

Packages - Freedom Issue #1440

Blender, SuperTuxKart and The Battle for Wesnoth.

2017-08-13 04:55 PM - Anonymous

Status:	not-a-bug	% Done:	0%
Priority:	freedom issue		
Assignee:			
Category:			
Description			
It looks like there are some freedom issues with Blender (logo), SuperTuxKart (mascots) and The Battle for Wesnoth (add-ons).			
First issue is Blender logo in blender package. The logo is non-free: https://www.blender.org/about/logo/ They don't want this logo to be removed: https://developer.blender.org/T52380			
Second issue is SuperTuxKart. Beastie and Suzanne mascots cannot be free because Beastie is non-free (https://en.wikipedia.org/wiki/BSD_Daemon#Copyright) and Blender logo (included with kart "Suzanne") is non-free. GitHub issue is here: https://github.com/supertuxkart/stk-code/issues/2899 Also, they want to include Steam support which will destroy the freedom. They're rejected to cancel this project: https://github.com/supertuxkart/stk-code/issues/2900			
Third issue is The Battle for Wesnoth. They're changed licensing for addons, allowing any CC license: https://forums.wesnoth.org/viewtopic.php?f=6&t=46093 Add-ons can be downloaded using a downloader inside game. I think, there are two ways to download add-on. First is using add-on downloader and second is trying to join a game room (online play) with add-on. They're rejected to remove the downloader: https://github.com/wesnoth/wesnoth/issues/1897			
Related issues:			
Related to Packages - Freedom Issue #1442: Trademarked logos		not-a-bug	2017-08-14

History

#1 - 2017-08-13 08:31 PM - through

Just as an addition from my side: I don't see an issue regarding Blender.
Here taken from the site:

Modifying the Blender logo is really part of your own artistic freedom, and the Blender Foundation will never act against such tributes. Just don't expect us to "officially approve" of it, that's all.

It's just about the approval. But regarding **SuperTuxKart** and **Battle for Wesnoth** I find the reactions pretty harsh!

#2 - 2017-08-13 09:56 PM - Anonymous

through wrote:

Just as an addition from my side: I don't see an issue regarding Blender.
Here taken from the site:
[...]

It's just about the approval. But regarding **SuperTuxKart** and **Battle for Wesnoth** I find the reactions pretty harsh!

At least, the license is non-commercial (without permission).

#3 - 2017-08-13 10:14 PM - through

Then you should also have a look at all the other projects like **Inkscape** or **GIMP**. Here is the one from **Inkscape**:
<https://inkscape.org/en/learn/faq/#how-are-inkscape-name-and-logo-protected>

The logo is similarly trademarked and covered by our trademark policy. We're cool with people creating derivative works that help promote Inkscape or make it fit in with a given user interface style, but we don't want to see it abused by companies that might incorporate it into their own logos. For merchandising, you are welcome to use our unmodified logo; for anything else, please contact the Inkscape Board for permission.

And here is more: <https://inkscape.org/en/about/trademark-policy/>

That's all about protection of the project itself, also regarding **Blender**. Nobody will blame you, if you do some kind of derivate! But that's just not the official one. The other way? Building up a fork.

#4 - 2017-08-14 12:59 PM - Anonymous

through wrote:

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<https://inkscape.org/en/learn/faq/#how-are-inkscape-name-and-logo-protected>

[...]

And here is more: <https://inkscape.org/en/about/trademark-policy/>

That's all about protection of the project itself, also regarding **Blender**. Nobody will blame you, if you do some kind of derivate! But that's just not the official one. The other way? Building up a fork.

Done.

#5 - 2017-08-14 02:51 PM - through

Okay and what is your solution? I've seen that most of the issues you've created were closed. So what is your issue then? Should the packages removed from repositories? What I try here is to start a talk where and how to go on with this. For now I don't see further possibilities! Do you really think the packages like **Battle for Wesnoth** should be removed?

EDIT: I see, you think the trademarked logos should be removed. <https://labs.parabola.nu/issues/1442>

Well I don't see further problems, because **Inkscape** is really clear about the way. I see no issue for freedom! It's all about protecting the projects. We talk about software based on work of many people, otherwise everybody can take it and make money with it. That's not a fair way! While this is not used to restrict your or mine freedom. That's all and for now I think you should read again the GPL. :-) Free as in freedom, not free beer! Those projects are intended to be worked with, to be forked. But there are also restrictions, respecting the work of the people behind. And there is no freedom restricted doing that.

