
License: linking to OpenSSL without GPL exception

Posted by Zhenech - 2008/04/21 01:41

Hey,

we (the Debian Games Team) noticed, that we are breaking your copyright :P
Your game is GPL, but it should be linked against OpenSSL, which has an GPL-incompatible license.
You could add an exception to your license, allowing linking against OpenSSL (see
<http://www.openssl.org/support/faq.html#LEGAL2> and <http://www.gnome.org/~markmc/openssl-and-the-gpl.html>) or try
using GnuTLS instead (I'm working on a patch right now)

regards
Evgeni

Re:License: linking to OpenSSL without GPL excepti

Posted by lotodore - 2008/04/21 10:06

Hi Zhenech,

you are quite right. Although one might tend to think that on Linux OpenSSL is part of the Operating System, on Windows it kind of isn't. I've had some headaches with OpenSSL on Windows, and because of whatever restrictions there might be when redistributing it, I statically linked it (meaning only the md5 code and the random number code is included), thinking that this would be the "lesser evil". Also, you might note that on Windows I'm using a newer runtime library, which might not yet be seen as part of the operating system.

However, I'm also offering a mingw build script on Windows to build with the default msvcr, and the next release is going to be a mingw build, to sort this thing out.

So don't worry about this specific issue for now, but it would be great if we get this sorted out, too. Actually, it's my fault that openssl was used (because I had used it before, knew it, and did not consider any alternatives). We'd very much welcome a patch to use GnuTLS.

Re:License: linking to OpenSSL without GPL excepti

Posted by Zhenech - 2008/04/21 10:30

lotodore wrote:

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I am speaking about Linux. We are shipping a dynamically linked binary of pokerth and IMHO OpenSSL is not part of our operating system (in Debians case I would call the kernel plus the packages with priority "essential" the OS, but as usual IANAL).

lotodore wrote:

So don't worry about this specific issue for now, but it would be great if we get this sorted out, too. Actually, it's my fault that openssl was used (because I had used it before, knew it, and did not consider any alternatives). We'd very much welcome a patch to use GnuTLS.

I do worry :P As I think we miss the GPL exception on Linux too.

You'll get my GnuTLS patch later today, when I've polished it a bit. But mind you, it's only Linux tested :P
