
How to use the GPL or LGPL - XOOPS

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This is a brief explanation of how to place a program under the GNU General Public License or the Lesser General Public License. (The Lesser GPL, also called the LGPL, has superseded the Library GPL, which was also called the LGPL.) If you are looking for more detailed information, consider perusing our list of frequently-asked questions about the GNU General Public License.

If you are considering using the GNU Lesser General Public License, please read the article "Why you shouldn't use the Library GPL for your next library" first. The article explains why it may be better to use the ordinary GPL instead, and how we would make the decision.

Whichever license you plan to use, the process involves adding two elements to each source file of your program: a copyright notice (such as "Copyright 1999 Linda Jones"), and a statement of copying permission, saying that the program is distributed under the terms of the GNU General Public License (or the Lesser GPL).

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It is very important for practical reasons to include contact information for how to reach you, perhaps in the README file, but this has nothing to do with the legal issues of applying the license.

The copying permission statement should come right after the copyright notices. For a one-file program, the statement (for the GPL) should look like this:

```
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(at your option) any later version.
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For interactive programs, it is usually a good idea to make the program print out a brief notice about copyright and copying permission when it starts up. See the end of the GNU GPL for more information about this.

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If the program runs on some form of the GNU operating system, such as GNU/Linux or GNU/Hurd, we would probably like to make a link to the web site for your program. So please tell webmasters@gnu.org the URL. Also, we would like to list your program in the Free Software Directory once it is working solidly. Please contact directory@gnu.org.

It is also possible to make your program a GNU package, a part of the GNU Project. (That's if we like the program--we have to look at it first, and decide.) If you might be interested in joining up with the GNU Project in this way, please tell gnu@gnu.org, and we'll explain more.

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