



Applying Licensing

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Apertis code, including build scripts, helpers and recipes, is primarily licensed under the [Mozilla Public License Version 2.0](https://www.mozilla.org/en-US/MPL/2.0/)¹. Images (such as icons) and documentation in Apertis are licensed under the [Creative Commons Attribution-ShareAlike 4.0 International](https://creativecommons.org/licenses/by-sa/4.0/)² (CC BY-SA 4.0) license.

Apertis also makes use of other projects which may have other licenses, such as the [GPL](https://www.gnu.org/licenses/gpl-3.0.html) and [LGPL](https://www.gnu.org/licenses/lgpl-3.0.html)³. For example, this includes projects such as the Linux kernel, WebKit and GLib.

You can find more information about the licensing for each component in the COPYING files in each components repository.

When you contribute to any Apertis code repository, you are agreeing to license your work under the same license as the rest of the code in the repository.

If you are contributing software components to Apertis, these should be licensed under a [suitable open source license](https://www.gnu.org/licenses/gpl-3.0.html)⁴. The preferred license for Apertis is the MPL 2.0, unless there's a good reason for it to be licensed differently.

When building an application on top of Apertis (and do not intend to contribute it back to the Apertis project) you can choose any license that you wish for your application. However, care should be taken to ensure that your license is compatible with any libraries that you may use provided by the Apertis platform.

You must ensure that you comply with all licensing terms when you use or modify Apertis.

Licensing of code

There are two parts to licensing a project:

- distribute the license text
- include license headers in each file

¹<https://www.mozilla.org/en-US/MPL/2.0/>

²<https://creativecommons.org/licenses/by-sa/4.0/>

³<https://www.gnu.org/licenses/licenses.html>

⁴<https://www.apertis.org/policies/license-expectations/>

34 **Distribute the license file**

35 The license text is normally distributed in the `COPYING.MPL` or `COPYING` file which
36 lives in the top directory in the git repository for the project. This file will
37 contain the full license text, as [provided by Mozilla](#)⁵, without any modifications
38 or changes. For example, see the [newport COPYING file](#)⁶.

39 While `COPYING` is a more common filename to use, `COPYING.MPL` accounts for the
40 case where there may be files in the project under a different license which would
41 require multiple `COPYING.*` files to be included. This case is most common with
42 applications which may include content such as logos, images and documentation
43 under different licenses.

44 Apertis performs [license scanning](#)⁷ as part of it's continuous integration process
45 to help ensure that the licensing of it's packages are correct.

46 **Distributing portions under different licenses** It is very common to see
47 only one `COPYING` file in a project which contains only a single license text, and
48 it is also common to see the images and documentation shipped either under a
49 license which is best suited for code (that is to say, impossible for images and
50 documentation to comply with) or without proper licensing.

51 Licensing all parts of your project appropriately is not complicated and we
52 highly recommend that you do so. Your typical directory structure should look
53 something like:

```
54 <project>  
55 ↳COPYING  
56 ↳COPYING.MPL
```

57 The `COPYING` file should contain information about all parts of the project. For
58 example, it could look like:

```
59 <project> is an Apertis project and follows the licensing guidelines as  
60 specified at https://www.apertis.org/designs/license-applying/.  
61  
62 Code  
63 ----  
64 All code in this project is licensed under the Mozilla Public License Version  
65 2.0. See COPYING.MPL for the full license text.  
66  
67 Images  
68 -----  
69 All icons and other images in this project are licensed under CC BY-SA 4.0  
70 International. For information about this license, see  
71 https://creativecommons.org/licenses/by-sa/4.0/
```

⁵<https://www.mozilla.org/media/MPL/2.0/index.815ca599c9df.txt>

⁶<https://gitlab.apertis.org/pkg/newport/blob/apertis/v2019/COPYING>

⁷<https://www.apertis.org/architecture/license-scanning/>

72
 73 Documentation
 74 -----
 75 All documentation in this project is licensed under CC BY-SA 4.0 International.
 76 For information about the license, see
 77 <https://creativecommons.org/licenses/by-sa/4.0/>
 78 Your COPYING.MPL should contain the full license text for the Mozilla Public
 79 License Version 2.0. You may also need to have other license-specific COPYING
 80 files, depending on your project.
 81 In this case, we include a COPYING.MPL to comply with the MPL 2.0 as it re-
 82 quires the full license text to be included in your project, but we do not have a
 83 COPYING.CC-BY-SA because the CC BY-SA 4.0 license does not require the license
 84 text to be distributed (but you may include it if you wish to do so).

85 Add license headers to each file

86 It is good practice to include a `license` header to the top of a code file. It
 87 is a comment that typically consists of a `copyright` notice, the `SPDX` license
 88 identifier and a license blurb which is provided with the license. The license
 89 header for a specific file must contain only copyright holders of content which
 90 is in that file. This means that the license header in each of your project files
 91 are likely to list different copyright holders.

92 The copyright notice will normally contain `Copyright` © followed by the copyright
 93 years and the copyright holder. It is recommended that you also include a
 94 contact email address for the copyright holder, although this is optional.

95 If you are employed to contribute to Apertis, the copyright holder may be either
 96 you or your employer. We recommend that you check with your employer before
 97 you contribute as it may not be possible to completely remove any mistakes as
 98 the code is publicly available and archived.

