

# Licensing in a software project

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**Starter**

Context

Vocabulary

Proprietary

Free Software

Bibliography  
and credits

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Document Map

[illegible][illegible]

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```

0100:  "type": "string",
0101:  "pattern": "^[a-zA-Z0-9_@-]*$",
0102:  "format": "uri",
0103:  "description": "The email address of the user.",
0104:  "examples": [
0105:    "john.doe@example.com"
0106:  ],
0107:  "required": true
0108: },
0109: {
0110:   "name": "password",
0111:   "type": "string",
0112:   "pattern": "^(?=.*[a-z])(?=.*[A-Z])(?=.*[0-9])(?=.*[!@#$%^&*~`|}{:;\"',.\\-\\/ ])(?!.* ).{8,}$",
0113:   "description": "The password of the user.",
0114:   "examples": [
0115:     "P@ssw0rd!@#"
0116:   ],
0117:   "required": true
0118: }
0119: ],
0120: "required": [
0121:   "email",
0122:   "password"
0123: ]
0124: }

```

[illegible][illegible][illegible]

```

    return Action;
}

bool ReadMyInteger() {
    bool ReadMyInteger() const { return true; }
    return 0;
}

```

[illegible]

```

1  public void addPage(Page page) {
2      pages.add(page);
3      if (page instanceof PageHeader) {
4          header = (PageHeader) page;
5      }
6      if (page instanceof PageFooter) {
7          footer = (PageFooter) page;
8      }
9  }

```

[illegible]

