

# General Objectware License

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©1994

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## **Preamble**

This license is designed to address shortcomings in the way that objectware is currently written and distributed. Current schemes require programmers to make purchasing decisions up front, without access to any source code, and before they've had a chance to work with the objectware to see whether it really does what they need.

This license attempts to change that. It is designed around the premise that the proper time for a programmer to assess how much objectware is worth is after he's built an application

with it. Only then can he decide whether the asking price is worth paying, because only then can he decide how much work it would require to implement equivalent functionality himself.

The effect of this license, then, is to allow developers to freely try out and distribute objectware in its original source code form, with the caveat that people pay for what they use commercially. To protect the commercial rights of the original author, noncommercial use carries with it two obligations:

1. You must make your software freely available to anyone that wants it.
2. You must inform the original author of how you're using his objectware, so that he can make sure that people who might want it will know about it.

Purchasing a commercial license lets you buy out of these obligations. It is up to individual authors to set the payment terms for the objectware they write.

This license is much simpler than the GNU license because it doesn't attempt to do anything fancy. It simply mandates that programmers who write programs that are not freely available must compensate the individuals that contribute to the work.

An author that makes his software available according to this license expects you to build their applications around it, then decide that it's worth paying what he asks rather than coding everything from scratch. But the intent is that you should make that decision after you get your program working. As a software developer, you should be free to write your programs with access to all the objectware in the world. Then, when your application is finished—when you know exactly the functionality you need—you can decide what to pay for and what to

write yourself.

## **Terminology**

This license agreement is referred to as the "Agreement" throughout. This Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of the General Objectware License.

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The term <sup>a</sup>Derived Objectware<sup>o</sup> means library code that includes parts of the original Objectware and that is intended to be linked into other programs. The term <sup>a</sup>Derived Application<sup>o</sup> refers to everything else: programs that use the original Objectware but that aren't intended to be linked into other programs. The term <sup>a</sup>Derived Work<sup>o</sup> covers both these uses.

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