



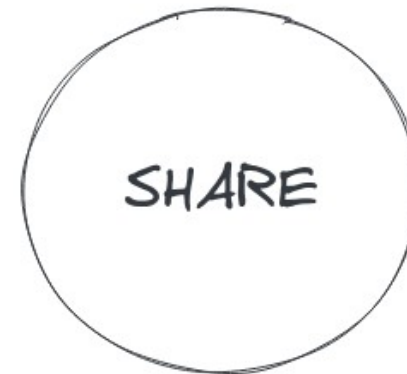
# Making licensing and declaring copyright easy for everyone

17.11.2022 - GHCon2022

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# Free Software



# Quiz time!

- ☐ Who has ever programmed some code?
- ☐ Who has ever released some of this code as Free Software?
- ☐ Who has never been confused by how to properly declare license and copyright information in your Free Software project?

# Common mistakes

- **Missing information** about license and copyright of **own or third-party code**
- Re-users may **overlook chosen licenses** for all or individual files.
- How to deal with **multiple licenses**?
- License ambiguity (e.g. GPL version)
- Conflicting best practices

## REUSE PRINCIPLES

Make it easy  
to find copyright/licensing  
information for  
every single file  
in a repo

Avoid silos  
by storing info  
inside the repo

Info readable by  
humans AND machines

Make licensing easy  
and fun for developers,  
no matter the project size

# Three simple steps



1. Choose and provide licenses
2. Add copyright and licensing information to each file
3. Confirm REUSE compliance

# 1. Choose and provide licenses

- Choose license(s) that the project uses
- Save license text(s) inside the LICENSES/ directory
- Name after **SPDX** license identifier

```
project/  
├── LICENSES/  
│   └── GPL-3.0-or-later.txt  
└── src/  
    └── main.c
```

## 2. Copyright and license information

- Add information in every file as comment in the header
  - License(s): *SPDX-License-Identifier*
  - Copyright holder: *Copyright* or *SPDX-FileCopyrightText*

```
/*  
 * SPDX-License-Identifier: GPL-3.0-or-later  
 *  
 * SPDX-FileCopyrightText: 2021 Jane Doe <jane@example.com>  
 * Copyright © 2017 Foo Bar <foo@bar.baz>  
 */
```



## 2. Copyright and license information

- Two alternatives if file is not editable:

### 1. Separate .license file

```
project/  
├── img/  
│   ├── cat.jpg  
│   └── cat.jpg.license
```



```
SPDX-License-Identifier: CC-BY-4.0
```

```
SPDX-FileCopyrightText: 2021 Great Artist <artist@example.net>
```

## 2. Copyright and license information

- Two alternatives if file is not editable:

### 2. dep5 file in /.reuse

```
Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0
Upstream-Name: reuse-example
Upstream-Contact: Free Software Foundation Europe <https://fsfe.org>
Source: https://github.com/fsfe/reuse-example

Files: img/*
Copyright: 2021 Great Artist <artist@example.net>
License: CC-BY-4.0
```

# 3. Confirm REUSE compliance

- Use the **REUSE helper tool** to check for missing information

```
$ reuse lint
```

```
# SUMMARY
```

```
* Bad licenses: 0
```

```
* Missing licenses: 0
```

```
* Unused licenses: 0
```

```
* Used licenses: CC-BY-4.0, CC0-1.0, GPL-3.0-or-later
```

```
* Read errors: 0
```

