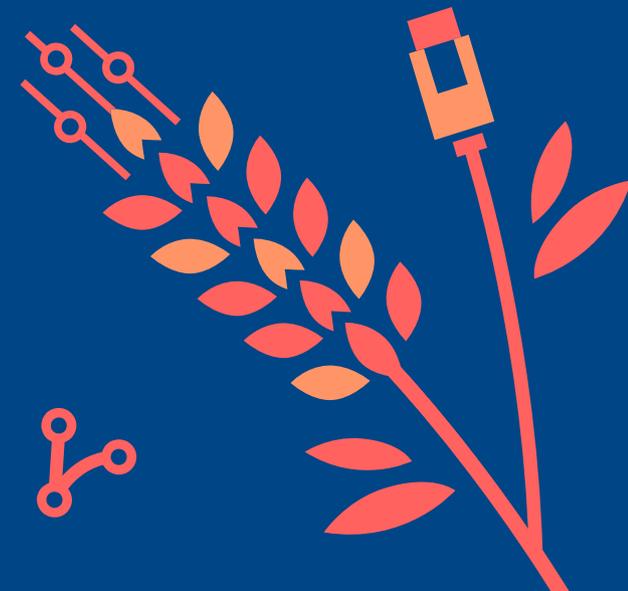


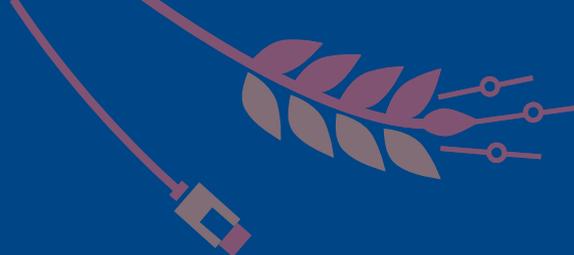
# Copyleft and Copyfree

a short overview of popular licences

Artur Iwicki  
2017-10-14



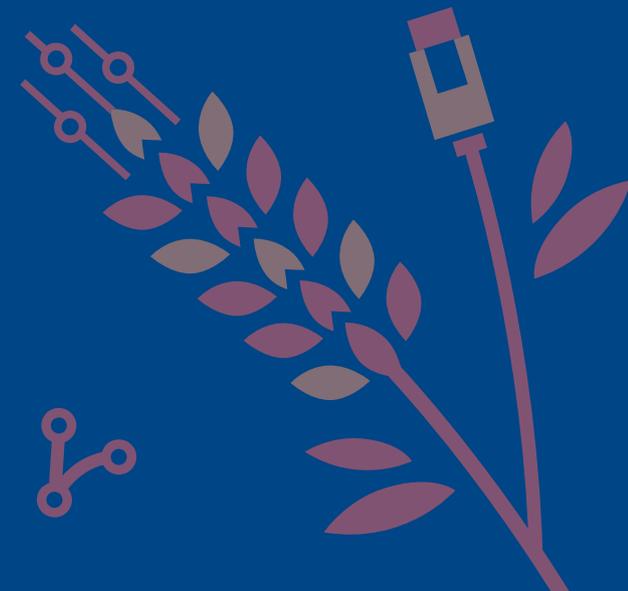
*slides published under the terms of the CC-BY-SA 4.0 licence*

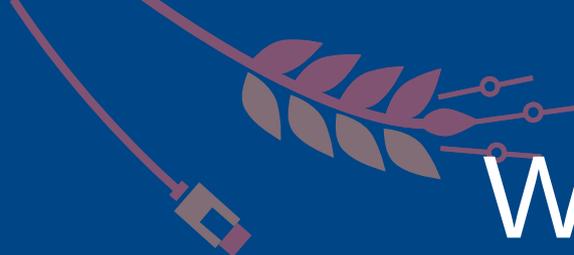


# What is a licence?

It is an agreement which describes the conditions under which the software can be used.

The owner gives us some rights – e.g. to install and run the software on a single computer – at the same time retaining others, e.g. forbidding us to redistribute.



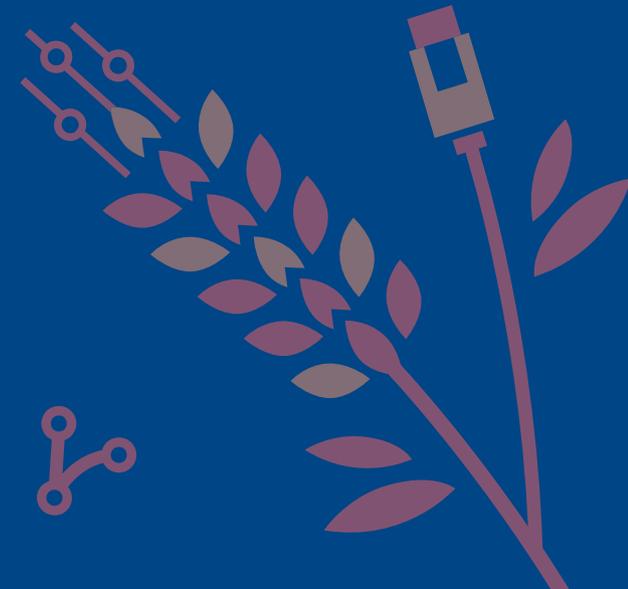


# Who needs a licence?

Everyone!

