# Software Interactions

## EOLE 2009

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# 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.

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# 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



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# 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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