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HMP3000

SV **Användarhandbok**

PHILIPS

Innehållsförteckning

1   Varumärkesinformation

HDMI

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DOLBY
DIGITAL

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DIVX+
HD
MKV PLAYBACK

ABOUT DIVX VIDEO: DivX® is a digital video format created by DivX, Inc. This is an official DivX Certified® device that plays DivX video. Visit divx.com for more information and software tools to convert your files into DivX video.

ABOUT DIVX VIDEO-ON-DEMAND: This DivX Certified® device must be registered in order to play purchased DivX Video-on-Demand (VOD) movies. To obtain your registration code, locate the DivX VOD section in your device setup menu. Go to vod.divx.com for more information on how to complete your registration.

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Real RMVB logo is a trademark or a registered trademark of RealNetworks, Inc.

Windows Media and the Windows logo are trademarks, or registered trademarks of Microsoft Corporation in the United States and/or other countries.
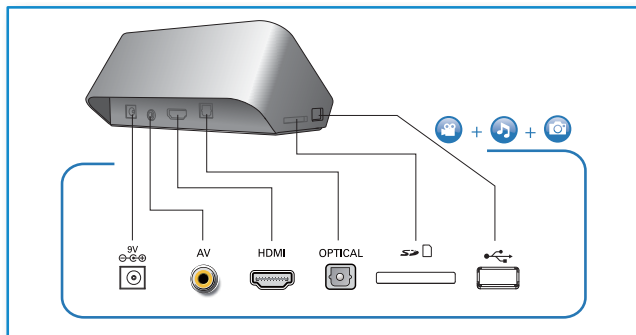
2.0+Digital Out

2 Anslut och spela

1

9V   AV   HDMI   OPTICAL   SD

2

HDMI ● ● ● ●

TV OUT + AUDIO OUT ● ●

3

4

5

AV / HDMI

SOURCE

TV
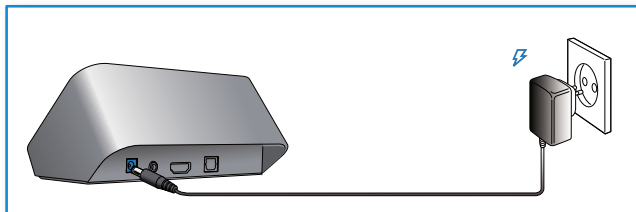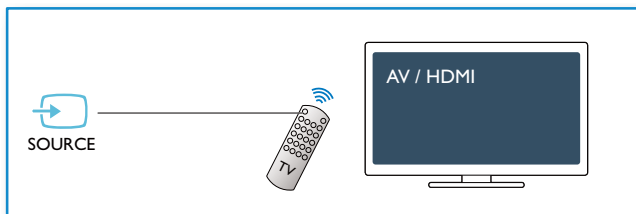
3 Kontrollera och spela

Styr uppspelningen med hjälp av fjärrkontrollen.
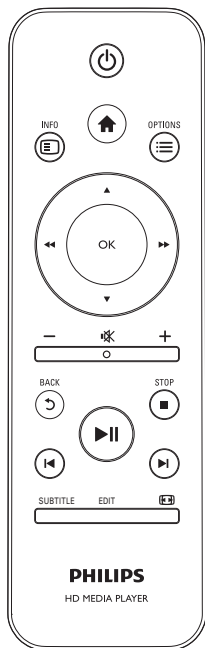
Funktion	Knappar/ Åtgärder
Stoppa uppspelningen.	■
Pausa eller återuppta uppspelningen.	▶II
Hoppa till föregående/ nästa mediefil.	I◀/▶I
Återgå till hemskärmen.	♠
Zooma in eller ut.	Tryck på ▦ flera gånger. • Tryck på ▲ / ▼ / ◀◀ / ▶▶ för att panorera ett förstorat foto.
Snabbsökning bakåt/ framåt.	Tryck på ◀◀ / ▶▶ upprepade gånger för att välja hastighet.
Öppna textningsinställningar.	SUBTITLE
Rotera ett foto.	Tryck på ▲ / ▼.
Navigera i menyer.	▲ / ▼/◀◀ / ▶▶
Bekräfta ett val eller en post.	OK

Öppna alternativmenyer under uppspelning eller i fillistan.	≔
Öppna filredigeringsmenyn i filmappslistan.	EDIT

Kommentar

- Du kan endast spela upp DivX-video som du har hyrt eller köpt med DivX®-registreringskoden till den här spelaren. (Se **Setup** (Inst.) > **MISC** > **[DivX® VOD-kod]**)
- Undertextfiler med följande filtillägg (.srt, .smi, .sub, .ssa, .ass, .txt) kan användas men visas inte i fillistan.
- Namnet på filen med undertexten måste vara detsamma som DivX-videons filnamn (exklusive filtillägget).
- DivX-videofilen och undertextfilen måste sparas under samma katalog.

