HolliDance (32 bit)
Legal details

Ownership

I, David White, retain the rights to the HolliDance software and all included 2D and 3D images. Dll library files are owned by NVidia and Firelight (see below).

Distribution

HolliDance may be distributed for free as long as all of the included files are part of the distribution. Commercial distribution is prohibited without my approval. I reserve the right to change this distribution policy, without notice, for future versions of HolliDance.

The supplied files are:

executable
Hollidance.exe

3d files
Booth.dat, Club.dat, Holli.dat, HolliH.dat, HolliHShadow.dat, HolliShadow.dat, Penny.dat, PennyShadow.dat, Plant.dat, Renee.dat, ReneeShadow.dat, Speaker.dat, SpotLight.dat, Stool.dat, Susan.dat, SusanShadow.dat, Table2.dat, Table4.dat, TableGame.dat, VideoGame.dat

texture images
Carpet.gif, Ceiling.gif, frekles.gif

run time libraries
cg.dll : 3D shader runtime library (created by NVIDIA)

cgGL.dll : 3D shader runtime library (created by NVIDIA)

libfreespace.dll : Virtual Reality tracker library (created by Hillcrest Laboratories, licensed [GNU Lesser General Public License version 2.1 or later](#))

pthreadVSE2.dll : Virtual Reality support library (created by Open Source Software community project, licensed by [GNU Lesser General Public License version 2.1 or later](#))

fmodex.dll : 3D sound library (created and licensed by Firelight Technologies)

Documents
LegalInfo.pdf: this file
UsersManual.pdf: detailed instructions
RenderingDetails.pdf : graphics description
VirtualRealityDetails.pdf : virtual reality kit description
GNU Lesser General Public License v2.1.pdf

Holli's Friends
Over the years, HolliDance has become more sophisticated. The current version makes use of several third party technologies that make these improvements possible. The makers of these technologies have been kind enough to provide their additions free of charge. Holli and I wish to thank the following:

Nvidia
GPU rendering engine: [CUDA™ parallel computing technology](), [Cg GPU programming language]()

Firelight Technologies
Audio engine : [FMOD Studio , copyright © Firelight Technologies Pty, Ltd., 1994-2013]()

Hillcrest Laboratories
VR engine : [Libfreespace motion control technology]()

John E. Bossom and contributors
VR engine : [Pthreads-win32 - POSIX Threads Library](), Copyright(C) 1998 John E. Bossom, Copyright(C) 1999,2005 Pthreads-win32 [contributors]()

Mark J. Kilgard
2D Shadows: [Stencil Shadow algorithm]()<, Copyright © Mark J. Kilgard, 1999

Responsibilities
I do not assume any responsibility for the use of this software. It is supplied 'as is' for entertainment purposes only.

On the lighter side
That being said, I hope you have as much fun with HolliDance as I've had.

Contact

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