

Cygwin/XFree86 Frequently Asked Questions

Harold L Hunt, II

Questions and Answers

1. General Information

1.1. What is Cygwin/XFree86?

Cygwin/XFree86 is a port of XFree86 to Cygwin; Cygwin provides a UNIX-like API on the Win32 platform. At the time of writing, supported Win32 platforms are Windows 95, Windows 98, Windows Me, Windows NT 4.0, and Windows 2000. Windows CE, Windows 3.1, Windows 3.11, and Windows NT 3.51 are not supported.

1.2. What is Cygwin?

Cygwin tools are, in the words of the Cygwin homepage (<http://cygwin.com/>), “ports of the popular GNU development tools and utilities for Windows 95, 98, and NT. They function by using the Cygwin library which provides a UNIX-like API on top of the Win32 API.” Cygwin provides the compiler (gcc), libraries, headers, and other utilities which build and support the operation of Cygwin/XFree86.

1.3. What is the X Window System®?

[ScheiflerGettys92]

The X Window System, or X, is a network-transparent window system. With X, multiple applications can run simultaneously in windows, generating text and graphics in monochrome or color on a bitmap display. Network transparency means that application programs can run on machines scattered through the network.

1.4. What is XFree86?

XFree86, in the words of the XFree86 homepage, is “a freely redistributable open-source implementation of the X Window System that runs on UNIX(R) and UNIX-like (like Linux, the BSDs, Mac OS X (aka Darwin) and Solaris x86 series) operating systems and OS/2.”

1.5. What is an X Server?

An X Server is a program that provides display and user input services to other programs. In comparison, a file server provides other programs with access to file storage devices. File servers are typically located in a remote location and you use the services of a file server from the machine that you are located at. In contrast, an X Server is typically running on the machine that you are located at; display and user input services may be requested by programs running on your machine, as well as by programs running on remote machines.

1.6. What is an X client?

An X client is a program that utilizes the display and user input services provided by an X Server. X clients may run on the same or disparate machine as the X Server that is providing display and user input services.

1.7. Why port XFree86 to Microsoft Windows?

Porting XFree86 to Microsoft Windows benefits many people and projects in many ways:

- Prior to Cygwin/XFree86 only commercial, closed source X Servers were available for Microsoft Windows.
- An X Server on Windows may be used to display the output of programs running on remote UNIX machines.
- Cygwin/XFree86, in conjunction with Cygwin, provides a complete compatibility layer for compiling and running UNIX applications on Microsoft Windows.

1.8. Is there a Cygwin/XFree86 newsgroup?

No, Cygwin/XFree86 does not have a newsgroup; however, we do have a mailing list. See Q: 1.9.

1.9. Is there a Cygwin/XFree86 mailing list?

Yes, Cygwin/XFree86 has a mailing list, namely, cygwin-xfree@cygwin.com. Visit the Cygwin Mailing Lists (<http://cygwin.com/lists.html>) page to subscribe to cygwin-xfree@cygwin.com as well as to read and search an online archive of the mailing list traffic.

Tip: Post your X-related inquiries to cygwin-xfree@cygwin.com only; do not post nor cross post your inquiries to the cygwin@cygwin.com mailing list. Cygwin's mailing list is only for Cygwin API related inquiries that are not handled by another more-specific list.

2. Installation**2.1. What versions of Windows does Cygwin/XFree86 run on?**

Cygwin/XFree86 supports Windows 95, Windows 98, Windows Me, Windows NT 4.0, and Windows 2000 as of 2001-05-19. Windows XP will be supported when it is officially released.

Cygwin/XFree86 requires Cygwin to compile and run. Cygwin is not, as of 2001-07-10, available on Microsoft Windows CE, therefore Cygwin/XFree86 is not currently available on Microsoft Windows CE.

2.2. How is Cygwin/XFree86 installed?

The Cygwin/XFree86 User's Guide (<http://xfree86.cygwin.com/docs/ug/>) thoroughly documents the installation process.

2.3. Which archives do I need to download and install?

The Cygwin/XFree86 User's Guide (<http://xfree86.cygwin.com/docs/ug/>) lists the archives that need to be downloaded and installed.