4 Alternativ

Tryck på ≣ för att få åtkomst till alternativen under uppspelning.
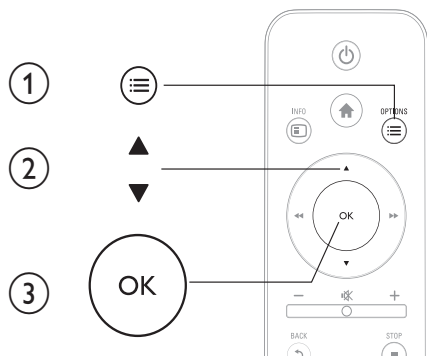
Videoalternativ

[Textremsor]: Justera textningsinställningar. Tryck på ◀◀ / ▶▶ för att välja en inställning och ▲ / ▼ justera värdena. Bekräfta sedan genom att trycka på OK.

[Ljud]: Välj ett ljudspråk.

[GÅ T.]: Hoppa till en viss tid i uppspelningen. Tryck på ◀◀ / ▶▶ för att välja en inställning och ▲ / ▼ för att justera värdena. Bekräfta sedan genom att trycka på OK.

[Repetera titel]: Repetera den aktuella titeln.

[Repetera alla]: Repetera alla filmfiler.

[Repetera av]: Stäng av repeteringsläget.

[Videoinställning]: Justera videoinställningarna. Tryck på ▲ / ▼ för att välja en inställning och ◀◀ / ▶▶ justera värdena. Bekräfta sedan genom att trycka på OK.

Ljudalternativ

[Repetera av]: Stäng av repeteringsläget.

[Repetera en]: Repetera den aktuella musikfilen.

[Repetera alla]: Repetera alla musikfiler.

[Blanda i loop]: Spela upp musikfiler i en repeterad uppspelning.

Fotoalternativ

[Glidande timing]: Ställ in ett visningsintervall för ett bildspel.

[Glidande övergång]: Välj en övergångseffekt för ett bildspel.

[Repetera av]: Stäng av repeteringsläget.

[Repetera alla]: Repetera alla fotofiler.

[Blanda i loop]: Spela upp fotofiler i en repeterad uppspelning.

[Välj musik]: Välj och spela upp en musikfil under bildspel.

[Videoinställning]: Justera videoinställningarna.

5 Bläddra bland filer

Du kan bläddra bland mediefiler som lagras i en USB-SD-lagringsenhet.
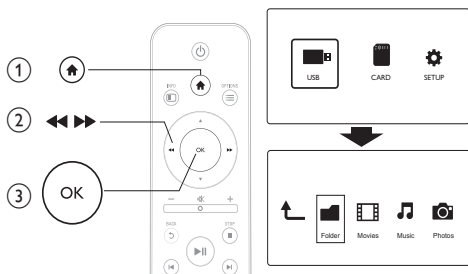
1 Tryck på 🏠.
2 Välj [USB]/ [KORT].
3 Välj ett läge om du vill bläddra bland mediefiler.
   • [Mapp]
   • [Filmer]
   • [Musik]
   • [Foton]

Bläddra bland alla filer
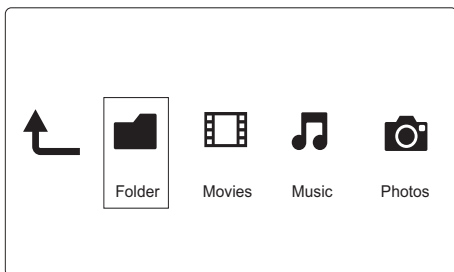
1. Välj **[Mapp]** och bekräfta genom att trycka på **OK**.
2. Tryck på **OK** för att gå till USB-SD-lagringsenheten.
3. Tryck på ≡ i filläsaren.
4. Tryck på ▲ / ▼ för att välja ett läge där du kan visa eller ordna filer.

[Miniatyrbild]: Visa miniatyrbilder av filer eller mappar.

[Lista]: Visa filer eller mappar i en lista.

[Förhandsv.]: Visa filer eller mappar med ett förhandsgranskningsfönster.

[Alla media] Visa alla mediefiler.

[Filmer]: Visa filmfiler.

[Foton]: Visa fotofiler.

[Musik]: Visa musikfiler.

Bläddra bland filmfiler

Folder   Movies   Music   Photos
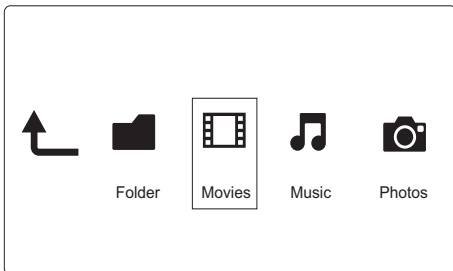
1 Välj ◀◀ / ▶▶ genom att trycka på [Filmer] och tryck sedan på OK för att bekräfta.

2 Tryck på OK för att gå till USB-SD-lagringsenheten.

3 Tryck på ≡ i filläsaren.

4 Tryck på ▲ / ▼ för att välja ett läge där du kan visa eller ordna filer.

[Sök]: Sök filmfiler. Följ instruktionerna på skärmen för att skriva nyckelord på minitangentbordet och tryck på ▶ II för att starta sökningen.

[Miniatyrbild]: Visa miniatyrbilder av filmfiler eller mappar.

[Lista]: Visa filer eller mappar i en lista.

