

Licenses



Libraries that made PolarLauncher possible:

These are the libraries used in PolarLauncher:

@electron/remote

<https://www.npmjs.com/package/@electron/remote>

adm-zip

<https://www.npmjs.com/package/adm-zip>

child_process

https://www.npmjs.com/package/child_process

decompress

<https://www.npmjs.com/package/decompress>

decompress-zip

<https://www.npmjs.com/package/decompress-zip>

electron

<https://github.com/electron/electron/blob/master/LICENSE>

electron-download-manager

<https://www.npmjs.com/package/electron-download-manager>

electron-packager

<https://www.npmjs.com/package/electron-packager>

electron-store

<https://www.npmjs.com/package/electron-store>

extract-zip

<https://www.npmjs.com/package/extract-zip>

fs

<https://www.npmjs.com/package/fs>

node-download-helper

<https://github.com/hgouveia/node-downloader-helper/blob/HEAD/LICENSE>

shell

<https://www.npmjs.com/package/shell>

Google Material Icons

<https://github.com/google/material-design-icons/blob/master/LICENSE>

Sounds

<https://github.com/jonobr1/Neuronal-Synchrony>

Twemoji

<https://twemoji.twitter.com/>