2.4. Can I use WinZip to extract Cygwin/XFree86 archives?

No. WinZip is not aware of Cygwin's symlink handling, nor does WinZip properly handle the end of line characters in Cygwin/XFree86's archives. Extracting Cygwin/XFree86's archives with a utility other than Cygwin's tar, gzip, and bzip2 will likely result in the X Server reporting that it cannot open a font file on startup; the server will shutdown immediately after giving this error.

2.5. bunzip2 reports: "It is possible that the compressed file(s) have become corrupted."

Short answer: the bzip2 files on the server are not corrupt.

Downloading the Cygwin/XFree86 archives using a web browser causes all sorts of problems, as web browsers sometimes attempt to "help" you by automatically decompressing downloaded files. However, the automatic decompression is broken in that the decompression process usually fails to remove the .bz2 extension from the decompressed file. You may be able to simply rename the downloaded file, leaving off the .bz2 extension; if that method fails, you will have to redownload the files, by using either a standard ftp client (e.g. **ftp** including with Cygwin), or by using your web browser and right-clicking the link to each file and choosing **Save Target As...**, **Save Link As...**, or a similarly named command. Choosing **Save Target As...**, **Save Link As...**, or a similarly named command instructs the web browser to save the file directly, without passing the file through any interpretation steps, thus preventing the web browser from automatically decompressing the files.

3. Configuration**3.1. Why isn't there an XF86Config file?**

Cygwin/XFree86 uses an entirely different server executable than XFree86. Cygwin/XFree86 queries Windows for configuration information and accesses your hardware in a device independent manner through the Win32 API, whereas the XFree86 server must read detailed information about your hardware from a configuration file.

3.2. What are the command line arguments for XWin.exe?

The Cygwin/XFree86 User's Guide (<http://xfree86.cygwin.com/docs/ug/>) documents the command line arguments for XWin.exe.

3.3. Why does XWin.exe ignore the display depth that I pass on the command line?

When running in windowed mode or GDI-based fullscreen mode, XWin.exe must run the X Server at whatever display depth Windows is currently using; in these cases the display depth passed on the command line is ignored. XWin.exe only uses the display depth parameter when running in a DirectDraw-based fullscreen mode, as DirectDraw allows applications to change the display resolution and depth when running in fullscreen mode.

3.4. I have a two button mouse, can I emulate a three button mouse?

Yes. Pass the `-emulate3buttons timeout_in_milliseconds` parameter to XWin.exe, where `timeout_in_milliseconds` is the, optional, maximum number of milliseconds between a button release and opposite button press that will trigger an emulated third button press.

4. Usage**4.1. Why is twm the only window manager included with Cygwin/XFree86?**

twm resides in the XFree86 source tree, therefore it is compiled and released with Cygwin/XFree86 automatically. Other window managers are available, but they reside in other source trees and are therefore not released with the core Cygwin/XFree86 archives.

4.2. What precompiled window managers are available?

XFCE and vtwm are available

4.3. How do I use a non-U.S. keyboard layout?

See Q: 4.4. to obtain a modmap for your keyboard layout.

4.4. Where can I find an xmodmap for my non-U.S. keyboard layout?

You can try using an xmodmap file for your keyboard layout from a GNU/Linux distribution (e.g. RedHat).

Or, you can use **xkeycaps** to automatically generate a modmap for one of over 208 different layouts. See the xkeycaps home page (<http://www.jwz.org/xkeycaps/>) to download and for more information.

4.5. How do I get my non-U.S. keyboard modmap to be installed when using xdmcp?

This answer assumes that your non-U.S. keyboard modmap is located in `/etc/X11` and is called `xmodmap.country_code`, where `country_code` is your two-letter standardized country code (e.g. Australia = au, Deutschland = de, France = fr, Japan = jp, United Kingdom = uk).

First, you must create a script that tells **xmodmap** to load the modmap for your non-U.S. keyboard layout. One way to run **xmodmap** on X Server startup when using *xdmcp* is to add the following two lines to `/etc/X11/xdm/XSetup`:

```
#!/bin/sh
```

```
/usr/X11R6/bin/xmodmap /etc/X11/xmodmap.country_code
```

Now you must tell xdm to run the screen setup script on startup. In `/etc/X11/xdm/xdm-config`, add the following line:

```
DisplayManager*setup: /etc/X11/xdm/Xsetup
```

4.6. I have installed a modmap for my non-U.S. keyboard layout, but how do I get **bash** to display accents and/or umlauts?

