

Content Licensing Request

February 21, 2012

Dear Cyan Worlds,

Open source is succeeding as the community provides its first tested update to MOULa. We are directly experiencing the next challenge in our progress toward "Open Uru," Open Uru being what is created by code, content, creativity, and participation. The ability to work with and distribute MOULa content under license will determine what we can and cannot do for the future of the Cyan Worlds Engine and MOULa. Working with content will in large part be responsible for increasing the interest and participation of developers, artists, and players to create a broader audience.

We are not attempting a complete statement of the aspirations of the fans with respect to MOULa content licensing. This is an exemplar of specific cases representative of fan efforts to improve MOULa for the community where it is hindered by the absence of a suitable license for the adaptation and distribution of MOULa content. These examples are used as a means to explore the licensing possibilities with Cyan Worlds and to elicit feedback on its own potential difficulties so that we might collectively establish a way forward.

Examples

- **Localization** - Cyan Worlds, Myst, Uru, and MOULa all have an international audience. MOULa has an extensible localization system that allows content creators to provide translated text automatically. Unfortunately, many of the dialogs currently in MOULa don't take advantage of this capability and cannot be adapted properly without modifying them. [GULP](#) (formerly the Uru Localization Project) has a database of community-contributed translations in a large number of languages. H'uru has done Unicode development to allow non-US keyboards.
- **Derivation** - We have textures and limited content (KI and avatars) but they are unlicensed. We cannot distribute work such as scrollbars for the KI for the community to enjoy. We would like to be able to create, serve, test, and contribute work that is consistent with existing MOULa ages for eventual inclusion on MOULa.
- **Distribution** - Shards cannot serve binary MOULa content files. This raises the barrier against non-technical users faced with manually copying MOULa content to their shard folder as part of the shard install. The technical support load is increased, creating barriers of time, effort, and cost for shard owners as well.
- **Improvements** - MOULa ages cannot be repaired by fans to function as designed. For example, a player who links to AhnonayCathedral always finds the automatic door closed

while at the same time players who are already there see it wide open. The fix requires a change in the .prp file which currently calls the door responders directly instead of calling an intermediate Python file. We need a content license to change, test, and distribute .prp files.

Community Needs

There are two primary allowances we need from Cyan Worlds to continue efforts to expand MOULa's accessibility:

- A permissive license to allow copying, translation, and distribution of information available in MOULa. For example, the .loc and .prp files. This would legalize, for example, the translation work already done by the community and enable its distribution and enjoyment.
- Access to 3ds Max source files for GUIs or other useful materials used in MOULa to normalize their use of the provided hooks in the code which they currently do not use, and a license to redistribute at least the compiled output with fixes applied. If that is impossible, an alternative is a license to modify and distribute existing .prp files containing fixes or new features such as translatable GUI items.

Questions

- Is Cyan Worlds able to indicate what difficulties there are in licensing MOULa content?
- Are there any particular aspects to content release issues where Cyan Worlds is open to suggestions?
- Are there specific limitations that fans should place on their hopes for content licensing?
- Can Cyan Worlds indicate if unreleasable content will become available in the future or under other circumstances?

Summary

We have presented collaborative concerns about the problems the community seeks to resolve regarding content licensing. We believe Cyan Worlds knows best what solutions are available to it. We hope this will be a successful collaborative path to a general solution.

The representative community members who sign below collaborated to discuss and contribute to this letter of many authors. Thank you for reading and considering this request.

This document's history on the wiki (includes additional detail and examples):
http://wiki.openuru.org/index.php?title=Cyan_Content_Licensing_Proposals

Full discussion on the OpenUru.org forums:
<http://forums.openuru.org/viewtopic.php?f=91&t=635>

Signatures, Open Source Uru Community

OHB, 19:24, 2 February 2012 (MST)
Lewis Johnston, GULP
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Branan, 21:08, 2 February 2012 (MST)
Branan Purvine-Riley, H'uru
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Leonardo, 06:16, 3 February 2012 (MST)
(Name TBI), GuildOfMessengers.com

Nadnerb, 14:36, 3 February 2012 (MST)
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Deledrius, 08:57, 4 February 2012 (MST)
Joseph Davies, H'uru
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D'Lanor, 00:00, 8 February 2012 (CET)
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Christian Walther, 05:28, 3 February 2012 (MST)
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Rarified, 14:30, 15 February 2012 (MST)
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