[Förhandsv.]: Visa filer eller mappar med ett förhandsgranskningsfönster.

[Alla filmer]: Visa alla filmfiler.

[Visa DVD:er]: Visa alla ISO-filer.

[Gå till mapp]: Gå till mappen där den valda filen är placerad.

[Namn]: Lista filmfiler i alfabetisk namnordning.

[Storl.]: Lista filmfiler i stigande storleksordning.

[Mest visade]: Lista mest visade filmfiler.

[Recently Added]: Lista nyligen tillagda filmfiler.

Bläddra bland musikfiler

Folder   Movies   Music   Photos
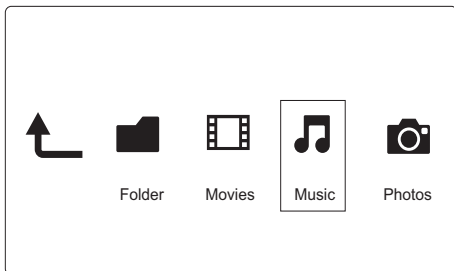
1   Välj ◀◀ / ▶▶ genom att trycka på [Musik] och tryck sedan på OK för att bekräfta.

2   Tryck på OK för att gå till USB-SD-lagringsenheten.

3   Tryck på ☰ i filläsaren.

4   Tryck på ▲ / ▼ för att välja ett läge där du kan visa eller ordna filer.

[Sök]: Sök musikfiler. Följ instruktionerna på skärmen för att skriva nyckelord på minitangentbordet och tryck på ▶ II för att starta sökningen.

[Miniatyrbild]: Visa miniatyrbilder av musikfiler eller mappar.

[Lista]: Visa filer eller mappar i en lista.

[Förhandsv.]: Visa filer eller mappar med ett förhandsgranskningsfönster.

[Gå till mapp]: Gå till mappen där den valda filen är placerad.

[Alla låtar]: Visa alla musikfiler.

[Album]: Sortera musikfiler efter album.

[Artister]: Sortera musikfiler efter artist.

[Genrer]: Sortera musikfiler efter genre.

[År]: Sortera musikfiler efter år.

[Spellistor]: Visa uppspelningslistor.

[Nyligen spelad]: Lista nyligen tillagda musikfiler.

[Recently Added]: Lista nyligen spelade musikfiler.

[Namn]: Lista musikfiler i alfabetisk namnordning.

Bläddra bland fotofiler

Folder   Movies   Music   Photos
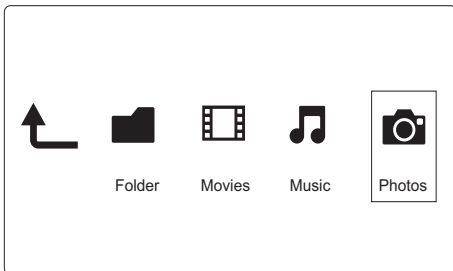
1 Välj ◀◀ / ▶▶ genom att trycka på [Foton]och tryck sedan på OK för att bekräfta.

2 Tryck på OK för att gå till USB-SD-lagringsenheten.

3 Tryck på ☰ i filläsaren.

4 Tryck på ▲ / ▼ för att välja ett läge där du kan visa eller ordna filer.

[Sök]: Sök fotofiler. Följ instruktionerna på skärmen för att skriva nyckelord på minitangentbordet och tryck på ▶ II för att starta sökningen.

[Miniatyrbild]: Visa miniatyrbilder av fotofiler eller mappar.

[Lista]: Visa filer eller mappar i en lista.

[Förhandsv.]: Visa filer eller mappar med ett förhandsgranskningsfönster.

[Fotokatalog]: Visa fotofiler i katalogläget.

[Huvudmappvy]: Visa fotofiler i huvudmappläget.

[Datumvy]: Sortera fotofiler efter ändringsdatum.

[Alla foton]: Visa alla fotofiler.

[Albums]: Sortera fotofiler efter album.

[Gå till mapp]: Gå till mappen där den valda filen är placerad.

[Namn]: Lista fotofiler i alfabetisk namnordning.

[Recently Added]: Lista nyligen tillagda fotofiler.

[Nyligen spelad]: Lista nyligen spelade fotofiler.

6 Filhantering

Du kan hantera mediefiler på lagringsenheten.

Grundläggande funktioner
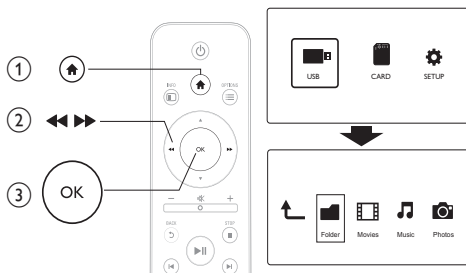
1 Tryck på 🏠.
2 Välj **[USB]**/ **[KORT]** >**[Mapp]**.
3 Tryck på **OK** för att gå till partitionen för USB-SD-lagringsenheten.
4 Tryck på ▲ / ▼ för att välja en fil eller mapp och tryck på **[Redig.]**.
  ↦ Filredigeringsmenyn visas.
5 Tryck på ▲ / ▼ för att välja åtgärd.

