Source community who made the site how it is today, not the company. So I thought it was only fair that the community get the credit.

Please note, if someone decided to make a port of MSE to a different language, such as RealBasic C++, Delphi, etc, please give credit to the community. After all, there would have been no product with out them. I am also more then willing to provide support forums for all ports and MSE related products. These would be under (MSE Related Products), and you can have as many forums as you like.

Besides, if you do not like the license, stick with the 3.0.3 or 3.0.7 code and adhere to that license. Nobody is forcing you to use MSE, even though I will try to keep it as up to date as possible. The reason the source code cannot be distributed, on any site other then the official mirage source, is in case someone gets the bright idea to inject some bad code and distribute it. We would have people down our throats. Kind of like what that kid PC did, attempt to attach an illegal license to the code. It never hold water since the majority of the community knew better then to trust that SOB :P.