Packages - Packaging Request #3362

[mindustry] Add to repository

2022-10-14 10:48 AM - anonymous

Status:	open	**% Done:**	0%
Priority:	bug		
Assignee:			
Category:			

Description

Mindustry is a hybrid tower-defense sandbox factory game. Create elaborate supply chains of conveyor belts to feed ammo into your turrets, produce materials to use for building, and defend your structures from waves of enemies. Features include a map editor, 24 built-in maps, cross-platform multiplayer and large-scale PvP unit battles.

Info: https://libregamewiki.org/Mindustry
Git: https://github.com/Anuken/Mindustry
Site: https://mindustrygame.github.io/, https://anuke.itch.io/mindustry
AUR: https://aur.archlinux.org/mindustry.git

History

#1 - 2022-10-14 07:16 PM - bill-auger

like most games, this program is very poorly licensed - in this
case, so poorly that it is actually non-free - the code-base
includes a lone GPL file, but i could find no indication that
any files in the code-base are intended to be distributed under
any license

i also found a binary java .jar file in a directory by itself -
it is likely that file is im not sure if that is an important
file; but it is a clue that the developers do not think very
libre-friendly

unless someone can convince the upstream maintainers to license
it clearly, i would not touch it

#2 - 2022-10-14 07:31 PM - bill-auger

the binary .jar file is (apparently) the apache2-licensed "gradle wrapper" - if that file is important, there is at least the CCS problem; because i had to guess what that program is and hunt down the source myself to find out what the license (maybe) is

#3 - 2022-10-14 07:39 PM - anonymous

About media content license: https://github.com/Anuken/Mindustry/issues/137

Also:

- https://github.com/Anuken/Mindustry/issues/5118
- https://github.com/Anuken/Mindustry/issues?q=license

#4 - 2022-10-14 08:08 PM - bill-auger

that bug report only confirms my suspicion that the developer
is not very familiar with copyright and proper libre licensing -
that bug report was closed, based on the presumption that the
artworks are intended to be GPL-licensed, and therefore nothing
needs to be done - although incorrect, that is better than the
first suggestion, that all artworks would be given a
non-commercial license - at least the developer has expressed
the intention to license the entire code-base as GPL; but as it
is, the developer has not actually done so, and apparently does
not intend to do so

the "assets" are not the biggest problem - the problem is that
none of the files in that code-base specify *any* license -
therefore, it is 100% proprietary - if i though this program had
value to parabola, i would explain that to the maintainer, and
suggest how to license it properly - we did just that, last week

for the 'bombadillo' program; and the developer was very
cooperative, and made the suggested changes immediately