[Kopie.]: Välj destinationen och bekräfta genom att trycka på ▶ ᴵᴵ.

[Radera]:Välj [Ja] och tryck på OK för att ta bort de valda filerna eller mapparna.

[Flytta]:Välj destinationen och bekräfta genom att trycka på ▶II.

[Döp om]

1 Välj [Döp om] för att redigera namnet på minitangentbordet och bekräfta genom att trycka på ▶II.

2 Välj [OK] och tryck på OK för att tillämpa det nya namnet.

[Välj flera]

1 Tryck på ▲ / ▼ för att välja en fil eller mapp och lägg till den i listan genom att trycka på ▶II.

2 Tryck på [Redig.]när du är klar med att lägga till filer och mappar.

3 Välj en åtgärd.

[Kopie.]	Välj destinationen och bekräfta genom att trycka på ▶II
[Radera]	Välj [Ja] och tryck på OK för att ta bort de valda filerna eller mapparna.
[Flytta]	Välj destinationen och bekräfta genom att trycka på ▶II.
[Spara spellista]	Välj [OK] för att spara en uppspelningslista. Välj [Döp om] för att redigera namnet på minitangentbordet och bekräfta genom att trycka på ▶II.
[Spara fotoalbum]	Välj [OK] för att spara ett fotoalbum. Välj [Döp om] för att redigera namnet på minitangentbordet och bekräfta genom att trycka på ▶II.

Kommentar

• Håll ■ intryckt i två sekunder för att ta bort en ansluten lagringsenhet på ett säkert sätt.

7 Inställningar

Du kan ändra den här spelarens inställningar i inställningsmenyn.
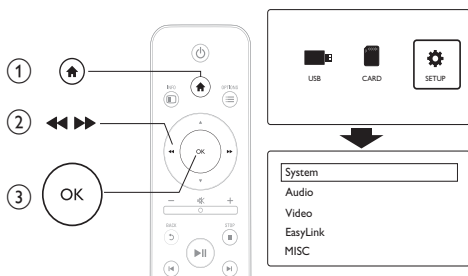
1 Tryck på ♠.
2 Välj **[Konfig.]** och bekräfta genom att trycka på **OK**.
   ↳ Inställningsmenyn visas.

   ↳ Tryck på ▲ / ▼ för att välja ett menyalternativ eller inställningsalternativ.

   ↳ Tryck på **OK** för att få åtkomst till menyn på lägre nivå.

   ↳ Tryck på ↺ om du vill gå tillbaka till den högre nivån.

System

[Menyspråk] - Välj språk för skärmmenyn.

[Textremsor]: Välj textningsspråk för video.

[Skärmsläckare]: Aktivera skärmsläckaren vid inaktivitet (t.ex. i paus- eller stoppläget).

[Autoskan.]: Skanna mediefiler på en lagringsenhet automatiskt.

[Avsök lagr.enh.]: Starta eller stoppa skanning av mediefiler på en lagringsenhet.

[Åt.upp. uppsp.]: Återuppta uppspelningen av en videofil från det ställe den senast stoppades.

[Fabriksinställning]: Återställ alla inställningar till fabriksinställningar.

Ljud

[Nattläge]: Jämna ut höga och låga ljud. Om funktionen är aktiverad kan du titta på filmer med låg volym på kvällen.

[HDMI-utgång]: Välj ett utgående ljudformat när du ansluter HDMI-uttaget.

[S/PDIF-utgång]: Välj ett utgående ljudformat när du ansluter uttaget för digitalt ljud.

Video

[Bildförh.]: Välj skärmens bildförhållande.

[TV-system]: Välj videoutgångsformat till TV-system.

[Videozoom]: Zooma in i eller ut ur videoscener.

[Digital brusreducering]: Filtrera bort och reducera bildbrus automatiskt. Den här funktionen förbättrar bildkvaliteten vid svaga videosignaler.

[1080P 24 Hz]: Använd 1080p 24 Hz videoutgångsläge för videoinnehåll.

Kommentar

- Videoupplösningen och bildhastigheten för videoinnehållet är 1080p 24 Hz.
- TV:n stöder 1080p 24 Hz.
- Se till att du använder en HDMI-kabel för att ansluta den här spelaren till TV:n.

[Djupa färger]: Visa färger med fler skiftningar och toner när videoinnehållet har spelats in med Deep Color-läge, förutsatt att TV:n stöder den här funktionen.

EasyLink

[Easy Link]: Aktivera eller avaktivera EasyLink-funktionen.

[Enknappsuppspelning]: När du har aktiverat den här funktionen växlar den anslutna HDMI CEC-TV:n automatiskt till HDMI-ingångskanalen när du spelar en mediefil.

[Enknappsstandby]: När du har aktiverat den här funktionen kan du hålla ⏻ intryckt på spelarens fjärrkontroll för att koppla alla anslutna HDMI CEC-enheter till standbyläge samtidigt.

MISC

[Versionsinfo.]: Visa informationen om spelarens programvaruversion.

[DivX® VOD-kod]: Visa registrerings- och avregistreringskoden för Visa DivX®.

