



Syuhitu.org

Syuhitu The text editor for Solaris User's guide

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1 Introduction

1.1 About

Contents of this book include :

- Install or uninstall method.
- Usage of this editor.
- Customization of this editor.

1.2 Who should use this book.

The audience of this book include:

- System administrator.
- End user.

1.3 Related documents

Refer following manuals if you need.

- Syuhitu user's guide (jpn).
- Syuhitu plugin development guide.

1.4 Contact address

Mail address of the original writer	nabiki_t@syuhitu.org
First distributor	http://www.syuhitu.org/

2 System requirements

The Syuhitu is developed and tested in following environment.

Model	Sun Blade 100
Processor	Ultra SPARC IIe 500MHz
Memory	640MB
OS	Solaris 8
Graphics	M64(on-board)

If you want to compile from source code of this editor, you need Sun Studio 11 or later.

3 Installation method

Notice

If the old version of the Syuhitu has installed, uninstall old version before installing newer version. You can't use another versions at the same time.

3.1 Download

You should download the archive file of this editor before install from the first distributor or the other sites.

First distributor : <http://www.syuhitu.org/>

Next, expand the downloaded archive file with following commands.

```
% cd Distination of download directory.  
% bunzip2 syuhitu_19.tar.bz2  
% tar -xvf syuhitu_19.tar
```

Following files are created in "syuhitu" directory, if succeed to expand the archive file.

File Name	Description
NBKTtaed.pkg	Package file of this editor.
license.txt	EULA is described in this file.
usejp.pdf	User's guide (Japanese)
useen.pdf	User's guide (English)
devjp.pdf	Plugin development guide (Japanese)

3.2 Install

Change current directory to created "syuhitu" directory, and switch user to the root by su command.

```
% cd syuhitu  
% su  
% Password:  
#
```

Install the package with pkgadd command.

```
# pkgadd -d NBKTtaed.pkg  
  
The following packages are available:  
 1 NBKTtaed      Syuhitu the text editor for Solaris  
                   (sparc) 19.0.0  
  
Select package(s) you wish to process (or 'all' to process  
all packages). (default: all) [?,??,q]: 1
```

The installation work ended if the message "Installation of <NBKTtaed> was successful." was displayed.

3.3 Configuration CDE

After install, configure CDE to each user. But, you do not have to configure if you won't.

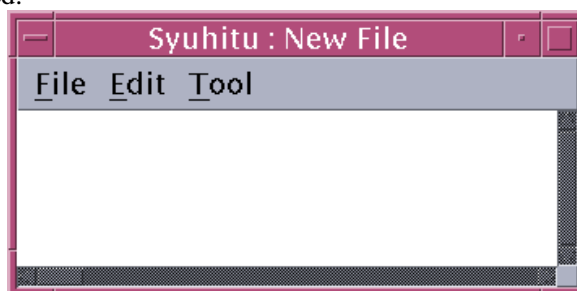
To configure CDE, run `"/bin/syuhitu_cdeconf"` shell script. That script relate following files to the Syuhitu. So you can open that files by this editor with double clicks.

File types	Extension
C source file	*.c
C++ source file	*.cc *.cpp
C/C++ header file	*.h *.hpp
Java source file	*.java
Java Script source file	*.js
VBScript source file	*.vbs
COBOL source file	*.cbl *.cob *.cobol
C# source file	*.cs

4 Usage

4.1 Start up

To start the Syuhitu, run `"/bin/syuhitu"` shell script. When the process is begun, the following window is displayed.

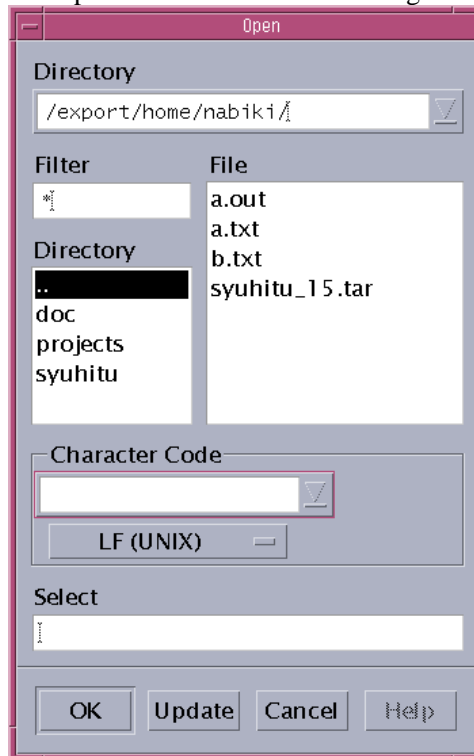


"syuhitu" shell script accepts following arguments.

