

Packages - Freedom Issue #2392

[kurso-de-esperanto]: binary assets

2019-07-19 02:16 PM - bill-auger

Status:	forwarded upstream	% Done:	0%
Priority:	freedom issue		
Assignee:	bill-auger		
Category:			

Description

this package has a number of issues that need to be addressed - most urgently, that it is based on QT4; and is no longer installable

the source code files of this program clearly indicate that the license is GPLv3; but there are a very large number (over 1000) of binary assets (images, sounds, etc) in this package; which the GPL does not implicitly cover

FYI, the GPL considers binary assets to be data, which need explicit licensing in order to be re-distributable by down-streams, such as distro packages - the FSDG requires that all files in the parabola repos be freely-distributable, and the declaration of "artistic-freedom" (aka "free culture") in the parabola mission statement requires artworks to be licensed for modification as well

finally, the majority of these files are not included in the source-ball; but must be extracted from the binary release tarball - the program will compile from source without those; but will segfault upon launch - ideally, the source-ball would contain everything needed for the program to operate completely

i have contacted the author, and he sent me a pre-release version of the source code that is based on QT5 - he is also willing to work with parabola to sort out these binary assets, to get them licensed properly or replaced, and hopefully to add them all to the upstream source-ball

this is an initial audit of the apparently un-credited or unlicensed assets - many of them look like they are from the 'tango' set, and most are fairly simple; so the task may not be as daunting as these lists would suggest:

```
there are 675 *.ogg files in the sonoj/ dir; which is not present in the source code
  none are referenced explicitly, but presumably, these are all needed in order for
  the program to function properly; so they should be included into the source code;
see: 'OGG_EXIST'
```

```
there are 17 *.mp3 files in the bildoludo/lokoj/ dir
  these are present in the source code and all are referenced explicitly
see: 'MP3_EXIST' 'MP3_REFERENCES'
```

```
there are 100 *.jpg files in the translations dir; which is not present in the source code
  however, all of them are referenced in the source file: 'tradukoj.qrc'
  so presumably, these are all needed for the program to function properly;
  so they should be included into the source code
see: 'JPG_EXIST' 'JPEG_REFERENCES'
```

```
there are 393 *.png files present in the source code;
  but i counted only 17 images actually used in the GUI
  however, a crude parsing of the sources returned unique 383 references to .png files
see: 'PNG_EXIST' 'PNG_EXIST_FLAT' 'PNG_REFERENCES'
```

```
of those 393 *.png files present in the source code, 7 exist with duplicate file names;
  which could account for the discrepancy noted above
  of those 7, all are distinctly different images, except for 'bone.png'
see: 'PNG_DUPLICATE_NAMES'
```

History

#1 - 2019-07-19 02:25 PM - bill-auger

- Description updated

#2 - 2019-07-19 02:29 PM - bill-auger

- Description updated

Files

JPG_EXIST	225 Bytes	2019-07-19	bill-auger
JPG_REFERENCES	3.07 KB	2019-07-19	bill-auger
MP3_EXIST	486 Bytes	2019-07-19	bill-auger
MP3_REFERENCES	1.4 KB	2019-07-19	bill-auger
OGG_EXIST	14 KB	2019-07-19	bill-auger
OGG_REFERENCES	76 Bytes	2019-07-19	bill-auger
PNG_DUPLICATE_NAMES	1.61 KB	2019-07-19	bill-auger
PNG_EXIST	10.7 KB	2019-07-19	bill-auger
PNG_EXIST_FLAT	5.58 KB	2019-07-19	bill-auger
PNG_REFERENCED	5.43 KB	2019-07-19	bill-auger