

## Packages - Freedom Issue #3233

### [singularity] Requires proprietary software and instrument data to compile music

2022-04-11 12:18 PM - gap

<b>Status:</b> unconfirmed	<b>% Done:</b> 0%
<b>Priority:</b> bug	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Description</b>	
<p>The package requires proprietary software and instrument data to compile the music, which is therefore proprietary.</p> <p>Source: &lt;<a href="https://github.com/singularity/singularity/tree/master/singularity/data/music-src">https://github.com/singularity/singularity/tree/master/singularity/data/music-src</a>&gt; references:</p> <ul style="list-style-type: none"><li>- Psycle, free software which only works on Losedows, or a compatibility layer like WINE.</li><li>- Drumatic VE VST, proprietary software.</li><li>- Renoise, proprietary software, although apparently a free, deprecated PHP script also works.</li><li>- "commercial instruments", proprietary instrument data. Note also the conflation of freedom and price.</li></ul> <p>However, the project does provide precompiled OGGs and FLACs, the former of which are packaged at the moment.</p> <p>I would propose blacklisting the package by removing the music for the moment, although on a technical note, the package should be split into singularity, singularity-music, singularity-music-lossless-original, and singularity-music-lossless-extended, so as to allow the user to choose which one to install.</p> <p>The only reason I suggest making technical improvements to a partially proprietary package is so as to separate the free from the nonfree, which would allow Parabola to easily blacklist the singularity-music* packages instead having to maintain a libre, cleaned-up package, which would free up developer time for other tasks.</p> <p>This particular issue should probably be forwarded upstream to Arch.</p>	

#### History

#1 - 2022-04-11 05:09 PM - gap

Correction: <https://github.com/singularity/singularity/tree/master/singularity/data/music-src/README.txt>