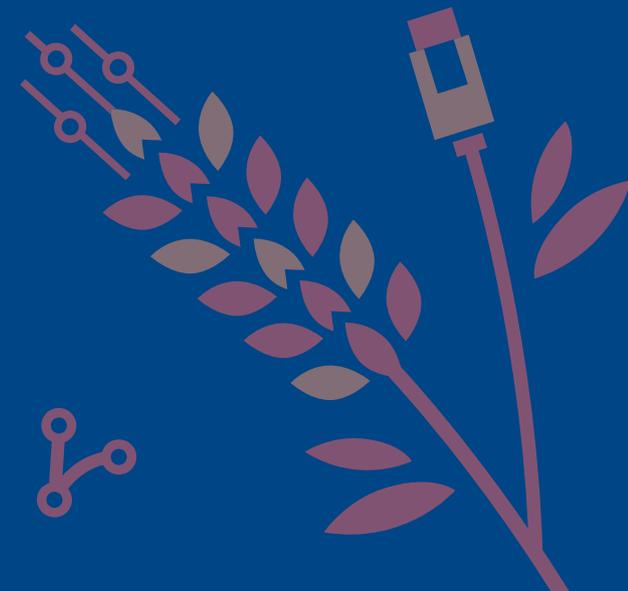
But we can separate this into three major groups:

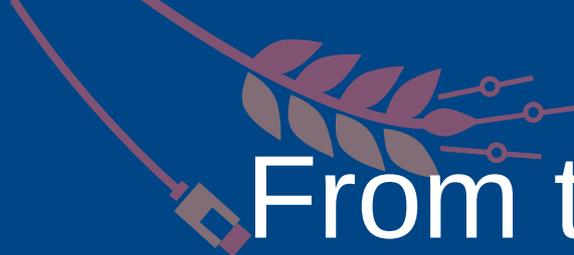
- 1) Author
- 2) Developer
- 3) User



# From the author's viewpoint

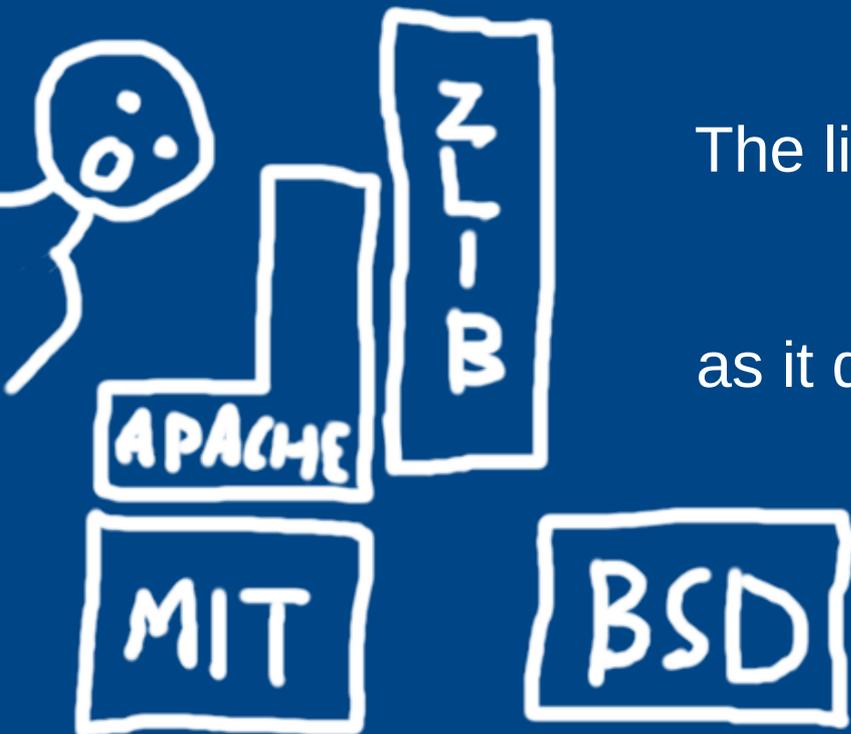
The licence is important for the author, since it's the document that describes what other people can do with the software.





