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The Mono distribution does include a handful of pieces of code that are used during the build system and are covered under different licenses, those include:

Build Time Code

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* gettext

m4 source files used to probe features at build time: GPL

* Benchmark Source Files

Logic.cs and zipmark.cs are GPL source files.

* mono/docs/HtmlAgilityPack

MS-PL licensed

* mcs/jay: 4-clause BSD licensed

* mcs/nunit24: MS-PL

* mcs/class/I18N/mklist.sh, tools/cvt.sh: GNU GPLv2

Runtime Code

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The following code is linked with the final Mono runtime, the libmono embeddable runtime:

* support/minizip: BSD license.

* mono/utils/memcheck.h: BSD license, used on debug builds that use Valgrind.

* mono/utils/freebsd-dwarf.h, freebsd-elf_common.h, freebsd-elf64.h freebsd-elf32.h: BSD license.

* mono/utils/bsearch.c: BSD license.

* mono/io-layer/wapi_glob.h, wapi_glob.c: BSD license

Class Library code

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These are class libraries that can be loaded by your process:

* mcs/class/RabbitMQ.Client: dual licensed in Apache v2, and Mozilla Public License 1.1

* mcs/class/Compat.ICSharpCode.SharpZipLib and mcs/class/ICSharpCode.SharpZipLib are GPL with class-path exception. Originates with the SharpDevelop project.

* mcs/class/System.Core/System/TimeZoneInfo.Android.cs

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From: james.newtonking@gmail.com [mailto:james.newtonking@gmail.com] On Behalf Of James Newton-King
Sent: Tuesday, June 05, 2007 6:36 AM
To: Konstantin Triger
Subject: Re: Support request by Konstantin Triger for Json.NET

Hey Kosta

I think it would be awesome to use Json.NET in Mono for System.Web.Extensions.

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I can waive that statement for you and Mono. Would that be acceptable?

Regards,
James

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