```

    if (this instanceof XMLHttpRequest) {
        // XMLHttpRequest
        return true;
    } else if (this instanceof ActiveXObject) {
        // ActiveXObject
        return true;
    }
}

```

100

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COPYING -- Describes the terms under which Notepad++ is distributed.  
A copy of the GNU GPL is appended to this file.

## IMPORTANT NOTEPAD++ LICENSE TERMS

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Note that we consider an application to constitute a "derivative work" for the purpose of this license if it integrates/includes/aggregates Notepad++ into a proprietary executable installer, such as those produced by InstallShield. Our interpretation applies only to Notepad++ - we don't speak for other people's GPL works.

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## scan results for:

../notepad-plus-plus-master/

## License Summary

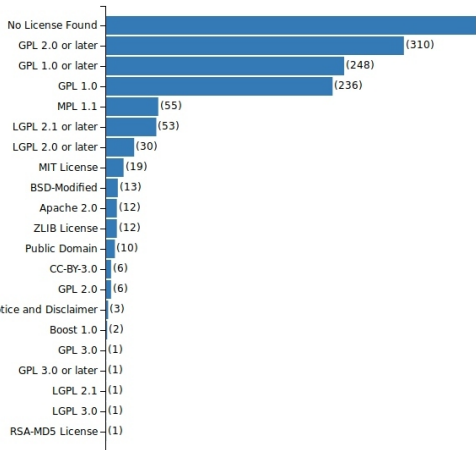
## Copyright Summary

## Clues

## File Details

## Packages

Total Files Scanned: 1142



- notepad-plus-plus-master
  - PowerEditor
    - bin
    - gcc
    - Installer
    - misc
    - resources
    - scintilla.original.forUpdating
    - src
    - Test
    - visual.net
  - scintilla
    - appveyor.yml
    - CONTRIBUTING.md
    - ISSUE\_TEMPLATE.md
    - LICENSE
    - README.md

ffmpeg
compat
doc
libavcodec
libavdevice
libavfilter
tests
x86
af_volume.asm
af_volume_init.c
avf_showcqt.asm
avf_showcqt_init.c
colospacecsp.asm
colospacecsp_init.c
Makefile
vf_blend.asm
vf_blend_init.c
vf_bwdif.asm
vf_bwdif_init.c
vf_eq.c
vf_fspp.asm
vf_fspp_init.c
vf_gradfun.asm
vf_gradfun_init.c
vf_hqdn3d.asm
vf_hqdn3d_init.c
vf_idet.asm
vf_idet_init.c
vf_interlace.asm
vf_interlace_init.c
vf_maskedmerae.asm

## License Summary

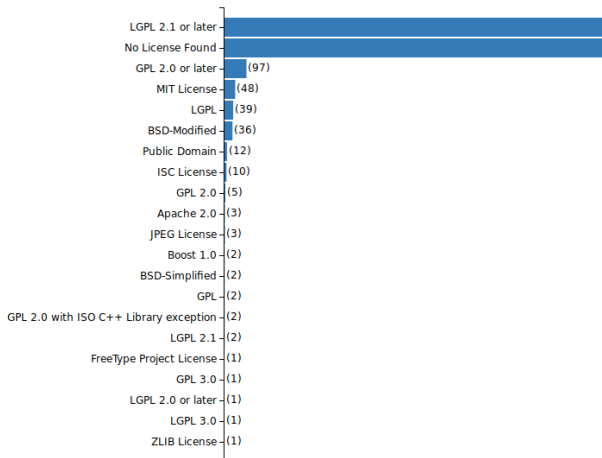
## Copyright Summary

## License &amp; Copyright Details

## File Details

## Packages

Total Files Scanned: 6471



# FFmpeg License and Legal Considerations

Legal issues are a constant source of questions and confusion. This is an attempt to clarify the most important issues. The usual disclaimers apply, this is not legal advice.

## FFmpeg License

FFmpeg is licensed under the [GNU Lesser General Public License \(LGPL\) version 2.1](#) or later. However, FFmpeg incorporates several optional parts and optimizations that are covered by the [GNU General Public License \(GPL\) version 2](#) or later. If those parts get used the GPL applies to all of FFmpeg.

Read the license texts to learn how this affects programs built on top of FFmpeg or reusing FFmpeg. You may also wish to have a look at the [GPL FAQ](#).

Note that FFmpeg is not available under any other licensing terms, especially not proprietary/commercial ones, not even in exchange for payment.

## License Compliance Checklist

The following is a checklist for LGPL compliance when linking against the FFmpeg libraries. It is not the only way to comply with the license, but we think it is the easiest. There are also a few items that are not really related to LGPL compliance but are good ideas anyway.

1. Compile FFmpeg **without** "--enable-gpl" and **without** "--enable-nonfree".
2. Use dynamic linking (on windows, this means linking to dlls) for linking with FFmpeg libraries.
3. Distribute the source code of FFmpeg, no matter if you modified it or not.
4. Make sure the source code corresponds exactly to the library binaries you are distributing.
5. Run the command "git diff > changes.diff" in the root directory of the FFmpeg source code to create a file with only the changes.
6. Explain how you compiled FFmpeg, for example the configure line, in a text file added to the root directory of the source code.
7. Use tarball or a zip file for distributing the source code.
8. Host the FFmpeg source code on the same webserver as the binary you are distributing.
9. Add "This software uses code of [FFmpeg](http://ffmpeg.org) licensed under the [LGPLv2.1](http://www.gnu.org/licenses/old-licenses/lgpl-2.1.html) and its source can be downloaded [here](#)" to every page in your website where there is a download link to your application.
10. Mention "This software uses libraries from the FFmpeg project under the LGPLv2.1" in your program "about box".
11. Mention in your EULA that your program uses FFmpeg under the LGPLv2.1.
12. If your EULA claims ownership over the code, you have to **explicitly** mention that you do not own FFmpeg, and where the relevant owners can be found.
13. Remove any prohibition of reverse engineering from your EULA.
14. Apply the same changes to all translations of your EULA.
15. Do not misspell FFmpeg (two capitals F and lowercase "mpeg").
16. Do not rename FFmpeg dlls to some obfuscated name, but adding a suffix or prefix is fine (renaming "avcodec.dll" to "MyProgDec.dll" is not fine, but to "avcodec-MyProg.dll" is).
17. Go through all the items again for any LGPL external library you compiled into FFmpeg (for example LAME).
18. Make sure your program is not using any GPL libraries (notably libx264).

## Trademark

# Why do we have to care ?

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## Why do we have to care ?

- Very rare to write a software *from scratch*...
- A typical software project often reuses hundreds of third-party components...
- code quality is often much much better...
- you are a potential IT professional, so well, you **MUST** know a bit on that !



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## Main goal

Acquire and strengthen your expertise on free software licences