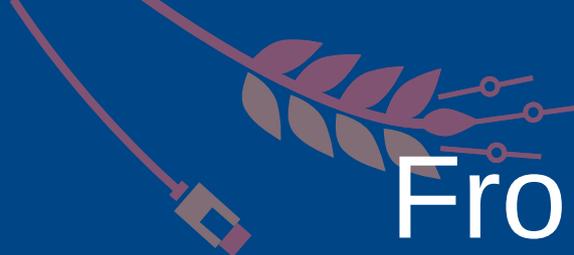
# From the developer's viewpoint

The licence is important for developers wanting to collaborate on the software, because by merging in their work, they become co-authors.



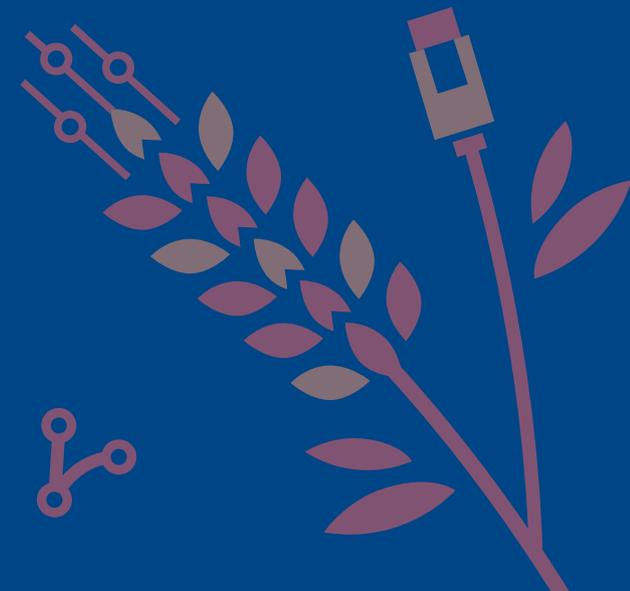
The licence is also important for developers wanting to use the software in their own projects, as it describes the conditions for doing that.

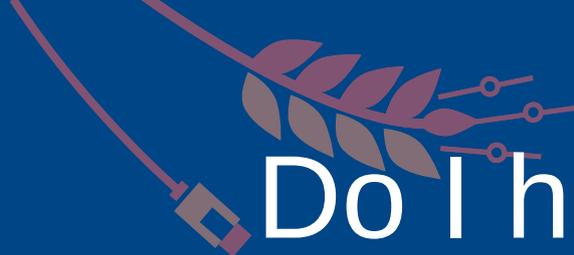




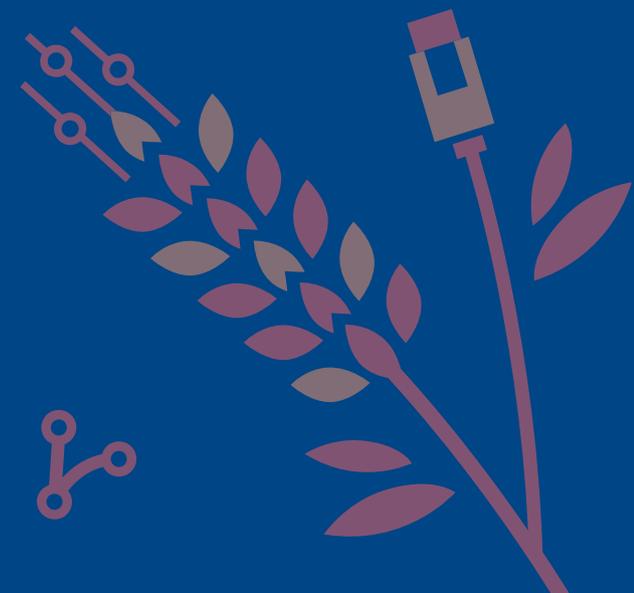
# From the user's viewpoint

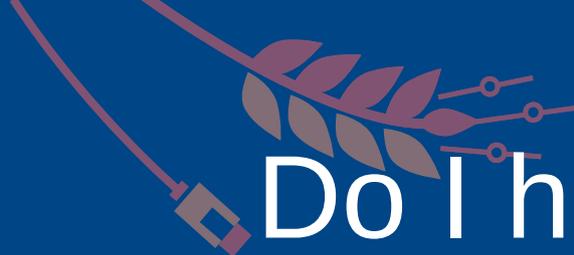
The licence is important for the user, since it describes the terms and conditions for using the software, but also things like the degree of the author's responsibility.





Do I have to choose a licence?