8   EasyLink

Spelaren har funktioner för Philips EasyLink, som använder HDMI
CEC-protokollet (Consumer Electronics Control). Du kan använda
en enda fjärrkontroll för att styra EasyLink-kompatibla enheter som
är anslutna via HDMI-kontakter.

1   Anslut de HDMI CEC-kompatibla enheterna via HDMI, och
    aktivera HDMI CEC-funktionerna på TV:n och andra anslutna
    enheter (mer information finns i användarhandboken för TV:n
    eller de andra enheterna).

2   Tryck på ♠.

3   Välj [Konfig.] > [Easy Link].

4   Välj [På]under alternativen:
    •   [Easy Link] > [På]
    •   [Enknappsuppspelning] > [På]
    •   [Enknappsstandby] > [På]
    •   EasyLink-funktionen är aktiverad.

Spela upp med en knapptryckning

När du spelar upp en fil på den här spelaren växlar den anslutna
HDMI CEC-TV:n automatiskt till HDMI-ingångskanalen.

Enknappsstandby

När du växlar en ansluten enhet (till exempel TV) till
standbyläget med dess egen fjärrkontroll, växlar den här spelaren
till standbyläget automatiskt.

Kommentar

• Philips garanterar inte 100 % interoperabilitet med alla HDMI CEC-
  enheter.

9 Felsökning

Om du kontaktar Philips behöver du ange spelarens modell- och serienummer. Modell- och serienumret finns på baksidan av spelaren. Skriv numren här:

Modellnummer _____

Serienr _____

Ingen bild.

• Information om hur du väljer rätt videoingångskanal finns i handboken till TV:n

Det kommer inget ljud från TV:n.

• Se till att ljudkablarna är anslutna till de ljudingångar som är grupperade med de valda videoingångarna.

Innehållet på USB-lagringsenheten kan inte läsas.

• Formatet för USB-lagringsenheten stöds inte.
• Minnesstorleken som stöds är max 1 TB.
• Kontrollera att spelaren stöder dessa filer. (Se **Specifikationer > Spelbara media**)
• DRM-skyddade videofiler som är lagrade på en USB/SD-lagringsenhet kan inte spelas upp via en analog videoanslutning (till exempel komposit). Du behöver använda en HDMI-anslutning för att spela de här filerna.

DivX-textning visas inte korrekt.

• Kontrollera att filen med undertexten är detsamma som videofilens namn.
• Se till att DivX-videofilen och undertextfilen sparas under samma katalog.

10 Specifikation

Fil

- Video: MPEG 1/2/4(MPEG 4 Part 2), H.264, VC-1, H.263, VP6(640 × 480), DivX Plus HD, DivX 3/4/5/6, Xvid, RMVB 8/9/10, RM, WMV*, AVI, TS, M2TS, TP, TRP, ISO, VOB, DAT, MP4, MPEG, MPG, MOV**, ASF, FLV(640 × 480), MKV, M4V
- Ljud: Dolby digital, AAC, RA, OGG, MKA, MP3, WAV, APE, FLAC, DTS, LPCM, PCM, WMA (V9), IMP/MS ADPCM, WMA Pro
- Bild: JPEG, JPG, M-JPEG, PNG, TIF, TIFF, GIF, BMP, HD JPEG

Anmärkningar: *WMV7/8 stöds inte, ** formatet quick time stöds inte

USB-lagringsenhet

- Kompatibilitet: Hi-Speed USB (2.0)

SD-kort

- Kompatibilitet: SDHC 2.0 (upp till 32 GB)

Video

- Signalsystem: PAL/NTSC
- Kompositvideoutgång: 1 Vpp ~ 75 ohm
- HDMI-utgång: 480i, 480p, 576i, 576p, 720p, 1080i, 1080p

Ljud

- Analog stereoutgång
- Signal/brusförhållande (1 kHz): > 90 dB (A-vägd)
- Dynamiskt omfång (1 kHz): > 80 dB (A-vägd)
- Frekvensomfång: +/-0,2 dB
- Digital utgång: Optisk

Huvudenhet

- Mått (L x B x H) : 136 x 86 x 52 mm
- Nettovikt: 0,41 kg

AV / PÅ

- Ingång: DC 9 V 1,1 A
- Energiförbrukning: < 10 W
- Energiförbrukning i standbyläge: < 1 W

Nätadapter

- Strömförsörjning: AC 100-240 V, 50/60 Hz
- Utgång: DC 9 V 1,1 A
- Märke: Philips
- Modellnummer: SSW-1918EU-1

Tillbehör

- Huvudenhet
- Fjärrkontroll
- AV-kabel
- Nätadapter
- Skiva
- Användarhandbok

Open Source Software
License text

2010/10/23 V1
2010/10/24 V2 (add libpng)
2010/10/26 V3 (add APE)
2010/10/26 V3.1 (add USB PTP)
2010/10/27 V4 (add Yamon)
2011/1/31 V5 (add Freetype)

1. VMLinux

2. Uclibc

3. FAT

4. Gdb

5. Binutils

6. Dosfstools

7. Hotplug

8. Mtdtool

9. Ntfstool

10. Nand write

11. Flash-erase

12. Mkyaff2image

13. Mk.jffs2

14. Squanshfs

15. Samba

16. Coreutils

17. Freetype

18. WPA Supplicant

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<one line to give the program's name and a brief idea of what it does.>

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Ty Coon, President of Vice

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19. Busybox

BusyBox is licensed under the GNU General Public License, version 2

BusyBox is licensed under the GNU General Public License version 2, which is often abbreviated as GPLv2. (This is the same license the Linux kernel is under, so you may be somewhat familiar with it by now.)