Add the following two lines to `.inputrc` in your Cygwin home directory (e.g. `/home/harold/`):

```
set output-meta On # to show 8-bit characters
set convert-meta Off # to show it as character, not the octal
representation
```

4.7. How do I put **bash** into “8 bit” mode?

See Q: 4.6.

4.8. Why doesn't Linux-Mandrake 8.1 present a login screen when using `-query` for XDMCP?

[Mika Laitio] For whatever reason, XDMCP is not enabled by default when using Linux-Mandrake (<http://linux-mandrake.com/>) 8.1's default X Display Manager, `kdm`. You can enable XDMCP for `kdm` by editing the file `/usr/share/config/kdm/kdmrc` and changing:

```
[Xdmcp]
Enable=false
```

to:

```
[Xdmcp]
Enable=true
```

5. Troubleshooting

5.1. I have a specific error message, what does it mean?

See the Error and Warning Messages section for help with specific error messages. Return to this section if you do not find a specific answer for the error message that you have.

5.2. I have a specific error message that is not addressed in the Error and Warning Messages section.

Search the Cygwin/XFree86 mailing list archives (<http://cygwin.com/ml/cygwin-xfree/>) to see if the error message has already been reported and/or addressed. Report the error message to the Cygwin/XFree86 mailing list (cygwin-xfree@cygwin.com), how the error message was caused, and the behaviour of the X Server after the error message was generated (exit, freeze, etc.), only if the error message has not been reported, if the circumstances that produced the error message are significantly different from other reports, or if you have additional information regarding the error message to contribute.

5.3. My bug report the Cygwin/XFree86 mailing list was ignored. What do I do now?

Some bug reports are deliberately ignored by project members if the bug in question was recently dealt with; did you search the mailing list archives ([project-url-ml-search](#);) for a solution to your problem before submitting your bug report? Some bug reports are ignored if they do not contain sufficient information to understand the situation that produces the bug; did your bug report have

enough information? Some bug reports are missed or forgotten, thus some valid bug reports do not receive a reply; simply resubmit such bug reports that have not received a response within 7 days of submission.

6. Error and Warning Messages

6.1. A required DLL file: cygncurses5.dll cannot be found

Upgrading from ncurses-5.2-5 to ncurses-5.2-7 requires following some special instructions (<http://cygwin.com/ml/cygwin-announce/2001/msg00124.html>); failure to follow those instructions will cause the above error message when running various Cygwin and Cygwin/XFree86 programs.

6.2. _XSERVTransmkdir: Owner of /tmp/.X11-unix should be set to root

This warning message can be ignored; it does not cause any known problems.

6.3. error opening security policy file /usr/X11R6/lib/X11/xserver/SecurityPolicy

From xfree86.org, “This is a only a warning message, and is mostly harmless. If your server is failing to startup, this is not the reason. Check the other messages.”

6.4. Fatal server error: could not open default font 'fixed'

This error results from the end of line characters on the font files being incorrect. There are two known ways of installing the fonts that causes the end of line characters to be incorrect:

1. Using `xinstall.sh` to install Cygwin/XFree86 on a text-mode Cygwin mount rather than binary-mode mount. You will need to change your default Cygwin mount mode to binary-mode and rerun the `xinstall.sh` script to reinstall Cygwin/XFree86. You can change your Cygwin default mounts to binary-mode by rerunning Cygwin's `setup.exe` and setting **Default Text File Type** to UNIX; this works even if there are no packages that need to be installed or updated by `setup.exe`. See the Cygwin User's Guide section on Text and Binary modes (<http://cygwin.com/cygwin-ug-net/using-textbinary.html>) for more information on Cygwin mount modes.
2. Manually installing the Cygwin/XFree86 archives using a non-Cygwin aware archival extraction program, such as WinZip. You should be installing Cygwin/XFree86 with the `xinstall.sh` script, rather than manually extracting the Cygwin/XFree86 archives. See Q: 2.4. for more information regarding WinZip.

