



OSS Review Toolkit

Disclosure Document

apertis-ORT - v2025

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Table of Contents

1. Introduction	1
1.1. Written offer	1
2. Information about Software Packages	1
3. License Texts	159
3.1. 0BSD	159
3.2. AFL-2.0	159
3.3. AFL-2.1	161
3.4. Apache-2.0	164
3.5. Artistic-1.0-Perl	168
3.6. BSD-2-Clause	171
3.7. BSD-3-Clause	171
3.8. BSD-4-Clause-UC	172
3.9. Beerware	173
3.10. CC0-1.0	173
3.11. FTL	176
3.12. GPL-1.0-or-later	179
3.13. GPL-2.0-only	184
3.14. GPL-2.0-or-later	191
3.15. GPL-3.0-or-later	198
3.16. GPL-3.0-or-later WITH Autoconf-exception-2.0	211
3.17. GPL-3.0-or-later WITH Bison-exception-2.2	226
3.18. GPL-3.0-or-later WITH GCC-exception-3.1	239
3.19. ICU	254
3.20. ISC	255
3.21. LGPL-2.0-only	255
3.22. LGPL-2.0-or-later	265
3.23. LGPL-2.1-only	274
3.24. LGPL-2.1-or-later	284
3.25. LGPL-3.0-or-later	295
3.26. LicenseRef-AFL	298
3.27. LicenseRef-AmbiguousLicenseInfoFound	298
3.28. LicenseRef-Artistic	299
3.29. LicenseRef-BSD	299
3.30. LicenseRef-BSD-2-Clause-alike	299
3.31. LicenseRef-BSD-variant	299
3.32. LicenseRef-CC0	299
3.33. LicenseRef-Chromium	299
3.34. LicenseRef-Custom	299
3.35. LicenseRef-FFTPACK	299
3.36. LicenseRef-GPL-1.0-or-later-WITH-Bison-exception-1.24	299
3.37. LicenseRef-Hylafax	299
3.38. LicenseRef-Khronos	299
3.39. LicenseRef-LPGL-2.1-or-later	299

3.40. LicenseRef-MIT-1	299
3.41. LicenseRef-MIT-X11	300
3.42. LicenseRef-MIT-old	300
3.43. LicenseRef-MLAA	300
3.44. LicenseRef-MPL	300
3.45. LicenseRef-Mazieres-BSD-style	300
3.46. LicenseRef-NTP-Rushing	300
3.47. LicenseRef-NTP-disclaimer	300
3.48. LicenseRef-NoLicenseInfoFound	300
3.49. LicenseRef-PD	300
3.50. LicenseRef-Purdue	300
3.51. LicenseRef-Shadow-Artistic	300
3.52. LicenseRef-gsm	300
3.53. LicenseRef-perl.5	300
3.54. LicenseRef-public-domain	300
3.55. MIT	301
3.56. MIT-open-group	301
3.57. MPL-1.0	301
3.58. MPL-1.1	307
3.59. MPL-2.0	315
3.60. NTP	322
3.61. None	322
3.62. OLDAP-2.8	322
3.63. OpenSSL	323
3.64. SSH-OpenSSH	326
3.65. SWL	332
3.66. Sleepycat	333
3.67. Unicode-TOU	334
3.68. Unlicense	336
3.69. Vim	337
3.70. WTFPL	339
3.71. X11	339
3.72. Zlib	340
3.73. bzip2-1.0.6	340
3.74. curl	341

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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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

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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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Version 3, 29 June 2007

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Version 3.1, 31 March 2009

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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.

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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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```

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* @version 3.0 (December 2000)

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*

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* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

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