

Community License

Version 1, 6 October 2026

Free for non-commercial use, and for anyone to evaluate. Commercial use in production takes a commercial license.

Warm64 was announced under the GNU AGPL v3 before its first release. No release was made under it; the engines ship as compiled WebAssembly under this license instead.

This version stays at warmvirtual.com/community-license/v1 (PDF).

This license lets you use Warm64 for free for non-commercial purposes, and to evaluate it for any purpose. Commercial use in production needs a commercial license (warmvirtual.com/pricing). By using Warm64 you agree to these terms.

1. Who these terms are between

These terms are between Dingsen Huang (also known as Dawson Huang), trading as Warm Virtual, ABN 94 353 308 763, of New South Wales, Australia ("we" or "us"), and you.

2. Definitions

- a. **Warm64** means the Warm64 Interpreter and Just-In-Time as we publish them: the compiled WebAssembly modules, the JavaScript package as built, and their documentation, in the versions we release.
- b. **Your project** means the website, app, tool, course or other work of yours that includes or uses Warm64.
- c. **Commercial** use is use by or for a business, or use that makes or is meant to make money, directly or indirectly. It includes: anything a business publishes or runs, even for free; selling, charging for, or taking subscriptions for your project; advertising, sponsorship or affiliate links in or around it; selling support, training or a hosted version of it; and using Warm64 in an organisation's own work, systems or services. Donations or tips with nothing promised in return don't make a project commercial.
- d. **Non-commercial** use is everything else: use by an individual for themselves; a personal project, including a portfolio or demo that shows your own work and isn't sold or made for a client; teaching, learning and research by a school, university or nonprofit, including to fee-paying students; a community or open-source project that nobody sells, sells support for, or hosts for a fee. A business publishing a free tool, a paid course or training sold by a business, and a school or nonprofit running its own systems or services are commercial.
- e. **Production** means Warm64 doing real work: used by anyone other than the people evaluating it, used for work you or your organisation relies on, or included in anything you ship, publish or offer to others.

- f. **Evaluation** means working out whether Warm64 suits you: developing, testing and benchmarking with it, by you or your organisation's own staff and contractors, with nothing in production.

3. What you may do

We grant you a worldwide, non-exclusive, non-transferable license to:

- a. download, copy and run Warm64 in browsers, in Node and anywhere else it runs;
- b. use Warm64 for non-commercial purposes, in production, including in your non-commercial project;
- c. evaluate Warm64 for any purpose, commercial or not, for as long as you like, as long as nothing is in production;
- d. include unmodified copies of Warm64 in your non-commercial project, and give them to its users as part of it. Everyone who receives Warm64 that way gets it from us under this license, whatever license your own project is under. Your project's license can't give anyone more rights to Warm64 than this one does.

4. The credit and the notices

If you publish, ship or run your project for others, it must show the credit **"Powered by Warm64"**, linking to warmvirtual.com where links are possible, in a place its users will see without searching: for a website, on each page where Warm64 runs or in that site's footer; for an app, on the screen where Warm64 runs or in an About or credits screen reachable from it; for a command-line tool, in its `--help` or `--version` output and in its README. The credit must be readable in the normal display, not only in source or in a file. You may use the Warm64 name, and the badge we provide, for the credit and for nothing else.

Every copy of Warm64 you give anyone must keep this license and its THIRD-PARTY-NOTICES file. Warm64 includes open-source Rust crates under their own permissive licenses (MIT and Apache 2.0); their notices are in that file and travel with the binaries. These terms don't change those licenses.

5. What you may not do

- a. Use Warm64 commercially in production. That needs a commercial license, whatever license your own code is under.
- b. Offer Warm64 to others on its own, or as a library, SDK, API or hosted service whose main purpose is to let others run Warm64 or build their own products with it. That's a platform license, quoted separately.
- c. Change Warm64, or remove or alter its notices, the credit or this license. Configuring it, and the glue code that calls it, are yours to write.

- d. Take apart, decompile or disassemble Warm64, except where the law gives you a right we can't take away, such as for interoperability under section 47D of Australia's Copyright Act 1968, for error correction and security testing under sections 47E and 47F, or under equivalent laws elsewhere.
- e. Use our names or logos except for the credit and to say accurately that your project uses Warm64.

6. Moving to a commercial license

When your use becomes commercial and goes into production, take a commercial license first, at warmvirtual.com/pricing. Everything you built while evaluating carries over. If you use Warm64 commercially in production without one, you owe us the commercial fee for your revenue band and license type from the day that use began, and this license ends for that use.

7. No warranty

- a. Nothing in these terms excludes, restricts or changes rights you have under the Australian Consumer Law or other laws that can't be excluded.
- b. Apart from those rights, Warm64 is provided as is, free of charge, and we make no promises about it, including that it is free of errors or fit for a particular purpose, and we aren't liable to you for any loss from using it, to the extent the law allows.
- c. Where the law lets us limit our liability for failing a consumer guarantee, it is limited, at our choice, to supplying Warm64 again or paying the cost of doing so.

8. Ending

This license applies only while you meet its conditions. If you break them, it ends; if you fix the breach within 30 days of our telling you, it continues. When it ends, you stop using Warm64 and stop distributing it, except that copies of your non-commercial project its users already have may keep working.

9. General

- a. These terms are governed by the laws of New South Wales, Australia, and each of us submits to the non-exclusive jurisdiction of its courts.
- b. We may publish new versions of these terms. You may use Warm64 under the version that came with your copy or any later version. Each version stays published at its own address.
- c. We may transfer these terms to a company related to us that takes over the Warm64 business, or to a buyer of the whole Warm64 business.
- d. If you're unsure whether your use is commercial, ask us at contact@warmvirtual.com before you publish; our written answer binds us.

e. Nothing in these terms limits what a commercial license lets its holder do with Warm64.