

Packages - Packaging Request #1975

[ryzom] Free game to package

2018-08-27 06:35 AM - ani

Status: not-a-bug	% Done: 0%
Priority: wish	
Assignee:	
Category:	
Description From what I have gathered, Ryzom has both free software and free culture which would make it a viable game to package for this distribution.	

History

#1 - 2018-09-08 04:13 PM - ovruni

- Priority changed from bug to wish

#2 - 2018-09-18 01:14 PM - ani

I just learnt that Ryzom is dual licensed with GNU AGPL and proprietary licensing, meaning that it is proprietary software. Thus you can close this ticket.

#3 - 2018-09-18 01:22 PM - ani

Further discussion regarding licensing yields that Ryzom Core is not proprietary.

Log: <https://pastebin.com/v5mDVuVF>

Ryzom Core could be packaged.

#4 - 2018-09-18 01:38 PM - freemor

- File conversation.txt added

De-pastebin'ing the conversation

#5 - 2018-09-19 04:31 AM - ani

[freemor](#)

In my opinion. Ryzom is "dual licensed" meaning that it has one free license and one proprietary license. Ryzom Core is entirely GNU AGPL so it's a candidate.

Ryzom Core seem to link to a proprietary server service that runs a game world. If it relies heavily on connecting to this world in hard coded linking and no possibility to change this into linking to a free world service (free culture, free software, etc), then don't package it.

If you can make a simple script to strip the proprietary linking I would say go ahead, package it using that script to strip it off.

#6 - 2018-09-19 07:23 PM - freemor

- Status changed from open to not-a-bug

Marking as Invalid (Closing) by request of the OP as free client (core) will not currently function without talking to a proprietary world.

Currently there are no free Worlds
Creating a world currently requires using non-free software (3dmax)

#7 - 2018-09-20 07:17 AM - ani

[freemor](#)

Yeah that pretty much makes the software unusable even if you did a script to link to a free world since it would be nothing to play on.

Files

conversation.txt	4.28 KB	2018-09-18	freemor
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