6.5. Could not init font path element /usr/X11R6/lib/X11/fonts/*/, removing from list!

See Q: 6.4. and Q: 2.4.

6.6. The procedure entry point _check_for_executable could not be located

Programs that you are attempting to use were compiled against a newer version of Cygwin than is currently on your system. Run Cygwin's setup program to update your installation to the latest version.

6.7. Exception: STATUS_INTEGER_DIVIDE_BY_ZERO

You are most likely running your primary Windows display at a bit depth that requires palettized color, most likely 8 bits per pixel, in conjunction with a release of Cygwin/XFree86 that does not support palettized color modes. Palettized color support was added to Cygwin/XFree86 on 2001-06-05. You may either install a newer version of Cygwin/XFree86 that supports palettized color, or you may run your primary Windows display at 15, 16, 24, or 32 bits per pixel.

See Q: 6.8.

6.8. Exception: STATUS_ACCESS_VIOLATION

`cygwin1.dll` uses a shared memory section amongst all loaded copies of `cygwin1.dll`; unfortunately, the layout and usage of the shared memory section changes between versions of `cygwin1.dll`. Loading two different versions of `cygwin1.dll` will cause the shared memory section to become corrupted, which almost always results in an Exception: `STATUS_ACCESS_VIOLATION`. You must search your filesystem(s) and remove all copies of `cygwin1.dll` except the copy in `/bin`. You must remove the different versions of `cygwin1.dll` even if they are not in your path, as programs that depend on `cygwin1.dll` attempt to load the file from the local directory before searching other paths; thus, it is rather easy, and common, for multiple versions of `cygwin1.dll` to become loaded at the same time if they exist on a particular system.

6.9. XDMCP fatal error: Session declined No valid address

Cygwin/XFree86 is sometimes unable to determine which local network interface's address should be reported to the *XDMCP* server; in these cases you need to pass `-from local_host_name_or_ip_address` to `XWin.exe` to specify which interface address to report.

6.10. Xlib: connection to "local_host_name_or_ip_address:0.0" refused by server Xlib: Maximum number of clients reached

Cygwin/XFree86 queries `getdtablesize()` for the maximum number of client connections allowed; by default Cygwin returns 32 from `getdtablesize()`. Cygwin/XFree86 Server Test Series (<http://xfree86.cygwin.com/devel/shadow/>) release Test44 (<http://xfree86.cygwin.com/devel/shadow/changelog.html>), released on 2001-08-15, changes the maximum number of clients from 32 to 1024 by passing the square of `getdtablesize()` to `setdtablesize()`.

6.11. XIO: fatal IO error 104 (Connection reset by peer) on X server "127.0.0.1:0.0"

See Q: 6.10.

6.12. Cannot Open Display: 127.0.0.1:0.0

Certain classes of software, such as that used for *Virtual Private Networking* and *fire-walling* may cause the IP address 127.0.0.1, or other local adapter addresses, to be redirected, to become inoperable in some way, or to be operated in a manner that violates the defined operation of IP address.

As a potential remedy, try removing all instances of such software; this may not always fix the problem though, as some software may leave artifacts even after uninstallation is completed. The

only way to be sure that you have not found a Cygwin/XFree86 bug is to install Windows on a freshly formatted hard drive, followed by Cygwin and Cygwin/XFree86, and finally add your other software one application at a time until Cygwin/XFree86 stops working.

Some products that have been reported to cause problems:

Note: These products may not cause problems in all configurations. However, the Cygwin/XFree86 project has neither the time, ability, nor resources to help you correctly configure your third-party software.

- Aventail Connect
- Zonealarm PC Firewall from Zonelab

6.13. Fatal server error: negative sized edge?

A compilation bug, due to the -ansi build flag, in the Type1 font library caused this bug to be present in all Cygwin/XFree86 `xwin.exe` builds between 2001-05-06 and 2001-08-03. The -ansi build flag was removed on 2001-08-03 and subsequent builds do not contain the bug. All Server Test Series releases from Test23 to Test41 contain the bug. Test42 was the first recent Server Test Series release that did not contain the bug. Remedy the bug by either installing the most recent Server Test Series release or by updating your entire Cygwin/XFree86 installation.