99 This is what a typical MPL license header looks like:

```
100 /*
101  * Copyright © 2015, 2016 Anita Developer <a.developer@example.com>
102  *
103  * SPDX-License-Identifier: MPL-2.0
104  * This Source Code Form is subject to the terms of the Mozilla Public
105  * License, v. 2.0. If a copy of the MPL was not distributed with this
106  * file, You can obtain one at http://mozilla.org/MPL/2.0/.
107  */
```

108 For additional guidance on how license headers work, please read the [GNU](#)
 109 [license guidance](#)⁸. The theory of using the MPL license headers is the same as

⁸<https://www.gnu.org/licenses/gpl-howto.html>

110 for the GPL, but do keep in mind that the GPL/GNU licenses have different
111 content from the MPL license.

112 **Copyright notice date range** The copyright notice should always corre-
113 spond to the year that the work was done in.

114 For example,

- 115 • work done in 2015, should have © 2015
- 116 • work done in 2016 should have © 2016
- 117 • files which had work done in 2015 and 2016 should have © 2015–2016
- 118 • files which had work done in 2014 and 2016 should have © 2014, 2016
- 119 • files which had work done in 2013, 2015 and 2016 should have © 2013,
120 2015–2016

121 Your copyright notice should normally look something like:

122 Copyright © 2016 Anita Developer <a.developer@example.com>

123 For documentation written in Mallard, you should use the <credit>, <name>,
124 <email> and <years> tags which will generate the correct copyright notice auto-
125 matically.

126 The copyright holder will normally be you or, if you make the contribution as
127 part of paid work, then your employer. If you are unsure about this, you should
128 check what your employment contract states on the matter or seek further legal
129 advice.

130 You must not amend copyright notices which are inserted by other people with-
131 out their explicit permission which must be recorded appropriately.

132 Apart from the license header, you should also include the [vim modeline at the](#)
133 [top of the file](#)⁹ to help enforce consistent coding style.

134 Add a new code file to a project

135 Each code file in all Apertis repositories must contain the license header. This
136 license header must be added in the commit when the file is first added to the
137 project and will typically contain your copyright notice.

138 Always double check the project license before adding a license header: not all
139 projects are licensed under the MPL! You can find the project license in the
140 COPYING or COPYING.* files. This is most likely to be the case for repositories
141 which are upstream projects that have Apertis specific customisations applied
142 to them. If unsure, do ask the project maintainer for help. You can find the list
143 of maintainers in the .doap file in the project git repository.

⁹https://www.apertis.org/policies/coding_conventions/#code-formatting

144 Make changes to an existing code file

145 When you make a copyrightable change to a file in an existing project, you will
146 need to add your copyright notice to the existing copyright header, but make
147 sure that you do not amend or change the license notice in any way! Add your
148 notice below the existing copyright notices, but above the license notice.

149 For example, if your copyright notice was Copyright © 2016 Andrew Contributor
150 <a.contributor@example.com> then the resulting copyright header would look like:

```
151 /*
152  * Copyright © 2015, 2016 Anita Developer <a.developer@example.com>
153  * Copyright © 2016 Andrew Contributor <a.contributor@example.com>
154  *
155  * SPDX-License-Identifier: MPL-2.0
156  * This Source Code Form is subject to the terms of the Mozilla Public
157  * License, v. 2.0. If a copy of the MPL was not distributed with this
158  * file, You can obtain one at http://mozilla.org/MPL/2.0/.
159  */
```

160 License for images

161 As with code, there are two parts to licensing your images:

- 162 • include mention of the image licensing in the COPYING (recommended)
163 or README file as covered in Distributing portions under different
164 licenses
- 165 • add the license to the image metadata in case it becomes separated from
166 the repository

167 Add the license to the metadata

168 You can use `exiv2`, which is a command-line tool, to write Exif metadata into
169 the file. `exiv2` should be available through your Linux distribution or you can
170 [download](http://www.exiv2.org/download.html)¹⁰ it for Linux or Windows from its website.

171 For example, if your copyright notice is © 2016 Alice Artist <a.artist@example.com>
172 then this command will add it to the `Exif.Image.Copyright` key:

```
173 exiv2 -v -M"set Exif.Image.Copyright Copyright © 2016 Alice Artist <a.artist@example.com>. This work is license
174 ShareAlike 4.0 International License. To view a copy of this license, visit http://creativecommons.org/licenses
175 sa/4.0/ or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA." <path to your image>
```

176 Replace the copyright notice with your own and replace <path to your image>
177 with the path to the image which you want to update.

178 You can now check the copyright notice with:

```
179 exiv2 <path to your image>
```

¹⁰<http://www.exiv2.org/download.html>

180 Which will output something that looks like:

```
181 File name      : apertis-icon.png
182 File size     : 1228 Bytes
183 MIME type     : image/png
184 Image size    : 36 x 36
185 Thumbnail     : None
186 Copyright     : Copyright © 2016 Alice Artist <a.artist@example.com>. This wor
187 k is licensed under the Creative Commons Attribution-ShareAlike 4.0 Internationa
188 l License. To view a copy of this license, visit <nowiki>http://creativecommons.org/lice</nowiki>
189 nses/by-sa/4.0/ or send a letter to Creative Commons, PO Box 1866, Mountain View
190 , CA 94042, USA.
191 Exif comment   :
```

192 There may be some other tags present in the output.