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AGG 2.5 License

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A high quality rendering engine for C++
Copyright (C) 2002-2006 Maxim Shemanarev
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General Polygon Clipper (GPC) License

Anti-Grain Geometry distribution package includes **General Polygon Clipper** (GPC) by Alan Murta. GPC has a different kind of license that allows you to use Alan's work for free only in non-commercial software. Below is the full text of it.

```
            http://www.cs.man.ac.uk/aig/staff/alan/software/

Author:     Alan Murta (email: gpc@cs.man.ac.uk)
Version:    2.31
Date:       4th June 1999

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However GPC is not an obligatory part of AGG and can be easily removed. You just don't copy (or remove) agg2/gpc/* and you can also remove agg2/include/agg_conv_gpc.h in case if the GPC license does not allow you to use it.

GPC is a General Polygon Clipper that performs boolean operations on polygons (poly-polygons to be exact). In **AGG** you can get the same visual result using Scanline Boolean Algebra. It operates with scanline shapes and in average works 5-10 times faster than GPC. See:
Demo scanline_boolean.cpp
Demo scanline_boolean2.cpp

You need GPC if you really really want to have vector data in the ouput. For screen graphics of any kind Scanline Boolen Algebra is quite a good replacement.