6.14. Login to CDE on Solaris via XDMCP hangs Cygwin/XFree86.

Install the recommended set of patches (<http://www.sun.com/bigadmin/patches/indexRec.html>) for your version of Solaris.

6.15. Out of environment space

Increase your Windows environment space by following the instructions provided by Microsoft (<http://support.microsoft.com/support/kb/articles/Q230/2/05.ASP>).

6.16. Too many parameters

See Q: 6.15.

7. Porting Software

7.1. Is there a list of software that has been ported to Cygwin/XFree86?

Yes, see the Cygwin/XFree86 - Ported Software (<http://xfree86.cygwin.com/ported-software.html>) page.

7.2. How do I start porting software to Cygwin/XFree86?

Cygwin/XFree86 provides a software interface that is very similar to the software interface provided by GNU/Linux and other UNIX systems. Most software packages will compile on

Cygwin/XFree86 without any changes at all. To begin with, try to compile a given software package following that package's compilation instructions for GNU/Linux.

7.3. Are there common problems encountered when porting software to Cygwin/XFree86?

One common problem encountered when porting software to Cygwin/XFree86 is due to Cygwin's inability to distinguish between files with the same name but different capitalization (e.g. XvMC.h and xvmc.h), which is due to a Windows' limitation.

Example 1. Include Problems

This example is based off an error that actually occurred in the XFree86 source code tree in `xc/programs/Xserver/Xext/xvmc.c`. `xvmc.c` included `XvMC.h`, as shown below:

```
#include "XvMC.h"
```

The intention was to include the file `xc/include/extensions/XvMC.h`. Unfortunately, there was a file named `xc/programs/Xserver/Xext/xvmc.h` that ended up getting included instead of the desired file, because the precompiler searched the local directory, `xc/programs/Xserver/Xext/`, before searching the rest of the include path. Cygwin can't distinguish between `XvMC.h` and `xvmc.h`, so `xvmc.h` ended up being included in `xvmc.c`. The build process on Cygwin broke because the contents of `XvMC.h` were entirely different than the contents of `xvmc.h`.

The solution was to change the include to specifically reference the desired header:

```
#include "../../include/extensions/XvMC.h"
```

8. Contributing

8.1. Are there step-by-step instructions for contributing to Cygwin/XFree86?

Yes. The Cygwin/XFree86 Contributor's Guide (<http://xfree86.cygwin.com/docs/cg/>) has step-by-step instructions for obtaining the source, building the source, building debug versions of the source, and even cross-compiling under Linux.

8.2. Where do I get the Cygwin/XFree86 source code?

Cygwin/XFree86 source code is contained in, and distributed with, the XFree86 source tree. Periodically the Cygwin/XFree86 project releases a snapshot of the XFree86 source code that is known to compile. Read-only CVS access to the XFree86 source tree (<http://xfree86.org/cvs/>) is also available from the XFree86 project.

8.3. Do I need to be a member of XFree86 to contribute to Cygwin/XFree86?

No. Cygwin/XFree86 only needs one developer that is a member of the XFree86 organization; as of 2001-05-22 we have three members. XFree86 members have very few privileges over non-members; specifically, XFree86 members do not generally have CVS write access, so you aren't really missing out on anything if you aren't an XFree86 member.

Exceptional Cygwin/XFree86 contributors may occasionally be nominated for membership to XFree86.

8.4. Are there editors for Windows that understand and preserve UNIX end of line characters?

Yes. Emacs and XEmacs are available for Windows; they both understand and preserve UNIX end of line characters.

See the GNU Mirror List (<http://www.gnu.org/order/ftp.html>) for a mirror near you; Emacs is located under `gnu/pub/windows/emacs/`.

See the XEmacs Download Page (<http://xemacs.org/Download/index.html>) to download XEmacs for Windows.

8.5. How should I generate patches for Cygwin/XFree86?

Only submit patches that have UNIX end of line characters. See Q: 8.4. for information on editors for Windows that are aware of UNIX end of line characters.