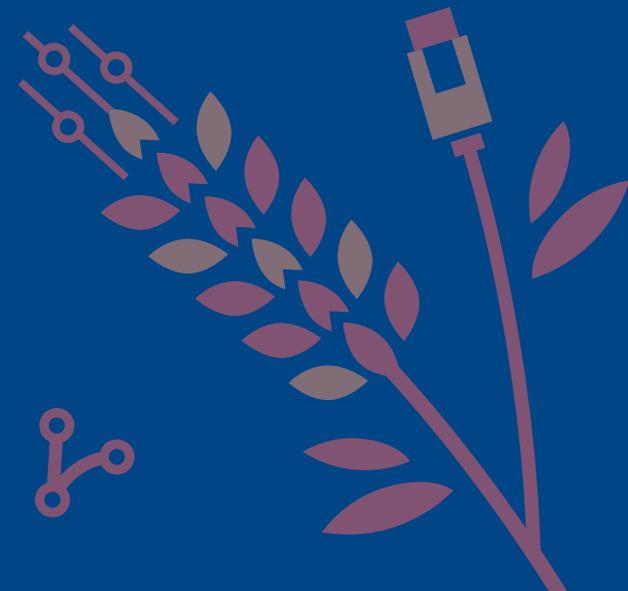


Do I have to choose a licence?

Yes.



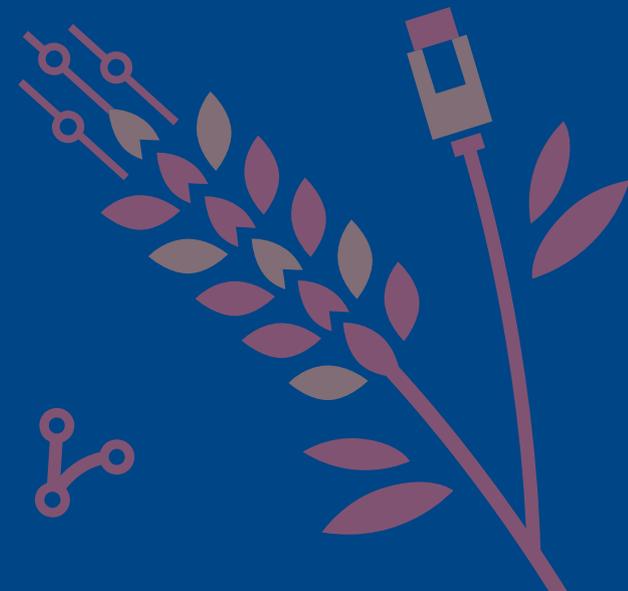
BUT  
ALMOO

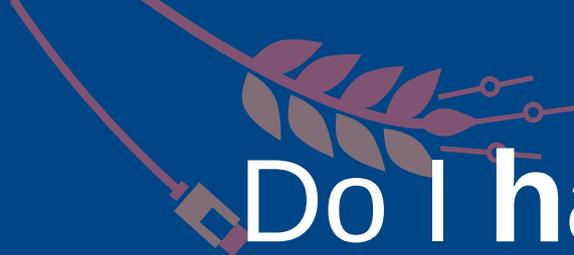




# Do I **have** to choose a licence?

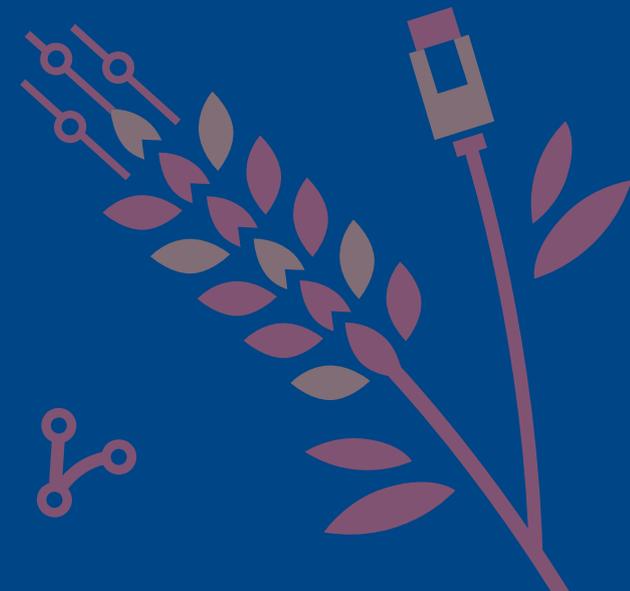
Yes.





# Do I **have** to choose a licence?

Code is subject to copyright the same way as any other creative work: a painting, a poem, a song, a film.



# What when there's no licence?

There's no agreement  
which grants you rights...  
...so you don't have these rights.

“All rights reserved”  
Sounds familiar?

