

Kepler - Bug #5635

build-area should have a licenses.txt

06/26/2012 10:54 AM - Derik Barseghian

Status:	Resolved	Start date:	06/26/2012
Priority:	Normal	Due date:	
Assignee:	jianwu jianwu	% Done:	0%
Category:	build system	Estimated time:	0.00 hour
Target version:	2.4.0	Spent time:	0.00 hour
Bugzilla-Id:	5635		
Description			
To be consistent, it seems to me build-area should have a licenses.txt listing the licenses for its included libraries in the style of other modules, which keep a module-info/licenses.txt file in a particular format.			

History

#1 - 06/26/2012 11:02 AM - Christopher Brooks

Agreed. I put the license files in lib/ and in the launch4j directories because I find it better to put the license files adjacent to the licensed code.

In Ptolemy, we have a list of classes in ptolemy.actor.gui.GenerateCopyrights and if those classes are present, then a HTML version of the license file is made available.

See also bug [#5344](#)

However, the above are out of scope for this bug.

To close this bug, we need to identify each licensed product in build-area and update licenses.txt with that information.

#2 - 06/27/2012 04:38 PM - jianwu jianwu

I checked in the licenses.txt with the library licenses for build-area module at version 30078.

Close the bug.

#3 - 03/27/2013 02:31 PM - Redmine Admin

Original Bugzilla ID was 5635