Generally it is better for us if you generate your patches against the XFree86 CVS tree. For example, run `cvs -z4 diff -U3 hw/xwin/` from `xc/programs/Xserver/` to generate a diff file for all the modified files in `hw/xwin/`. CVS is smart enough to only generate diffs for files that are in the CVS repository; for example, CVS diff will not create diffs for Emacs temporary files.

In the case that you have modified a single file, create the diff with `cvs -z4 diff -U3 file_name`.

8.6. Where do I submit patches for Cygwin/XFree86?

Submit patches for Cygwin/XFree86 to the `cygwin-xfree@cygwin.com` mailing list.

See Q: 8.5. for more information on generating patches.

8.7. Where does Cygwin/XFree86's X Server source reside in the XFree86 source tree?

Cygwin/XFree86's X Server source code resides primarily in `xc/programs/Xserver/hw/xwin/`.

8.8. How is compilation of Cygwin/XFree86 configured?

XFree86 uses platform independent Imakefiles to generate platform dependent Makefiles. Cygwin/XFree86 specific parameters used to compile the Makefiles are contained in `/xc/config/cf/cygwin.cf`.

8.9. How do I compile Cygwin/XFree86 after I have unpacked a source snapshot or after I have checked out the XFree86 CVS tree?

Note: Capitalization is important in the following command.

Open a Cygwin window, change to the `xc/` directory, and run **make World**

8.10. How do I recompile just XWin.exe if I have confined my changes to `xc/programs/Xserver/hw/xwin/`?

Note: Capitalization is important in the following commands.

Change the current directory to `xc/programs/Xserver/hw/xwin/`.

Run **make Makefile** if you have modified `hw/xwin/Imakefile`.

Run **make depend** if you have modified the list of included files in any of the source files in `hw/xwin/`.

Change the current directory to `xc/programs/Xserver/`.

Run **make XWin.exe** to rebuild the server executable.

8.11. Why doesn't XFree86 use GNU's **autoconf**?

XFree86 does not use **autoconf** because **autoconf** was not available when the X Window System project was started in 1984.

8.12. What compiler does Cygwin/XFree86 use, and which compilers are supported?

Cygwin/XFree86 uses the gcc compiler from the Free Software Foundation. Cygwin/XFree86 source code is mostly ANSI C compliant, but we cannot guarantee that Cygwin/XFree86 will compile with any other compiler, nor can we afford to support compilers other than gcc.

See the GCC Home Page (<http://gcc.gnu.org>) for more information on gcc.

8.13. Is cross-compiling from a non-Cygwin platform supported?

Cross-compiling from a non-Cygwin platform is not for beginners; as such, you should only be cross-compiling if you know what you are doing. You may submit simple questions regarding cross-compiling to the Cygwin/XFree86 mailing, but do not always expect an answer, as we may not currently have a subscriber that is actively cross-compiling.

See CrossGCC Frequently Asked Questions (<http://www.objsw.com/CrossGCC/>) for more information on cross compiling with gcc.

8.14. Where can I get help for installing DocBook on Cygwin?

See SGML for Windows NT: Setting up a free SGML editing and publishing system on Windows NT/Cygwin (http://ourworld.compuserve.com/homepages/hoenicka_markus/cygbook1.html) by Markus Hoenicka.

8.15. How can I build a debug version of the XFree86 CVS tree?

Simple: instead of running **make World** from `xc/`, run **config/util/makeg.sh World** from `xc/` instead. **makeg.sh** is a script that wraps **make** and creates a debug build for you, without you having to change any configuration files. Essentially, **makeg.sh** passes `-g` to **gcc** for every object and executable target.

9. Licenses, Patents, Trademarks, and Copyrights

9.1. What licenses apply to Cygwin/XFree86 source code?

Cygwin/XFree86 proper isn't covered by a single license, as Cygwin/XFree86 is made up of two parts that are covered by distinct licenses: Cygwin and XFree86.

See Q: 9.2. and Q: 9.3. for more information regarding the licenses that apply to Cygwin/XFree86.

9.2. What licenses apply to the XFree86 source code?

XFree86 source code is generally licensed under an X11 style license (<http://www.x.org/terms.htm>), which is certified by the Free Software Foundation (<http://www.fsf.org/philosophy/license-list.html#GPLCompatibleLicenses>) as compatible with the GNU GPL.

