Used Open Source Software:
Photon Native Client SDKs

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BigNum

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cocos2d-x

v2.2.1, URL: http://cocos2d-x.org/

We provide cocos2d-x in the Windows, the Android and the iOS Client SDKs, but not in the other Client SDKs. cocos2d-x is only used in the demo projects, not in the libraries, so users of the Photon native client libraries that don't use cocos themselves, don't need it. cocos2d-x is included in whole, as is, with full source code. We don't provide prebuilt binaries of cocos itself. However, we do this for the prebuilt libraries of its 3rd party dependencies.

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