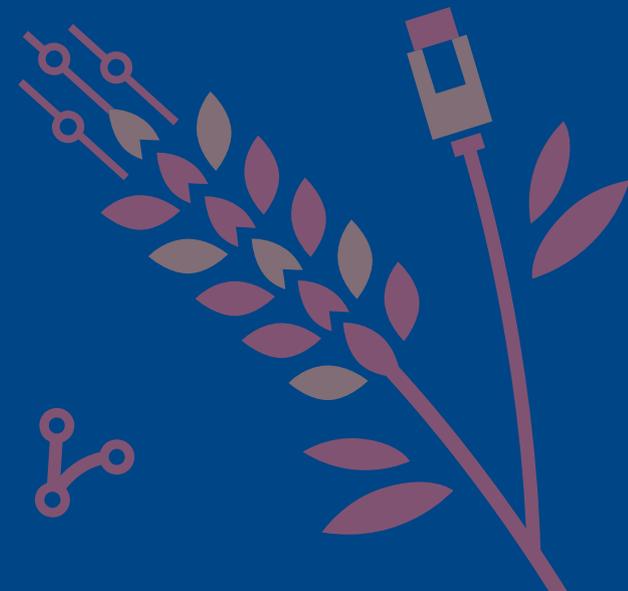


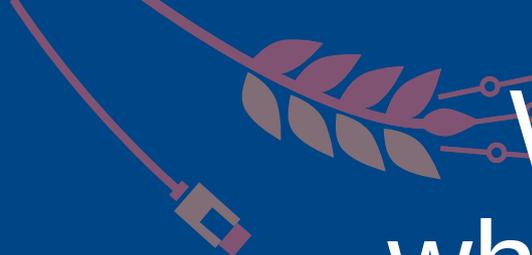
# How to choose a licence?

You can use one of the sites below to help you:

Choose a License: [choosealicense.com](http://choosealicense.com)

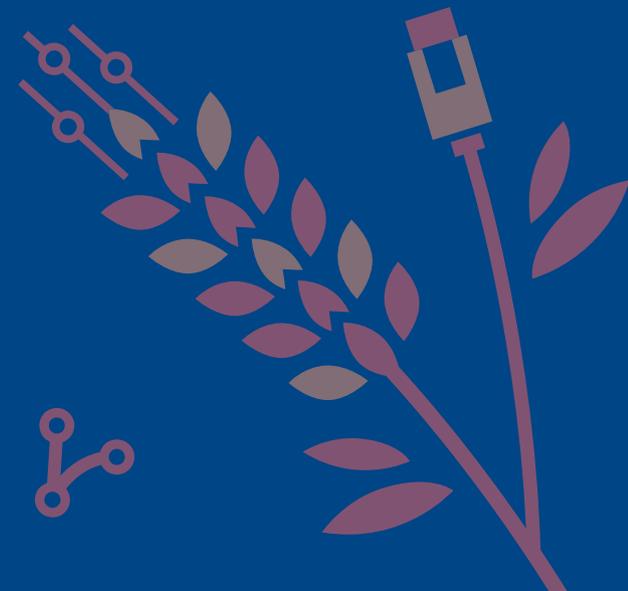
TL;DR Legal: [tldrlegal.com](http://tldrlegal.com)





# What to keep in mind when choosing a licence?

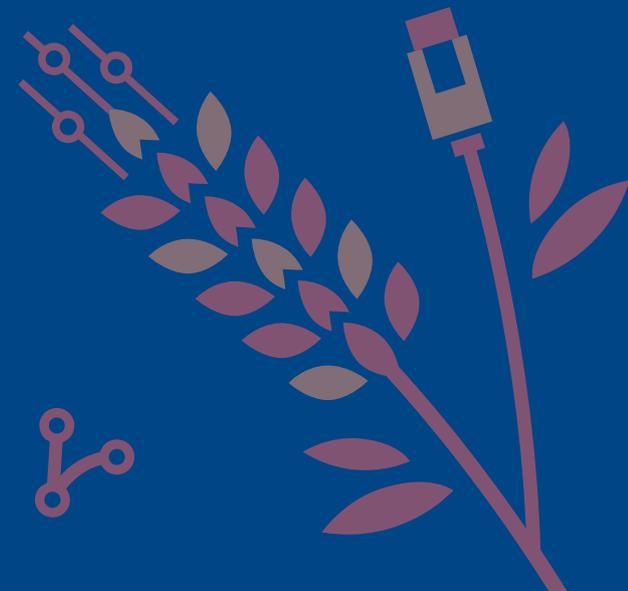
When choosing a licence,  
it's worth it to ask yourself a few questions.

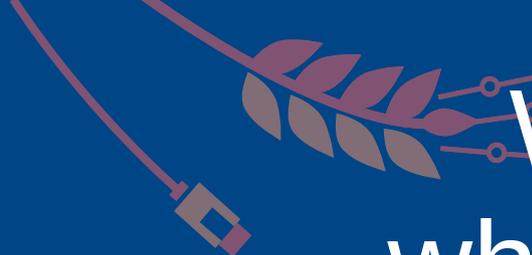




# What to keep in mind when choosing a licence?

Do I want to require an acknowledgement?