9.3. What license applies to Cygwin source code?

Cygwin source code is licensed under a modified version of the GNU GPL. Cygwin's license modification specifically allows third-party software under an open source license to be linked with Cygwin without requiring that the source code for the third-party software be distributed under the terms of the GNU GPL. Cygwin's developers went to great trouble to obtain this modification and should be thanked for doing so, as without it the modification, Cygwin/XFree86 linking to Cygwin would be the subject of endless discussion.

9.4. Whom holds the copyright on the Cygwin/XFree86 source code?

Cygwin/XFree86 proper doesn't have a single copyright holder, as Cygwin/XFree86 is made up of two parts, namely Cygwin and XFree86; each part follows a different scheme in regards to whom will hold the copyright on source code.

See Q: 9.5. and Q: 9.6. for more information regarding whom holds the copyright on Cygwin/XFree86 source code.

9.5. Whom holds the copyright on the XFree86 source code?

Each source code file in XFree86 typically has its own license and copyright statement. Therefore, there is not a general rule for determining whom holds the copyright on a particular XFree86 source file, as each author is free to assign the copyright to someone else, to some group, or to keep the copyright themselves. You must inspect the source code file in question to determine whom holds the copyright for that file.

9.6. Whom holds the copyright on the Cygwin source code?

RedHat (<http://redhat.com/>) owns the copyright on the Cygwin source code. RedHat requires that copyright be assigned to RedHat for non-trivial changes to Cygwin. You must fill out a copyright transfer form if you are going to contribute substantial changes to Cygwin.

9.7. What license applies to Motif?

Motif is a closed source product produced by The Open Group (<http://www.opengroup.org/>). However, The Open Group released Open Motif (<http://www.opengroup.org/openmotif/>) on 2000-05-15 under a public license, The Open Group Public License (<http://www.opengroup.org/openmotif/license>), that allows Open Motif to be distributed with and used on Open Source platforms. As of 2001-07-10, Cygwin/XFree86 does not qualify as a platform that Open Motif can be distributed with and used on. However, the Open Motif FAQ (<http://www.opengroup.org/openmotif/faq.html>) states, "[...] we hope to be able to make a distribution under a license complying with the Open Source guidelines sometime in the future. For now this is as close as to Open Source as we could get."

9.8. Isn't "XWin" trademarked by StarNet Communications?

No. A quick search at the United States Patent and Trademark Office (<http://www.uspto.gov/>) for "XWin" turns up one dead record and one live record. The live record is for a logo belonging to a rock crusher manufacturer based out of Belgium. Neither trademark affects Cygwin/XFree86, as the dead record is no longer enforceable, while the live record is in an unrelated and distinct industry; there cannot be confusion between rock crushers and computer programs.

Bibliography

Books

- [ScheiflerGettys92] Robert W. Scheifler, James Gettys, Jim Flowers, and David Rosenthal, 1992, 1-55558-088-2, Butterworth-Heinemann, *X Window System: The Complete Reference to Xlib, X Protocol, ICCCM, and XLFD*.
- [Richter99] Jeffrey Richter, 1999, 1-57231-996-8, Microsoft® Press, *Programming Applications for Microsoft®Windows: Mastering the critical building blocks of 32-bit and 64-bit Windows-based applications*.
- [Petzold99] Charles Petzold, 1999, 1-57231-995-X, Microsoft® Press, *Programming Windows: The definitive guide to the Win32®API*.
- [McKay99] Everett N. McKay, 1999, 0-7356-0586-6, Microsoft® Press, *Developing User Interfaces for Microsoft®Windows: Practical and effective methods for improving the user experience*.
- [JonesOhlund99] Anthony Jones and Jim Ohlund, 1999, 0-7356-0560-2, Microsoft® Press, *Network Programming for Microsoft®Windows: Clear, practical guide to Microsoft's networking APIs*.
- [Yuan01] Feng Yuan, 2001, 0-13-086985-6, Prentice Hall PTR, *Windows Graphics Programming: Win32®GDI and DirectDraw®*
- [CohenWoodring98] Aaron Cohen and Mike Woodring, 1998, 1-56592-296-4, O'Reilly & Associates, Inc., *Win32®Multithreaded Programming: Building Thread-Safe Applications*.

