- Photon Unity Networking (PUN) -

Used Open Source Software

PUN (and PUN+) builds on top of the Photon .NET Client and includes all of the open source software (OSS) used by it. You can check that list at [this link](#).
In addition, the following OSS is used:

Rotorz ReordableList

We use the `ReorderableListResources` class from an old version of Rotorz ReordableList which had a BSD-style license. Newer versions of Rotorz ReoardableList use the MIT license.

License

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Demos

SimplexNoise for C#

The Simplex.Noise class is used in a sample. The license permits redistribution and is included in the code.

License

Unity "StandardAssets" Third Person Controller

We use the Third Person Controller from Unity's StandardAssets package. This is a free Asset Store package, which comes with assets and some code, which we use selectively.
https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351

License
Standard Unity Asset Store EULA
https://unity3d.com/legal/as_terms