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5 Mono License....7
6 Srgb_V4_Icc_Preference.Icc....29
7 Geo-1....30

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==========

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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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* 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
==========

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

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==========

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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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get permission from the copyright holder.

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

Regards,
James

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