SDD **Third Party Resources**

*Seb Holzapfel*

**This is a list of all the programs and resources I have used in the development of this project, alongside their license.**

Programs/Tools

* IDE: **Microsoft Visual Studio 2010 Professional**, MSVC++ compiler.
  + Licensed for academic use, but the final game release will be compiled in GNU G++ to avoid any restrictions.
* Image editing: **Photoshop CS3**
  + Personal, paid license, products of the program can be used commercially.
* Music Workstation: **Reaper**
  + Small business, paid license, commercial use of program output allowed
* Audio editing: **Audacity**
  + Open source, commercial use of program output allowed
* CASE tool (Diagramming): **UMLet**
  + GNU. Commercial use of program output allowed.
* Central documentation tool: **Microsoft Office Suite**
  + Licensed for academic use. May convert files to OpenOffice if necessary.

External code/C++ Libraries

* Utility: **Boost C++ Libraries**
  + A set of high-performance, portable libraries designed to perform common tasks in a syntactically efficient way. I am using the filesystem traversal (boost::filesystem) and reference-counting pointer (boost::shared\_ptr) components. Boost is completely open-source and can be used in commercial programs.
* Graphics/Sound: **SFML**
  + Short for ‘Simple and Fast Multimedia Library’, SFML is a cross-platform library that performs common multimedia functions such as fast, OpenGL-based graphics rendering, efficient sound playing and input (keyboard+mouse) monitoring. SFML is under an open-source licence, and is able to be used in commercial applications.

Virtual Instrument libraries

* **Komplete Elements 7**
  + Consists of a number of sub-libraries, such as Reaktor, a customisable synthesizer engine with a large amount of presets. I own a commercial copy of this.
* **Garritan Personal Orchestra**
  + As the name says, GPO contains many virtual representations of orchestral instruments. I own a copy of this for commercial use.
* **Alieno VST**
  + Another customisable synthesiser engine. This is a free for commercial use.

Graphics/Images

* **Photoshop Technical Brushes –** by Obsidian Dawn
  + I used these in my logo, and they cost $3 to license commercially if I were to do so.

Fonts

* **Action Force**
  + I used this for the main text in my logo and on the menu; it is free for commercial use.
* **Black Wolf**
  + This is used for log text; it is free for commercial use.
* **Tempesta 7c**
  + This is used to label objects in-game, and is free for commercial use.