

Packages - Freedom Issue #373

Freedom Issue # 123 (not-a-bug): wanted: blacklist for nonfree aur packages

Lots of nonfree game-related packages in the AUR

2013-07-23 06:52 PM - israfel

Status: not-a-bug	% Done: 0%
Priority: freedom issue	
Assignee: ovruni	
Category:	
Description	
<p>I don't know if we're blacklisting AUR packages or not, but nppangband's blacklisted, and as far as I know, it's only available from the AUR. I've found a lot of proprietary game-related packages in it, so here's a list.</p> <p>zdoom and its derivatives (zdoom-svn, zandronum, zandronum-svn, gzdoom, gzdoom-svn, skulltag, and skulltag-98d) contain proprietary components. (See http://zdoom.org/wiki/License.) Another Doom sourceport, Doomsday, also uses the proprietary FMOD library.</p> <p>zdoom does have an OpenAL branch, but it's not officially supported, because it only compiles on GNU/Linux. This shouldn't be a problem for us, so it should be possible to make a zdoom-libre package based off the OpenAL branch with all the proprietary components removed. I tried to do it myself, but I couldn't get it to compile. Here's a partial list of files that need to be removed or changed:</p> <p>PROPRIETARY</p> <ul style="list-style-type: none">asm_ia32/a.asmoplsynth/deftypes.hoplsynth/fmopl.cppoplsynth/mlopl.cppoplsynth/mlopl_io.cppoplsynth/muslib.hgccinlines.hmscinlines.hr_bsp.cppr_bsp.hr_draw.cppr_draw.hr_polymost.cppr_polymost.hr_segs.cppr_segs.hr_things.cppr_things.h <p>DEPENDS ON PROPRIETARY CODE</p> <ul style="list-style-type: none">r_drawt.cppr_swrenderer.cppr_swrenderer.h <p>DEPENDS ON CODE THAT DEPENDS ON PROPRIETARY CODE</p> <ul style="list-style-type: none">/src/cmakelists/sdl/hardware.cpp (swrenderer)/sdl/sdlvideo.cppr_3dfloors.cpp (bsp)r_local.h (uses things) <p>Doomsday should be much easier to fix: while it uses FMOD, it can compile without it. I tried to make a libre PKGBUILD, but I keep getting errors- as far as I can tell, it's because it doesn't work with libpng16.</p> <p>libretro-supergit contains several proprietary emulators: Final Burn Alpha, SNES9x, and SNES9x-next are all non-commercial, and VBA still contains the proprietary 2xSa1mmx.asm file. libretro-fba-git, libretro-snes9x-git, and libretro-snes9x-next-git should be blacklisted, and libretro-supergit and libretro-vba-git modified.</p> <p>Finally, most Angband variants, sadly, are based off an earlier, non-dual-licensed version of the source code. Here's a list:</p>	

angband-git
dajangband
entrobando
eyangband
faangband
fayangband
gumband
hengband
hellband
mangband
oangband
posband
reposband-git
sangband
scthangband
sil
steamband
tinyangband
tome
tome2-git
unangband
xangband
zangband

I'll whip up some PKGBUILDS that don't contain the "freeware" sound effects (I assume they're there) for angband-git, faangband, hellband, sil, reposband-git, and sangband. Everything else uses the non-free "Angband license".

kolmafia uses the nonfree JSON, OSXAdapter, and SunGraphics programs, and is only useful with the proprietary MMO Kingdom of Loathing. I don't know if our position is that MMOs need to be free, but if so, kolmafia is also only useful with non-free software.

Finally, abandonia-menu, battle-chess, jazz-jackrabbit-2, kings-quest-1-agd-remake, kings-quest-2-agd-remake, kings-quest-3-agd-remake, legend-of-kyrandia-1, legend-of-kyrandia-2, leisure-suit-larry, quest-for-glory-2, reunion-1, space-quest-1, starwars-chess, starwars-vector-arcade, the-imagination-network, the-incredible-machine-1, and the-incredible-machine-2 all contain either nonfree data or a nonfree engine.

...Wow, that was a lot longer than I expected.

History

#2 - 2013-07-23 06:54 PM - israfel

On that note, here's some more nonfree AUR packages that were reported earlier: <https://labs.parabola.nu/issues/123>

Do you want me to merge my reported packages into the latest your-aur-freedom from that link?

#3 - 2013-09-17 02:22 PM - israfel

I've finished the pkgbuilds for Doomsday, FAAngband, and SAngband. (Hellband might be non-free, since it's descended from a nonfree variant, and I couldn't get Sil to compile.)

#4 - 2015-06-16 06:13 AM - Anonymous

- Assignee set to ovrui

#5 - 2015-06-16 06:14 AM - Anonymous

- Related to Freedom Issue #123: wanted: blacklist for nonfree aur packages added

#6 - 2018-02-08 07:21 PM - asie

In regards to GZDoom, it appears that they changed the licensing in April, 2017 and removed the nonfree components you have pointed out: <https://zdoom.org/wiki/License> - I am not sure if DUMB's license qualifies, though.

#7 - 2018-02-28 07:34 PM - soni

It should do - looks very much like a free license: <https://web.archive.org/web/20171012055250/http://dumb.sourceforge.net/index.php?page=licences>

#8 - 2019-02-27 09:18 PM - bill-auger

- Related to Freedom Issue #751: Nonfree AUR packages added

#9 - 2019-02-27 09:22 PM - bill-auger

- Status changed from open to in progress

#10 - 2020-07-10 06:55 AM - bill-auger

- Related to deleted (Freedom Issue #123: wanted: blacklist for nonfree aur packages)

#11 - 2020-07-10 06:56 AM - bill-auger

- Parent task set to #123

- Status changed from in progress to not-a-bug

closing, in favor of the 'your-system-sanity' discussion: [#1035](#)

#12 - 2020-07-10 06:58 AM - bill-auger

- Related to deleted (Freedom Issue #751: Nonfree AUR packages)

Files

packages.7z	92.9 KB	2013-09-17	israfel
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