A complete copy of the license text is included in the file LICENSE in the BusyBox source code.

Anyone thinking of shipping BusyBox as part of a product should be familiar with the licensing terms under which they are allowed to use and distribute BusyBox. Read the

full text of the GPL (either through the above link, or in the file LICENSE in the BusyBox tarball), and also read the Frequently Asked Questions about the GPL.

If you distribute GPL-licensed software the license requires that you also distribute the source code to that GPL-licensed software. If you distribute BusyBox without making the source code to the version you distribute available, you violate the license terms, and thus infringe on the copyrights of BusyBox. This requirement applies whether or not you modified BusyBox; either way the license terms still apply to you.

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Our enforcement efforts are aimed at bringing people into compliance with the BusyBox license. Open source software is under a different license from proprietary software, but if you violate that license you're still a software pirate and the law gives the vendor (us) some big sticks to play with. We don't want monetary awards, injunctions, or to generate bad PR for a company, unless that's the only way to get somebody that repeatedly ignores us to comply with the license on our code.

My company wants to include BusyBox into a product. What do we need to do in order to comply with BusyBox's license?

First: DON'T PANIC. Complying with BusyBox's license is easy. Complying with BusyBox's license doesn't cost any money. If, after reading the license and this document something is not clear to you, please send emails with your questions to the BusyBox mailing lists. We will expand this document to cover them.

If you are distributing the BusyBox binary, you also have to distribute the corresponding source code. If you modified the source, you have to distribute the modified source.

The text of the license obliges you to provide source code for binaries you distribute, and gives you exactly three options for providing source code. These options are spelled out in section 3 of the LICENSE file in the BusyBox source tarball:

3A) bundle the complete corresponding source with the binary.

3B) bundle a written offer good for three years to provide source upon request (these days this is often a URL).

3C) point you users at the upstream source (i.e. pass along somebody else's 3B offer).

Using option 3A, that is, putting exact BusyBox source and .config file you used to build the binary on the same medium which you use to ship the binary, is the most bullet-proof approach to license compliance. If you do that, you can stop reading, your license obligations have been satisfied.

Option 3B makes sense if you do not distribute BusyBox binaries on a medium like CD-ROM, but instead ship them in a device's firmware. Storing the source there might be an unacceptable waste of space. In this case, add a note to the device's documentation that it uses open-source components and that their source can be downloaded from the company's website. Give exact URL to the page where it can be downloaded.

Regardless of whether you use option 3A or 3B, please make sure you distribute the exact same source tree you used to build the binary. It doesn't have to be a single archive. Indeed, most people distribute modified sources in the form of unmodified busybox-N.N.N.tar.bz2 archive and a set of patches which add features or fix problems.

If you added an applet, or an option to one of the applets in BusyBox, or fixed a bug, and the source tree lacks this addition or fix, then you are not fulfilling GPLv2 requirements.

You can avoid having to distribute source by taking option 3C. However, option 3C has some restrictions, and if your company wants to be paranoid and be 100% sure everything is crystal clear about complying with the license, perhaps it should use options 3A or 3B.

Option 3C: using unmodified source

Option 3C is what most open source people use, and it's so lenient lots of developers don't even think about it. Technically 3C is also full of restrictions (it's "allowed only for noncommercial distribution", and it only applies if you're redistributing a binary you didn't build yourself) intended to push people to use 3A or 3B, but the BusyBox project has generally let those restrictions slide (as has most of the rest of the open source world) when dealing with people who are acting in good faith.

Using option 3C means identifying the specific version of the public source you used, where to get it from, and confirming that your binary was built from unmodified "vanilla" sources.

So if you built an unmodified BusyBox release and you point people at the URL to the SPECIFIC source tarball on busybox.net you built it from and truthfully say "that's it, no patches", we've accepted that as compliance even from commercial companies. (We're not really interested in forcing random strangers to mirror stuff we've already got. OSUOSL provides very nice high bandwidth hosting for us, and if they didn't there's always sourceforge and savannah and ibiblio and kernel.org and...)

Note that you must do all three parts: what version did you use, where can we get it from, and explicitly state that you did not modify it. Don't skip steps.

If you don't specify your version, we can't tell if you used some random git snapshot out of the development branch that was close to a release version but not quite.

If you don't explicitly say you didn't modify it, we could spend weeks combing through an assembly dump of your binary, or trying to find the exact cross-compiler version you used to produce a byte-for-byte identical file, but the license says we shouldn't have to. Proving a negative is a lot of work, and making us do this work would be shirking your obligations under GPLv2.

