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Unity®

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Platform: Windows
Scripting Backend: Mono
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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OFL-1.1

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Version 1.1 - 26 February 2007

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