[CameronRosenblattRaymond96] Debra Cameron, Bill Rosenblatt, and Eric Raymond, 1996, 1991, 1-56592-152-6, O'Reilly & Associates, Inc., *Learning GNU Emacs: UNIX Text Processing*.

[Lewine91] Edited by Dale Dougherty, Donald A. Lewine, 1991, 0-937175-73-0, O'Reilly & Associates, Inc., *POSIX Programmer's Guide: Writing Portable UNIX Programs*.

[KernighanRitchie88] Brian W. Kernighan and Dennis M. Ritchie, 1988, 1978, 0-13-110370-9, Prentice Hall PTR, *The C Programming Language: ANSI C*.

Glossary

F

firewall

Firewall software attempts to protect an internal network from intrusions originating from an external network.

V

Virtual Private Network

Virtual Private Networks are encrypted tunnels through which private data can be safely transmitted over a private network (e.g. the Internet).

X

X Display Manager

An X Display Manager presents a graphical login screen to X users. Often an XDM will allow the user to select a desktop environment or window manager to be for their login session. Some X Display Managers are xdm, gdm (Gnome Display Manager), and kdm (KDE Display Manager).

X Display Manager Control Protocol

XDMCP allows XDM to process logins for users remote to the machine that XDM is running on; login sessions will be run on the machine running XDM. For example, at a university you may use

XDMCP to login to an X session running on an engineering department computer from your dorm room.

See Also: X Display Manager.

A. GNU Free Documentation License

Version 1.1, March 2000

Copyright (C) 2000 Free Software Foundation, Inc. 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other written document "free" in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondly, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "you".

A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (For example, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License.

The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License.

A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, whose contents can be viewed and edited directly and straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup has been designed to thwart or discourage subsequent modification by readers is not Transparent. A copy that is not "Transparent" is called "Opaque".

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML designed for human modification. Opaque formats include PostScript, PDF, proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML produced by some word processors for output purposes only.

The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies of the Document numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each

Opaque copy a publicly-accessible computer-network location containing a complete Transparent copy of the Document, free of added material, which the general network-using public has access to download anonymously at no charge using public-standard network protocols. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has less than five).
- C. State on the Title page the name of the publisher of the Modified Version, as the publisher.
- D. Preserve all the copyright notices of the Document.
- E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
- F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
- G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
- H. Include an unaltered copy of this License.
- I. Preserve the section entitled "History", and its title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.
- J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a

work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.

- K. In any section entitled "Acknowledgements" or "Dedications", preserve the section's title, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.
- L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.
- M. Delete any section entitled "Endorsements". Such a section may not be included in the Modified Version.
- N. Do not retitle any existing section as "Endorsements" or to conflict in title with any Invariant Section.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections entitled "History" in the various original documents, forming one section entitled "History"; likewise combine any sections entitled "Acknowledgements", and any sections entitled "Dedications". You must delete all sections entitled "Endorsements."

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, does not as a whole count as a Modified Version of the Document, provided no compilation copyright is claimed for the compilation. Such a compilation is called an "aggregate", and this License does not apply to the other self-contained works thus compiled with the Document, on account of their being thus compiled, if they are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one quarter of the entire aggregate, the Document's Cover Texts may be placed on covers that surround only the Document within the aggregate. Otherwise they must appear on covers around the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License provided that you also include the original English version of this License. In case of a disagreement between the translation and the original English version of this License, the original English version will prevail.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided for under

this License. Any other attempt to copy, modify, sublicense or distribute the Document is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation.

How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

Copyright (c) YEAR YOUR NAME. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with the Invariant Sections being LIST THEIR TITLES, with the Front-Cover Texts being LIST, and with the Back-Cover Texts being LIST. A copy of the license is included in the section entitled "GNU Free Documentation License".

If you have no Invariant Sections, write "with no Invariant Sections" instead of saying which ones are invariant. If you have no Front-Cover Texts, write "no Front-Cover Texts" instead of "Front-Cover Texts being LIST"; likewise for Back-Cover Texts.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.