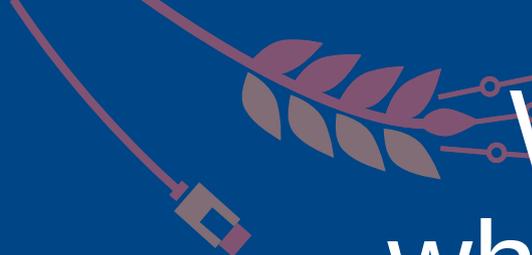
# What to keep in mind when choosing a licence?

Do I want to allow my code to be used commercially?

It's worth noting that disallowing for commercial usage means not only being unable to sell the program separately, but also e.g. putting it in a set of programs sold together.



Because of this, many Linux distributions do not allow such software in their repositories.



# What to keep in mind when choosing a licence?

Do I want to require other developers  
to share their changes?

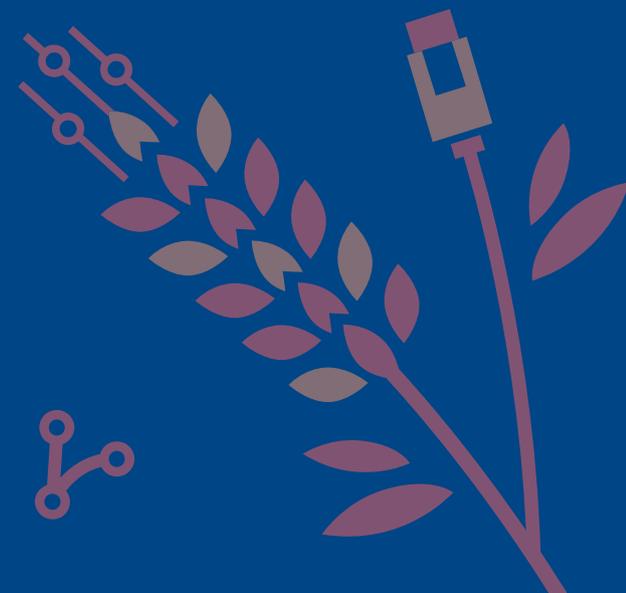
Or, looking at it from a different perspective:  
do I want to forbid people from using my code  
in a closed-source project?



# What to keep in mind when choosing a licence?

To what degree is my licence compatible with other popular licences?

Or, from a different perspective:  
how hard is it to “pull” my code into another project?



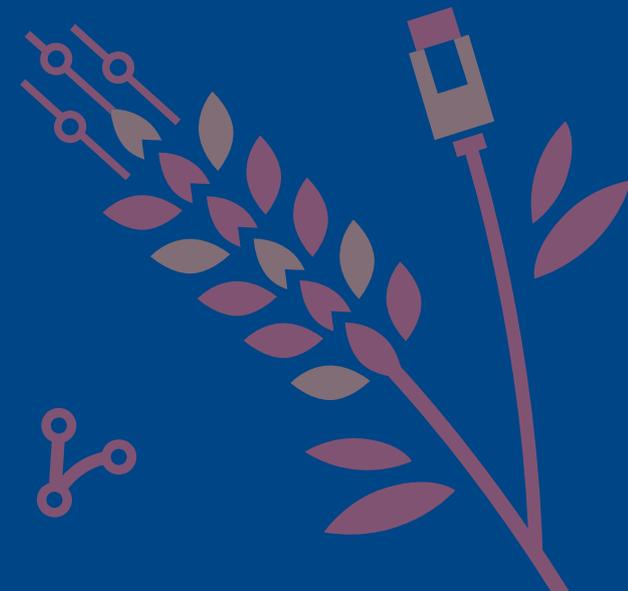


# What else to keep in mind?

Do I want to require transferring copyright?

If I accept someone else's work in my project,  
this person becomes a co-author  
and now has a right to decide about the licensing.

If some day I want to change the licence,  
I'd have to get permission from all the co-authors...  
...or only my own, if the copyright is fully mine.



# Copyleft and Copyfree

The question about allowing the code to be used as part of a closed-source project is the main discriminant between Copyleft and Copyfree.

## Copyleft

Requires publishing changes under the same licence.

## Copyfree

Allows the code to be used in any way.