#6 - 2017-08-22 09:54 AM - Anonymous

through wrote:

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Anything non-free/patented/trademarked must be removed.

#7 - 2017-08-22 07:22 PM - isacdaavid

temporaryuser wrote:

Anything non-free/patented/trademarked must be removed.

no, only non-free things must be. more accurately, things in violation of the [Parabola Social Contract](#) must be. patent licenses can be free or nonfree, just as copyright licenses. besides, [Parabola de facto ignores software patents](#). in many countries they, thankfully, don't even exist.

even though the social contract does not explicitly rule out nonfree *recommendations* for artwork, my opinion is that Battle for Wesnoth violates *the spirit* of it —which I see as extending the FSDG to all kinds of works— by recommending nonfree game assets. moreover [it's possible that it infringes upon the FSDG](#). this *would* be a no-no. notice that only if it does, does dealing with Battle of Wesnoth become incumbent upon *all* GNU-approved distros. **i encourage the rest of our community to comment**. in the meantime it's not clear that Battle of Wesnoth needs to be either blacklisted or modified to not recommend nonfree addons.

trademark restrictions don't necessarily make software nonfree, as long as it's feasible to modify the program to escape violating the trademark while retaining the freedoms. a specially harsh example of this was the Firefox trademark, which went as far as cornering you to performing a re-branding of the product for the minutest changes in compilation flags. yet in recent years i've heard Richard Stallman hesitate to call Firefox nonfree because of this liability. as i explained in [#1442](#), i see asking for re-branding and clarity in attribution as a sensible requirement, not a restriction, of the likes of copyleft and other things that usually appear in free copyright licenses.

on the other hand, **the Parabola Social Contract seems to be saying that all sorts of branding artwork in our packages should be free**; whether trademarked or not. meeting this goal is a pretty high bar as one can learn from your bug reports. my opinion is that Parabola's policy should be

relaxed while still encouraging people in our community to contribute (and maintain!) packages with nonfree (and [only nonfree](#)) logos replaced. more community input is needed again.

finally; as bad as Steam and DRM are, distribution of free and nonfree copies in parallel and optional support for nonfree platforms [are no reason to stop distributing our free copies](#). although the former speaks badly of the developers' ethical commitments.

#8 - 2017-08-22 07:23 PM - isacdaavid

- Related to Freedom Issue #1442: Trademarked logos added

#9 - 2017-08-23 05:52 PM - through

As said above: I see no real problem for a further rebranding for example. Or the download of further addons is restricted by modifying the interface - this is already done for **Kodi** for example. Just speaking for my view: Wouldn't this be possible?

#10 - 2017-08-25 09:30 AM - Anonymous

through wrote:

As said above: I see no real problem for a further rebranding for example. Or the download of further addons is restricted by modifying the interface - this is already done for **Kodi** for example. Just speaking for my view: Wouldn't this be possible?

Just remove non-free data; filtering add-ons from bad repository is not good.

#11 - 2017-08-26 10:36 AM - through

temporaryuser wrote:

Just remove non-free data; filtering add-ons from bad repository is not good.

Did you read the proposal? It's about removing the possibility downloading non-free data. Just have a look at **Kodi** within the Libre-repository. By the way "Just remove non-free data!" is not that easy. First you have to identify the non-free data. That would be easier when we do it together as community and not just demanding that within this ticket!

#12 - 2017-08-27 01:53 PM - Anonymous

through wrote:

temporaryuser wrote:

Just remove non-free data; filtering add-ons from bad repository is not good.

Did you read the proposal? It's about removing the possibility downloading non-free data. Just have a look at **Kodi** within the Libre-repository. By the way "Just remove non-free data!" is not that easy. First you have to identify the non-free data. That would be easier when we do it together as community and not just demanding that within this ticket!

How was it done?

#13 - 2017-08-28 07:39 AM - through

Just have a look here: <https://git.parabola.nu/abslibre.git/tree/libre/kodi>

#14 - 2017-09-02 09:57 PM - Anonymous

through wrote:

Just have a look here: <https://git.parabola.nu/abslibre.git/tree/libre/kodi>

Repository URL is changed, it's good.

#15 - 2018-01-18 07:52 AM - oaken-source

- Status changed from open to not-a-bug