Copyleft confusion

- The FSF and GPL v2
- Derivative works - Section 2
  - 2b: Any work that “contains or is derived from the Program” must be licensed under the GPL
- Distribution of “independent and separate works”
The weakest link

- Static and dynamic linking explained
  - compile-time vs runtime
  - .dll
- FSF view - depends on
  - mode of communication
  - information communicated
- RPCs, Plug-ins, IPCs, etc, etc.
APIs and shims

- APIs and shims explained
  - a standard interface for standard communication
  - interposing code between proprietary and GPL software
- GPL-friendly licences
- nVidia, ATI and the community’s dilemma
The work of the FSFE Legal Network

- FUD around the closed source/OSS mixed estate a barrier to OSS adoption
- Technical guidance for lawyer and legal guidance for developers
- Three meetings and numerous wiki revisions later
- Overview of Software Interactions
Questions

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