Even if you just backported changes out of the development branch, that's not a vanilla unmodified release. The component parts may already be public, but you have to give us enough information to understand what you did, and the opportunity to produce an equivalent binary from that source, or you're not complying with 3C.

The above is a fairly lenient interpretation of GPLv2 that works a bit like the BSD license's "advertising clause": that one required you to thank the University of California, this one requires you to identify the specific source code of the GPL binaries you distributed. The GPL actually allows us to be more draconian than this (for starters, clause 3C doesn't have to apply to commercial companies at all), but as long as everybody's acting in good faith most projects seem happy with just identifying the specific source for binaries built from an unmodified upstream version.

Most open source developers are lenient in this way because we actually prefer a good 3C compliance to a bad 3A compliance. We've all received tarballs of who knows what old version, with who knows what changes, and wasted an afternoon proving that "this is basically source control commit number BLAH, plus backports of commits blah, blah, blah, blah, and blah, plus they commented out these five lines, changed two default values that they could have overridden from the command line anyway, and added some debug statements." I.E. we just wasted three hours confirming there's nothing remotely interesting here that we didn't already know.

Obviously if you did modify the source to the binary you distributed, and you don't think you need to at least provide us a *patch*, you've missed the point of GPLv2 entirely. This is another incentive to get your patch merged, so you can ship a vanilla upstream version and not have to host your patch on your own website for 3 years after you stop distributing your product.

The next paragraph right after 3C essentially says you're supposed to give us your .config file as well, and sometimes we've asked for that as long as we're contacting people anyway. But to be honest, if we don't need to contact you to get the other stuff anyway, we seldom bother. (We can generally figure that one out for ourselves. I note that Linux kernel .configs are harder to reverse engineer, for that you'll probably need to provide a .config for to make the developers happy, but they put in a /proc/config.gz option to make it easy. :)

My company was distributing BusyBox binary without the source. We are contacted by users asking for the source, and we don't have it. Are we in trouble?

Not yet. But please stop doing that, and start distributing the source.

The above is what happens when people are acting in good faith. I note that the GPL imposes upon you the obligation to provide source code *when you distribute*. Whether you're using 3A, 3B, or 3C, they all start "Accompany it with", meaning source goes with binary at time of distribution. So if we get the binary from you and there's no *mention* of source code, your distribution of that binary didn't comply with the terms of the license. At that point, you're already in breach of the license terms, and it's now about *fixing* it. So if we have to approach you after the fact to get this information, we have the option to be really nasty about it.

We're not *required* to be nasty, and we prefer not to. An honest mistake that a company is willing to fix is understandable, and as far as I know we've always started out with "excuse me, could you fix this please" and not made a fuss. Most of the time, it doesn't go beyond that, we get back an email "oh, sorry, it's version blah, and here's the three line patch we used to change a default value", and we're happy.

And some companies are disorganized but honest about it, and go "um, we lost track of this information and the guy who did it left the company, can you give us some time to dig it out of the archives?" And if they're making an honest effort, we're polite about that too.

My company was distributing BusyBox binary without the source. We are contacted by *your lawyers*. Are we in trouble?

Yes, but it is not too bad yet. Stop being disorganized and fix your licensing situation before it gets really nasty. As I already mentioned, DON'T PANIC. Complying with BusyBox's license is easy. Get your act together, fight with internal inertia inside your company and it will be okay. If you do not understand something, please send emails with your questions to the BusyBox mailing lists, or privately to maintainers if you want to keep it private. We will expand this document to cover them.

However, you really cannot afford to be careless about complying with the license anymore.

Some companies ignore the polite requests entirely, and go all deer in the headlights on us, or maybe hope that if they ignore us long enough we'll go away. Those are the ones that the SFLC sends *impolite* requests to, asking for far more than the original request did back when they were being nice.

For starters, if the SFLC has to actually sue someone to get their attention, they bill them for expenses. (They have an office in New York City, you *really* don't want to go there). Also, they usually make the company appoint an "open source compliance officer" and deliver quarterly reports. And make them try to contact the old customers they shipped product to without source and let them know where the source is. All this is the lawyerly equivalent of "raising your voice to be heard". I've only seem them take the gloves off once. They've only *needed* to once.

Some companies get in trouble because although they use an upstream vanilla source tarball, they don't say what version it was, or they don't explicitly say it wasn't modified. Then when we approach them for more information, they don't understand what we could possibly want, and panic. (Panicing bad. Please don't panic, this is actually pretty easy to get right. Ignoring repeated polite requests is not going to end well. Please be polite *back*. Ask for clarification if you don't understand something, it's not an admission of weakness. If you ignore us until we stop knocking, these days it may mean we're getting the battering ram. This is not an improvement for anyone concerned.)