Argument	Description
[<File Name>] [-s]	It opens <File Name> file at the start. If the file name is not specified, any file is not read at the start. If -s switch was specified, the Syuhitu will started within standalone mode.
-f <File Name> [-l Line Number] [-t Syntax Type] [-s] [-e Encode]	It opens <File Name> file, moves the cursor to specified line and used specified syntax mode at the start. Syntax type can be specified following values : "Text", "C", "Java", "Cobol", "JS", "VBS", "CS", "HTML".
-h	It shows the help message.
-b	It starts the Syuhitu server only. The Syuhitu editor will not be started.
-k	If there are no instances of this editor within construction mode, it stops the Syuhitu server.
-K	It stops the Syuhitu server. If there are some instances of this editor within construction mode, they will be standalone mode.
-FN	It shows the file names opened by the editor.
-UJ pid	It translates Syuhitu that specified by pid to standalone mode.
-SV pid [-q] [-f <File Name>] [-e Encode] [-c Carriage return type]	It saves the file opened by specified the editor. Carriage return type can be specified following vlues : "CR", "LF", "CRLF", "LFCR".
-SVA	It saves the all files opened by the editor.

4.2 Open a file

To open a file, select "File" - "Open" menu. It shows following screen.



Select the file that you want to open in this window and push "OK" button. If you want to refresh the content of display, push "Update" button. To cancel open a file, push "Cancel" button.

Specify character code that used in the target file. If you select nothing or "Current locale", the Syuhitu recognize the text anticipating encode used in current locale.

4.3 Save the file

To save the file that opened in the Syuhitu, select "File" - "Save As" menu. It shows a window similar to file open dialog. Input your file name in this window.

If you want to overwrite to the current file, select "File" - "Save" menu.

4.4 File type

This editor correspond to syntax highlightment. And you can specify the file type (syntax type), to select "File" - "File type" menu.

4.5 Construction mode

In this editor, the function to control is provided so that the same file is never opened more than once.

If the exclusive control is effective, the state is called "Construction mode". and if the function is not enabled, called "Standalone mode".

You can change the this mode to select "File" - "Mode" menu.

4.6 Printing

To print to the paper, select "File" - "Print" menu. In print dialog, you have to input following information.

Item	Description
Printer	
Target printer	Specify the target printer name.
Number of copies	Specify the number of copies.
File	
Output to a file	If you want to output PostScript description to a file, check this item. When output to a file, target printer specification is ignored.
Target file	Specify the file name that used to output the PostScript description.
Paper	
Paper size	Specify the paper size.
Direction	
Portrait	If you select this item, it is printed at portrait direction.
Landscape	If you select this item, it is printed at landscape direction.
N-Up	
1	If you select this item, it is printed one page in one side of one paper.
2	If you select this item, it is printed two page in one side of one paper.
4	If you select this item, it is printed four page in one side of one paper.
Duplex	If you check this item, it is printed both side of one paper.
Text	
Font	Specify the font name that is used when printing.
Font size	Specify the character size.
Line number	If you check this item, it is printed the line number at the left side.
Space	

Item		Description
	Top	Specify an upper blank size in millimeter.
	Bottom	Specify an lower blank size in millimeter.
	Left	Specify an left blank size in millimeter.
	Right	Specify an right blank size in millimeter.
Header		
	Position	Specify the position of header in millimeter.
	Left	Specify the header text the is printed at the left side.
	Center	Specify the header text the is printed at the center.
	Right	Specify the header text the is printed at the right side.
Footer		
	Position	Specify the position of header in millimeter.
	Left	Specify the footer text the is printed at the left side.
	Center	Specify the footer text the is printed at the center.
	Right	Specify the footer text the is printed at the right side.

In the header and the footer, you can use following notations besides the normal text.

Notation	Description
%f	It is replaced with the file name.
%F	It is replaced with full path name of the file.
%Y	It if replaced with the year.
%M	It if replaced with the month.
%D	It if replaced with the day.
%h	It if replaced with the hour.
%m	It if replaced with the minute.
%s	It if replaced with the second.
%p	It if replaced with the page number.
%%	It if replaced with a "%" character.

When print the file, specified values are save in ".TaEdit_PrintDlgDefault_{LANG}" file, and the next time the values are loaded automaticaly. So you can omits to input avobe items.

If you want to clear all save values, delete ".TaEdit_PrintDlgDefault_{LANG}" file that in the home directory.

