



Applying Licensing

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

13 Apertis also makes use of other projects which may have other licenses, such  
14 as the [GPL and LGPL](https://www.gnu.org/licenses/licenses.html)<sup>3</sup>. For example, this includes projects such as the Linux  
15 kernel, WebKit and GLib.

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

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

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

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

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

## 30 Licensing of code

31 There are two parts to licensing a project:

- 32 • distribute the license text
- 33 • include license headers in each file

---

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

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

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

<sup>4</sup><https://sjoerd.pages.apertis.org/apertis-website/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](#)<sup>5</sup>, without any modifications  
38 or changes. For example, see the [newport COPYING file](#)<sup>6</sup>.

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 **Distributing portions under different licenses**

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

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

---

```
1 <project>
2  ↳COPYING
3  ↳COPYING.MPL
```

---

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

---

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

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

---

```
1 <project> is an Apertis project and follows the licensing guidelines as
2 specified at https://www.apertis.org/designs/license-applying/".
3
4 Code
5 ----
6 All code in this project is licensed under the Mozilla Public License Version
7 2.0. See COPYING.MPL for the full license text.
8
9 Images
10 -----
11 All icons and other images in this project are licensed under CC BY-
12 SA 4.0
13 International. For information about this license, see
14 https://creativecommons.org/licenses/by-sa/4.0/
15
16 Documentation
17 -----
18 All documentation in this project is licensed under CC BY-
19 SA 4.0 International.
20 For information about the license, see
21 https://creativecommons.org/licenses/by-sa/4.0/
```

---

55 Your `COPYING.MPL` should contain the full license text for the Mozilla Public  
56 License Version 2.0. You may also need to have other license-specific `COPYING`  
57 files, depending on your project.

58 In this case, we include a `COPYING.MPL` to comply with the MPL 2.0 as it re-  
59 quires the full license text to be included in your project, but we do not have a  
60 `COPYING.CC-BY-SA` because the CC BY-SA 4.0 license does not require the license  
61 text to be distributed (but you may include it if you wish to do so).

62 **Add license headers to each file**

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

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

72 If you are employed to contribute to Apertis, the copyright holder may be either

73 you or your employer. We recommend that you check with your employer before  
74 you contribute as it may not be possible to completely remove any mistakes as  
75 the code is publicly available and archived.

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

---

```
1  /*
2  * Copyright © 2015, 2016 Anita Developer <a.developer@example.com>
3  *
4  * SPDX-License-Identifier: MPL-2.0
5  * This Source Code Form is subject to the terms of the Mozilla Public
6  * License, v. 2.0. If a copy of the MPL was not distributed with this
7  * file, You can obtain one at http://mozilla.org/MPL/2.0/.
8  */
```

---

77 For additional guidance on how license headers work, please read the [GNU](#)  
78 [license guidance](#)<sup>7</sup>. The theory of using the MPL license headers is the same as  
79 for the GPL, but do keep in mind that the GPL/GNU licenses have different  
80 content from the MPL license.

### 81 **Copyright notice date range**

82 The copyright notice should always correspond to the year that the work was  
83 done in.

84 For example,

- 85 • work done in 2015, should have © 2015
- 86 • work done in 2016 should have © 2016
- 87 • files which had work done in 2015 and 2016 should have © 2015–2016
- 88 • files which had work done in 2014 and 2016 should have © 2014, 2016
- 89 • files which had work done in 2013, 2015 and 2016 should have © 2013,  
90 2015–2016

91 Your copyright notice should normally look something like:

---

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

---

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

95 The copyright holder will normally be you or, if you make the contribution as

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<sup>7</sup><https://www.gnu.org/licenses/gpl-howto.html>

96 part of paid work, then your employer. If you are unsure about this, you should  
97 check what your employment contract states on the matter or seek further legal  
98 advice.

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

101 Apart from the license header, you should also include the [vim modeline at the](#)  
102 [top of the file](#)<sup>8</sup> to help enforce consistent coding style.

### 103 **Add a new code file to a project**

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

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

### 113 **Make changes to an existing code file**

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

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

---

```
1  /*
2  * Copyright © 2015, 2016 Anita Developer <a.developer@example.com>
3  * Copyright © 2016 Andrew Contributor <a.contributor@example.com>
4  *
5  * SPDX-License-Identifier: MPL-2.0
6  * This Source Code Form is subject to the terms of the Mozilla Public
7  * License, v. 2.0. If a copy of the MPL was not distributed with this
8  * file, You can obtain one at http://mozilla.org/MPL/2.0/.
9  */
```

---

<sup>8</sup>[https://sjoerd.pages.apertis.org/apertis-website/policies/coding\\_conventions/#code-formatting](https://sjoerd.pages.apertis.org/apertis-website/policies/coding_conventions/#code-formatting)

## 120 License for images

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

- 122 • include mention of the image licensing in the COPYING (recommended)  
123 or README file as covered in `Distributing portions under different`  
124 `licenses`
- 125 • add the license to the image metadata in case it becomes separated from  
126 the repository

### 127 Add the license to the metadata

128 You can use `exiv2`, which is a command-line tool, to write Exif metadata into  
129 the file. `exiv2` should be available through your Linux distribution or you can  
130 [download](#)<sup>9</sup> it for Linux or Windows from its website.

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

---

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

---

133 Replace the copyright notice with your own and replace `<path to your image>`  
134 with the path to the image which you want to update.

135 You can now check the copyright notice with:

---

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

---

136 Which will output something that looks like:

---

<sup>9</sup><http://www.exiv2.org/download.html>

---

```
1 File name      : apertis-icon.png
2 File size     : 1228 Bytes
3 MIME type     : image/png
4 Image size    : 36 x 36
5 Thumbnail     : None
6 Copyright     : Copyright © 2016 Alice Artist <a.artist@example.com>. This wor
7 k is licensed under the Creative Commons Attribution-
8 ShareAlike 4.0 Internationa
9 l License. To view a copy of this license, visit <nowiki>http://creativecommons.org/lice</nowiki>
10 nses/by-sa/4.0/ or send a letter to Creative Commons, PO Box 1866, Mountain View
11 , CA 94042, USA.
   Exif comment  :
```

---

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