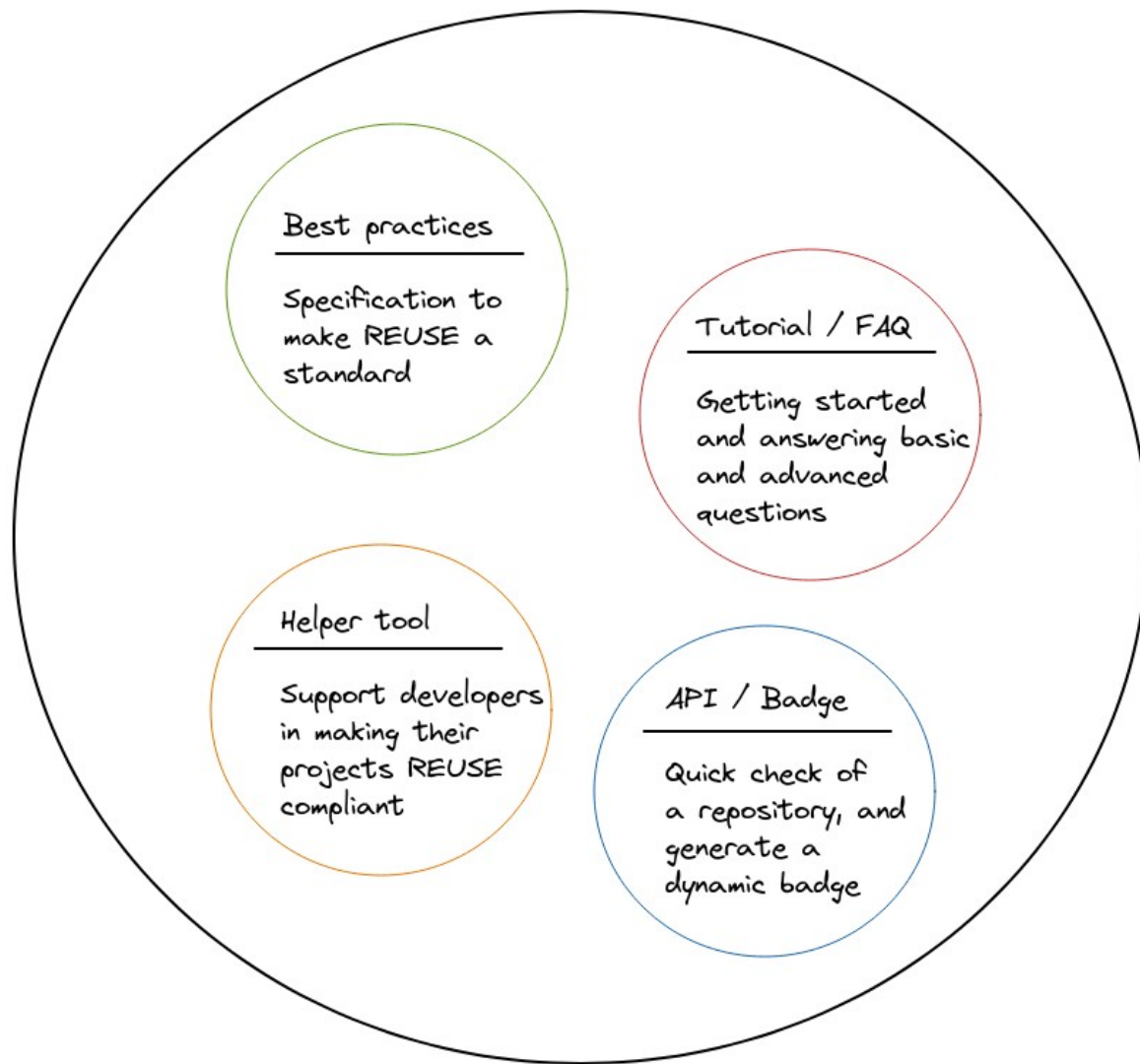
```
* Files with copyright information: 6 / 6
```

```
* Files with license information: 6 / 6
```

```
Congratulations! Your project is compliant with version 3.0 of the  
REUSE Specification :-)
```

# REUSE demo

# REUSE COMPONENTS



# REUSE adopters

- 1200+ registered API projects
- Majority of projects (100+) of the *Next Generation Internet* EU project
- KDE and its frameworks, curl, GNUHealth, CosmoScout VR (DLR project)
- Policies of Siemens, Huawei, SAP, Liferay, LF Energy
- Linux-Kernel (partly)
- You?



## Tools

Further improvement of our REUSE helper tool and API



## Specification

REUSE.yaml, snippet support and some other changes in the queue



## Integration

Better integration of REUSE in platforms and other initiatives



## Spread the word

Support communities and companies with adopting the best practices

NEXT  
GENERATION  
INTERNET



**FSFE  
License  
Questions**





# Thank you!



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who enable our work.  
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# Questions?



**REUSE**  
S O F T W A R E

Web: [reuse.software](https://reuse.software)  
List: [lists.fsfe.org/mailman/listinfo/reuse](https://lists.fsfe.org/mailman/listinfo/reuse)  
Git: [github.com/fsfe](https://github.com/fsfe) | [git.fsfe.org/reuse](https://git.fsfe.org/reuse)

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