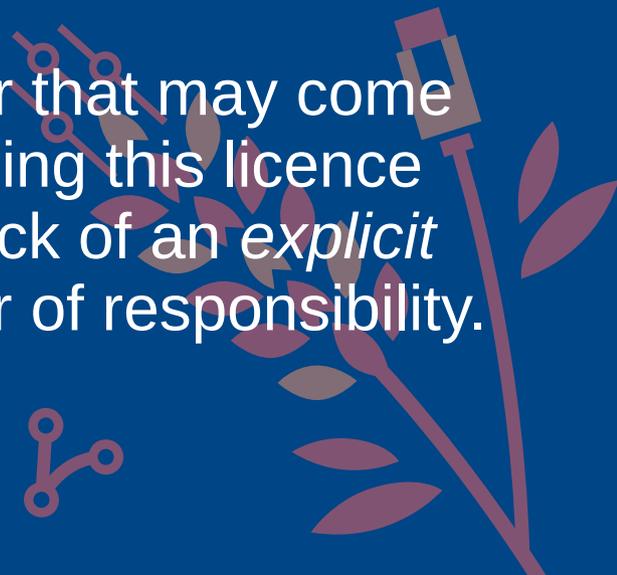




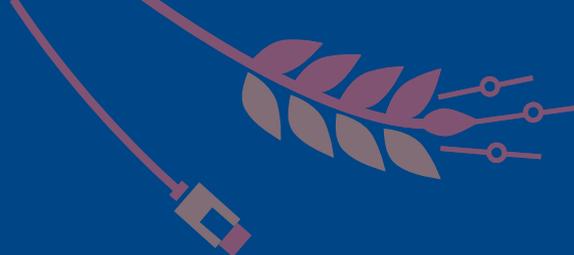
# What The Fuck Public License

*„I don't give a shit.”*

A short and easy to understand licence,  
which, from the legal point of view,  
leaves a lot of stuff unsaid and unspecified.



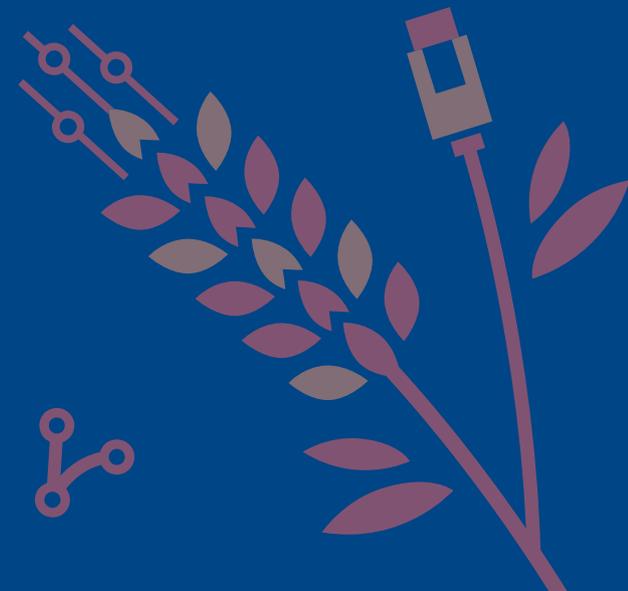
A danger that may come  
from using this licence  
is the lack of an *explicit*  
disclaimer of responsibility.



# Unlicense

A licence putting the work in the public domain.

Allows the code to be used in any way,  
without any restrictions nor requirements.



# MIT (expat)

The most popular copyfree licence – used by over 40% of *all the repositories* hosted on GitHub.

Allows the code to be used in any way, including sub-licensing and commercial use.

The only condition is to display information about using MIT-licensed code, and keep the file containing the licence text.



# BSD

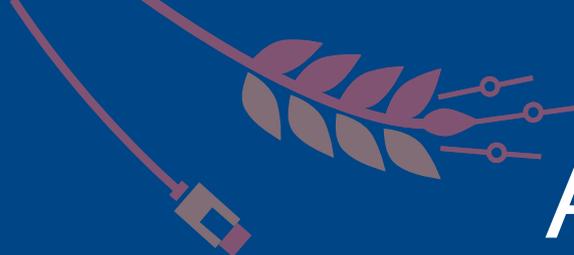
BSD is a copyfree licence – allows the code to be used and redistributed in any way.

The BSD licence comes in three variants:  
2-clause – the least strict one.

3-clause – puts restrictions on using trademarks and persons' names.

4-clause – requires attribution.





# Apache License 2.0

A more “formal” copyfree licence, touching upon difficult subjects, such as software patents.

Allows the code to be freely used and redistributed, as long as information about the licence, its text, and a list of changes in regard to the original software are all provided.



• Puts restrictions on using trademarks and persons' names.

# Why copyleft?

*„Over the years I've become convinced  
that the BSD license is great  
for code you don't care about.  
I'll use it myself.”*  
**Linus Torvalds**



# Why copyleft?



*"With software there are only two possibilities: either the users control the program, or the program controls the users. If the program controls the users, and the developer controls the program, then the program is an instrument of unjust power."*

**Richard Matthew Stallman**

# GNU Lesser General Public License 3.0

A licence most commonly used for libraries.  
In a way, it combines the copyleft and copyfree approaches.