- History and context
- Different families of licenses
- Diffusivity and compliance rules
- Auditing your project
- Free software economics



# Where does it come from ?

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- GNU project in 1984 by Richard Stallman (RMS)
- GPLv1 : 25th of february 1989
- 1991 : Linux based on Minix (*just a hobby, won't be big and professional like gnu* by Linus Torvalds (LT))
- 1995 : Red Hat (NASDAQ in 1999), Apache license
- 1998 : release of Netscape source-code (fight back IE. Free the lizard, mozilla)
- 1998 : "Free software" versus "Open Source Software" (OSI). Rebranding the free software movement to emphasize the business potential ?



**Linus Torvalds**



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- Free Software Fondation : <https://www.fsf.org/>
- Open Source Initiative : <https://opensource.org/>
- Linux Fondation : <https://www.linuxfoundation.org/>
- Debian, python, Ubuntu, KDE... communities

# Why Free and/or Open Source Software ?

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## Free Software

Social movement, user's essential freedom, free as in freedom.

*"political and ethical choice asserting the right to learn, and share what we learn with others"*

*"All freedoms depend on freedom of information and are not more important than other fundamental freedoms, but as life's practices change over to the computer, it will be needed to maintain other freedoms". (RMS)*







- **proprietary software** but all software have authors.
- **Copyright** : legal term describing rights given to creators for their works. Under the Berne Convention, everything written is automatically copyrighted from whenever it is put in *fixed form*
- **Copyleft** :
  - *we give rights*, uses functional parts of copyright law to achieve a legal protection for free sharing (*clever hack*)
  - all modified and extended versions of the program must be free as well, under the same terms.
  - You cannot add restrictions to deny other people freedoms.

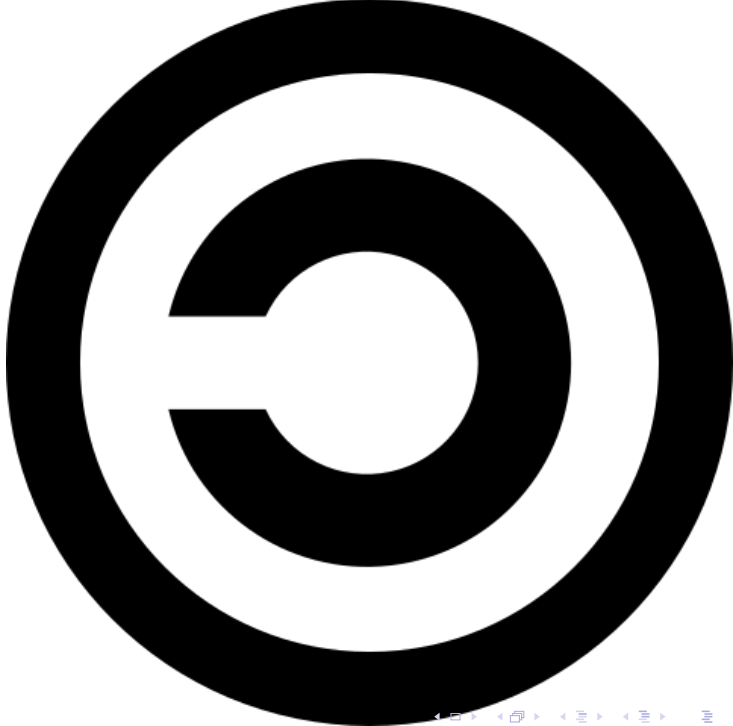


With the creation authors obtain intellectual property rights.

- Economic rights :
  - permit or prohibit the fixation and reproduction of their work
  - translation, arrangement, adaptation and alteration of the work
  - distribution of the original or copies
  - Related rights
- Moral right
  - right to protect their personal connection with the work

## EU directive

- the expression of a computer program is protected by copyright.
- ideas and principles which underlie any element of a program, including those which underlie its interfaces, are not protected by copyright.



Copyleft is a general method for making a program (or other work) free (in the sense of freedom, not “zero price”), and requiring all modified and extended versions of the program to be free as well.

we first state that it is copyrighted; then we add distribution terms, which are a legal instrument that gives everyone the rights to use, modify, and redistribute the program's code, or any program derived from it, but only if the distribution terms are unchanged.

Thus, the code and the freedoms become legally inseparable.





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General principle : limitations against use, distribution and modification. Use by end-users only under predefined conditions.

## Definition : proprietary software

Software who limits at least one of the 4 freedoms of free software.

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## Definition : proprietary software

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Michel Rocard, 2002, patent battle : 648 no, 14 yes, 18 abs

*Creation, freedom, innovation were on the side of free software. The pursuit of profit, and above all the rent, the desire to restrict competition, and to restrain the external innovations, were on the side of big industry.*



*Free as in free speech, not as in free beer.* Source code is free.

Their main difference is in the modalities of redistribution. In all cases source code must stay free. Two large families :

- 1 user's should receive a copy of the code under the same terms (GPL, LGPL, MPL...)
- 2 user's are not guaranteed to receive a copy (BSDx, MIT...)

## Definition : free software

A program is free software if the **program's users** have the four essential freedoms.



- study without any obstacles (technicals, rights...)
- includes the freedom to use your modified version in place of the original one
- Source code should be made available for free or at a low cost
- Source code available for at least 3 years (GPLv3)

## Principe

Again, it is the user's purpose that matters, not the developer's one

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- absolute freedom. Only restrictions when distribution.
- Preserve copyright ownership (Berne convention)
- Identify contributions

## Principe

Always, it is the user's purpose that matters

Anyone, anywhere (export control, trade sanctions...)

- Conditions of redistribution : main difference between all free software licenses :
  - **Copyleft (strong or weak)**
  - **Copyfree**
- Always identify contributors (Berne convention)
- Preserve original authors' reputation

## Principle

User's purpose again and mostly necessary condition for the three others freedoms.

## When does license apply ?

## Redistribution triggers !

Exception : APGL



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## Questions ?

## Bibliography and credits





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