Subject: Question about copyright
Posted by slashupp on Tue, 14 Jan 2014 08:11:49 GMT
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(I don't know where else to put this question)

I'm modifying a copy of the source for RichEdit and found a file called "Copying" containing the following:

Quote:
Copyright 1998-2008 The U++ Project. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Does this mean that I whatever I create with my modification of RichEdit will automatically belong to "The U++ Project"?
If so then I find it difficult to accept .. IMO the sources and examples distributed with theide should be restriction-free, and this copying notice should be removed.

[edit] Just noticed in the disclaimer ...
Quote:
... IN NO EVENT SHALL THE FREEBSD PROJECT OR CONTRIBUTORS BE LIABLE ...

Subject: Re: Question about copyright
Posted by koldo on Tue, 14 Jan 2014 10:09:20 GMT
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Hello slashupp

I think you can use and modify the U++ source or binaries freely with no royalties or fees. However you have to include always the copyright notice.

About the disclaimer I think you are right. We probably should change "THE FREEBSD PROJECT" with "THE COPYRIGHT HOLDER" following the BSD 2 clause license:

Copyright (c) 1998, 2014, The U++ Project
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

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Subject: Re: Question about copyright
Posted by slashupp on Tue, 14 Jan 2014 10:42:35 GMT
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My problem is not about "royalties or fees", it is about ownership of the work I have done.

The copying-notice appears in all unavoidable sources (code that _has_ to be used to develop anything using Upp)
and as this notice currently stands, it has the effect that anything I develop that has "using Upp" or uses "Upp::" will
belong to "The U++ Project" - source or binary, modified or not.
(And FreeBSD has no liability)

Subject: Re: Question about copyright
Posted by koldo on Tue, 14 Jan 2014 11:38:23 GMT
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Hello slashup

I think the U++ license states that U++ is the author and that you can use it freely. This means

license.

A more complex area is when you modify files. In that case some people does this:

They have three different files:
- 3rd party files: They include the copyright holder license
- Own files: They include their license
- Modified 3rd party files: They reduce the changes to the minimum, include the copyright holder license and a final sentence like: "Modified for XXX (their) project"

Subject: Re: Question about copyright
Posted by slashupp on Tue, 14 Jan 2014 13:13:09 GMT
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My understanding now is that this copying notice, and the U++ license only apply if I create a clone of U++.

Any other software I develop using U++ is entirely free of any license or copying notice, even if I modify internal U++ sources to achieve the functionality I want.

The sole exclusion is in using of licensed third-party libraries, but of this neither of us have any choice.

Subject: Re: Question about copyright
Posted by koldo on Tue, 14 Jan 2014 14:59:19 GMT
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Hello slashupp

In summary you can do whatever you want with the code and you are only forced to include the copyright notice for U++ and all the free source used by it. You can get it all here.

For a better explanation you can go to the OSI web page here for the license and here for the FAQ.
