



# OSS Review Toolkit

## Disclosure Document

apertis-ORT - v2025pre

2024-11-20

# Table of Contents

1. Introduction .....	1
1.1. Written offer .....	1
2. Information about Software Packages .....	1
3. License Texts .....	155
3.1. 0BSD .....	155
3.2. AFL-2.0 .....	155
3.3. AFL-2.1 .....	157
3.4. Apache-2.0 .....	160
3.5. Artistic-1.0-Perl .....	164
3.6. BSD-2-Clause .....	167
3.7. BSD-3-Clause .....	167
3.8. BSD-4-Clause-UC .....	168
3.9. Beerware .....	169
3.10. CC0-1.0 .....	169
3.11. FTL .....	172
3.12. GPL-1.0-or-later .....	175
3.13. GPL-2.0-only .....	180
3.14. GPL-2.0-or-later .....	187
3.15. GPL-3.0-or-later .....	194
3.16. GPL-3.0-or-later WITH Autoconf-exception-2.0 .....	207
3.17. GPL-3.0-or-later WITH Bison-exception-2.2 .....	222
3.18. GPL-3.0-or-later WITH GCC-exception-3.1 .....	235
3.19. ICU .....	250
3.20. ISC .....	251
3.21. LGPL-2.0-only .....	251
3.22. LGPL-2.0-or-later .....	261
3.23. LGPL-2.1-only .....	270
3.24. LGPL-2.1-or-later .....	280
3.25. LGPL-3.0-or-later .....	291
3.26. LicenseRef-AFL .....	294
3.27. LicenseRef-AmbiguousLicenseInfoFound .....	294
3.28. LicenseRef-Artistic .....	295
3.29. LicenseRef-BSD .....	295
3.30. LicenseRef-BSD-2-Clause-alike .....	295
3.31. LicenseRef-BSD-variant .....	295
3.32. LicenseRef-CC0 .....	295
3.33. LicenseRef-Chromium .....	295
3.34. LicenseRef-Custom .....	295
3.35. LicenseRef-FFTPACK .....	295
3.36. LicenseRef-GPL-1.0-or-later-WITH-Bison-exception-1.24 .....	295
3.37. LicenseRef-Hylafax .....	295
3.38. LicenseRef-Khronos .....	295
3.39. LicenseRef-LPGL-2.1-or-later .....	295

3.40. LicenseRef-MIT-1	295
3.41. LicenseRef-MIT-X11	296
3.42. LicenseRef-MIT-old	296
3.43. LicenseRef-MLAA	296
3.44. LicenseRef-MPL	296
3.45. LicenseRef-Mazieres-BSD-style	296
3.46. LicenseRef-NTP-Rushing	296
3.47. LicenseRef-NTP-disclaimer	296
3.48. LicenseRef-NoLicenseInfoFound	296
3.49. LicenseRef-PD	296
3.50. LicenseRef-Purdue	296
3.51. LicenseRef-Shadow-Artistic	296
3.52. LicenseRef-gsm	296
3.53. LicenseRef-perl.5	296
3.54. LicenseRef-public-domain	296
3.55. MIT	297
3.56. MIT-open-group	297
3.57. MPL-1.0	297
3.58. MPL-1.1	303
3.59. MPL-2.0	311
3.60. NTP	318
3.61. None	318
3.62. OLDAP-2.8	318
3.63. OpenSSL	319
3.64. SSH-OpenSSH	322
3.65. SWL	328
3.66. Sleepycat	329
3.67. Unlicense	330
3.68. Vim	330
3.69. WTFPL	332
3.70. X11	333
3.71. Zlib	333
3.72. bzip2-1.0.6	333
3.73. curl	334

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```

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### 1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that

is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

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```
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```
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### Version 3, 29 June 2007

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Version 3, 29 June 2007

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Version 3.1, 31 March 2009

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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