Modified versions of the library must be redistributed  
under the very same licence.

At the same time, it's permitted  
to use the library  
in closed-source programs,  
on the condition that  
dynamic linking (*.dll* / *.so*) is used.

This allows the user  
to freely replace  
the dynamically-linked  
part of the program.



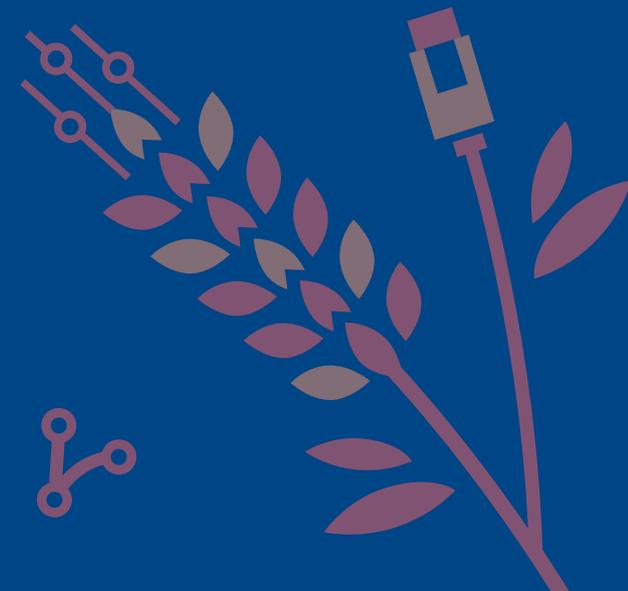


# GNU General Public License 3.0

The most common copyleft licence.

Requires to offer your users the source code of the program, as well as a list of changes compared to the original work.

GNU GPL is called a viral licence by some, as it requires the entirety of the program code to be subject to its terms.



# GNU Affero General Public License 3.0

The most restrictive one out of the commonly seen copyleft licences.

Puts the same restrictions and conditions, as the “regular” GNU GPL, with one additional caveat: making the software available over a network is also considered as redistribution.



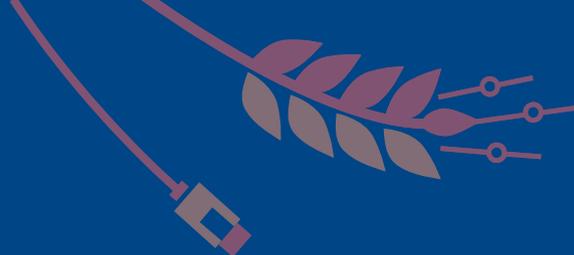
# GNU Affero General Public License 3.0

When a server application just sits on a host, and the users only connect to it – they don't receive a copy of the software, so there's no redistribution.

This way you can develop a GNU GPL licensed program, the source code of which will remain unseen by the actual users.



GNU AGPL, by considering access over a network to be the same as redistribution, closes this loophole.

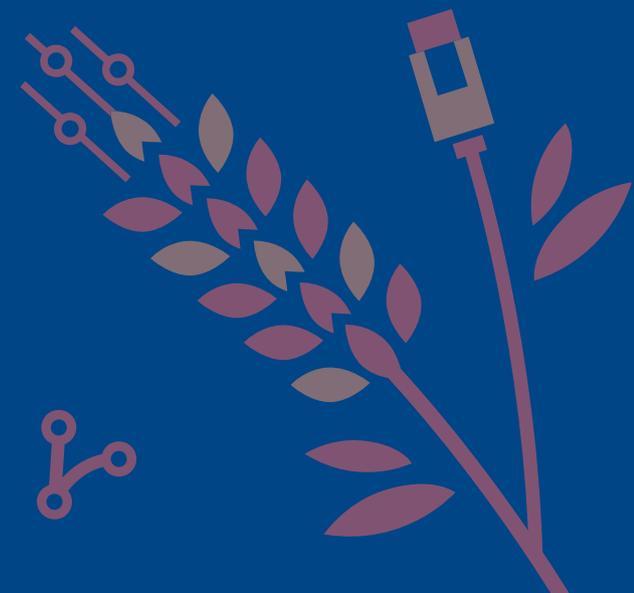


# Links

TL;DR Legal:  
<https://tldrlegal.com>

Choose a License:  
<https://choosealicense.com>

Free Software Foundation Europe:  
<https://fsfe.org>



# Thanks for listening questions?

blog: [blog.svgames.pl](http://blog.svgames.pl)  
e-mail: [iwicki.artur@svgames.pl](mailto:iwicki.artur@svgames.pl)  
twitter: [suvepl](https://twitter.com/suvepl)

