

## 60 Second Sugar Snippet – Sugar and the GPL License

Welcome to this 60 second Sugar snippet. My name is Susie Williams. Today's podcast is a special edition focusing on Sugar's announcement to license our open source software under GPL Version 3 starting with Release 5.0. I know you may have a lot of questions surrounding this decision and what it means to you. We're going to cover this topic from several different angles today—from the End User, Developer, and Administrator points of view.

First of all, let me emphasize that this change to GPL V3 starts with version 5.0 of Sugar Open Source, which is now called the Sugar "Community Edition". Previous versions of Sugar Open Source will remain licensed under Sugar Public License, or SPL. Got that? In particular, the first time you'll see GPL V3 licensed code is with the beta version of 5.0, which will be released in the next few weeks.

Next, let's talk about **Sugar Professional and Sugar Enterprise**. These editions of Sugar will remain under the Sugar End User Licensing Agreement, or EULA, that governs the use of this code. Nothing has changed here so if you're a Sugar Professional or Enterprise customer you can stop listening now! The move to GPL V3 only pertains to Open Source users.

Likewise, **for End Users of Sugar**, you really don't have to worry about this announcement either. You should be unaffected by this change and you can continue to use the software as before.

**For Open Source developers**, including resellers and consultants who customize Sugar code for clients, you have virtually the same flexibility with the code as you did with Sugar Open Source released under the previous SPL license. You can download it, install it, and modify it as you need to. If you modify the code, please contribute it back to the Sugar community by licensing your modifications under GPL V3 and posting it on [SugarForge.org](http://SugarForge.org). If you have posted previous projects on SugarForge, you'll need to update the license to GPL V3 or create a separate project for your code that carries this license. If you are a reseller, all the code that you resell must be licensed under GPL V3 if the original code was licensed under GPL V3, and any modifications must also be made publicly available. One note- plugins or extensions that use Sugar's API to interact with Sugar are unaffected by GPL V3; you can license these however you wish, because they aren't considered to be an extension of the Sugar code.

**For Sugar Administrators**, the only thing you'll need to do is to take an inventory of any extensions you have loaded into the system. When you upgrade to 5.0, you'll need to ensure that you load modules that are compatible with the new licensing scheme. If you find that a favorite module does not have a GPL V3-compliant license, contact the module's project administrator and ask when one will be made available.

If you still have questions about what this announcement means to you, consult the [FAQs](#) on our website for additional information. I also encourage you to visit the forums to read the [community discussion on this topic](#). As always, we welcome your feedback.

And that's your 60 second Sugar snippet. Goodbye!