Another common failure mode is companies that redistribute some vendor board support package they bought, and when we ask them they brush us off with "we got it from a vendor, go bug our vendor, not our problem". Dude, you're copying and distributing GPL code too. If the license is the only thing that gives you permission to do that, then that license applies to you too. Really. If your vendor complied with the license terms but you didn't, you're not off the hook. This is not a scavenger hunt, nor is it the episode of M*A*S*H about getting tomato juice to Colonel Potter. We asked *you*, and you have an obligation to provide this information. If you don't even know what it is when we ask, something is *wrong*. If you'd reprinted somebody else's documentation and stripped out BSD advertising clause notices, do you think you could then say "but the original PDF we got from our vendor had the notice in it, so we're ok, don't bother us"? Or would going "oops, here's one with the right data" be *your* responsibility? Fixing

this is not *our* job. "We ask, you answer" is us being *lenient*, the license technically says we shouldn't have had to ask in the first place, you were supposed to provide this info when you shipped. And even if we're letting you delegate the implementation, you can't delegate the *responsibility*. Don't make me look up how to spell "fiduciary". (And delegating it to *nobody* really isn't a solution. Asking us to track down an ex-employee of a defunct Taiwanese company where nobody spoke English just *doesn't go over well*...)

Sorry about that. Scars from the "hall of shame" days. We have lawyers now. They're very nice. Where was I?

A company that wants to be legally paranoid will make a source CD for the GPL portions of their entire product (build scripts, cross compiler toolchains, and all), and either include the CD in the box with the product (clause 3A) or put the ISO up on the web and mention the URL to it in their product's documentation (clause 3B). They don't need our say-so to be satisfied with that, even a strict reading of GPLv2 says that complies with the license terms. (You can probably even email the SFLC guys about what exactly should go on the CD, gpl@busybox.net) This is the "make it go away" preemptive nuclear strike approach, and probably a good idea for Fortune 500 companies that have their own legal department to do *anyway*.

A Good Example

These days, Linksys is doing a good job at complying with the GPL, they get to be an example of how to do things right. Please take a moment and check out what they do with distributing the firmware for their WRT54G Router. Following their example would be a fine way to ensure that you have also fulfilled your licensing obligations.

Add yourself to the Products page

We (BusyBox developers) would be happy to add the information about your product which uses BusyBox to our Products page. In order to be added there, post a message to the BusyBox mailing list when the product ships. While at it, the following information would cover the GPL licensing questions about the product:

A) a description of the product (including the build environment: processor type, libc version, kernel version).

B) identify the specific version of BusyBox it uses.

C) identify any modifications made to that version (either by linking to a nicely broken up series of "diff -u" patches on the web, or attaching the patches to the message, or explicitly saying it isn't modified).

D) attach (or give URL to) the .config file you used to build the BusyBox binary.

E) A link to your website.

This is the "being nice to the developers" approach, which acts as a sort of free advertising within the developer community.

You really can't go wrong with either approach: you can obey the letter of the license according to a strict reading, or you can make the developers as happy as possible so they not only have no reason to make trouble, but actually like you. (Heck, we won't complain if you do both. :)

Developer's note: GPL versions

Version 2 of the GPL is the only version of the GPL which current versions of BusyBox may be distributed under. New code added to the tree is licensed GPL version 2, and the project's license is GPL version 2.

If you are a developer and you want to use a small part of BusyBox source code in your project, please check the header comments of the source file(s) you are taking code from. Even though BusyBox code, as a whole, can only be used under GPL version 2, some individual files may have more permissive licenses: "GPL version 2 or later" - meaning that you can also reuse the code from this source file for a project which is distributed under GPLv3, and "Public domain" - the code in these files have no licensing restrictions whatsoever.

Historical details:

Older versions of BusyBox (versions 1.2.2 and earlier, up through about svn 16112) included variants of the recommended "GPL version 2 or (at your option) later versions" boilerplate permission grant. Ancient versions of BusyBox (before svn 49) did not specify any version at all, and section 9 of GPLv2 (the most recent version at that time) says those old versions may be redistributed under any version of GPL (including the obsolete V1). This was conceptually similar to a dual license, except that the different licenses were different versions of the GPL.

However, BusyBox has apparently always contained chunks of code that were licensed under GPL version 2 only. Examples include applets written by Linus Torvalds (util-linux/mkfs_minix.c and util_linux/mkswap.c) which stated they "may be redistributed as per the Linux copyright" (which Linus clarified in the 2.4.0-pre8 release announcement in 2000 was GPLv2 only), and Linux kernel code copied into libbb/loop.c (after Linus's announcement). There are probably more, because all we used to check was that the code was GPL, not which version. (Before the GPLv3 draft proceedings in 2006, it was a purely theoretical issue that didn't come up much.)

To summarize: every version of BusyBox may be distributed under the terms of GPL version 2. New versions (after 1.2.2), as a whole, may **only** be distributed under GPLv2, not under other versions of the GPL. Older versions of BusyBox might (or might not) be distributable under other versions of the GPL. If you want to use a GPL version other than 2, you should start with one of the old versions such as release 1.2.2 or svn 16112, and do your own homework to identify and remove any code that can't be licensed under the GPL version you want to use. New development is all GPLv2.

20. lzma

License

LZMA SDK is placed in the **public domain.**

21. WPA Supplicant

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22. Libexif

23. Ebase

24. Mp3info

25. Libotf

26. fribidi

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Version 2.1, February 1999

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