4.7 Terminate

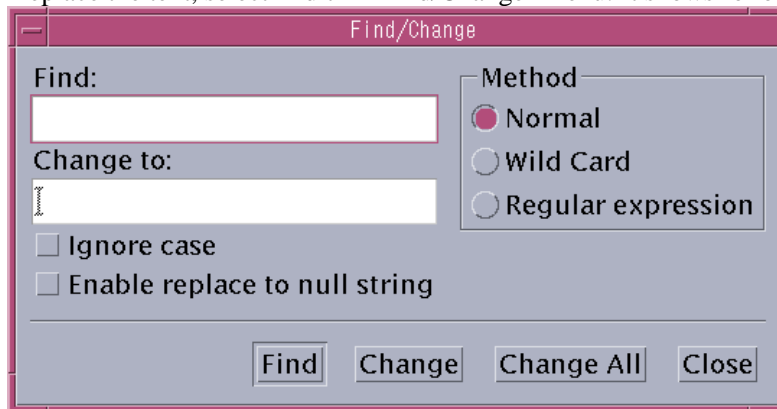
To terminate this editor, select "File" - "Exit" menu. In this time, the file was modified and not saved, it shows following message box.



Here, if you select "OK" button, the Syuhitu saves current file. If you push down "No" button, the file is not saved and the editor is terminated.

4.8 Find/Replace

To file or replace the text, select "Edit" - "Find/Change" menu. It shows following window.



Input destination string into "Find" text field and push down "Find" button. It searches the text and selects matched range.

The destination string is recognized in different way by your selection.

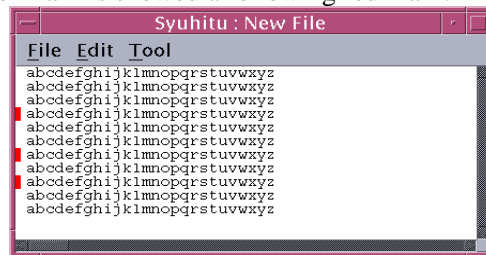
- If you select "Normal", syuhitu search the text that is quite the same destination string. you can not use any wild card or escape sequence.
- If you select "Wild card", you can use wild card "*" and "?". "*" matches any string and "?" matches one character.
- If you select "Regular expression", you can use regular expression that has following syntax.

Syntax	Description
X	Character X
.	Any one character
{X}	Reluctant quantifiers(0 or more times)
{^X}	Greedy quantifiers(0 or more times)
X Y	XorY
[X]	Simple class
[^X]	Simple class (negation)

(X)	Group
(^X)	Capturing group
\	Escape sequence
\xnnnn	The character with hexadecimal value 0xnnnn
\znnnn	The 0xnnnn th capturing group matched

4.9 Bookmark

To set a bookmark current line, select "Tool" - "Set/Unset bookmark" menu.
The line that set a bookmark is showed a following red mark.



5 Configuration

5.1 Resource

In this editor, all configuration are set by edition the resource file.

5.1.1 Resource file

The file you should edit is "resource/syuhitu_{\$LANG}.res" in your installation path. Default is "/opt/NBKTaed/resource/syuhitu_{\$LANG}.res".

Or, if you want to set individually configuration according to the user, you should edit "\${HOME}/.Xdefaults" file.

5.1.2 Resource items

Item	Description
appTitle	Specify application name that displayed in the title bar.
titleFormat	Specify the text displayed in the title bar. You can use any character and following variables. %1 : Application title %2 : File name (full path) %3 : File name %4 : Modified flag. %5 : Line number of the cursor. %6 : Column number of the cursor (character count) %7 : Column number of the cursor
normalTextForegroundColorName	Specify foreground text color.
normalTextBackgroundColorName	Specify background text color.
selectedTextForegroundColorName	Specify foreground selected text color.
selectedTextBackgroundColorName	Specify background selected text color.
backgroundColorName	Specify background text draw area color.
cursorColorName	Specify cursor color. The cursor is drawn by XOR, so specify negative color you want.
fontName	Specify font name.
tabWidth	Specify tab width by character count.
characterSelectionType	The relationship of mouse clicked position and cursor position. "Left" : The cursor is set at left side of character. "Right" : The cursor is set at right side of character. "Center" : The curcor is set at near side of character.
leftPadding	Specify the left side padding of the text.

Item	Description
rightPadding	Specify the right side padding of the text.
lineNumberOrigin	Specify the number of head line.
lineGapWidth	Specify the interlinear space by pixel.
tabWidthCalculationMethod	Specify TAB width calculation Method. If you specify "Fix", TAB width is tabWidth item value constant. If you specify "Flex", TAB width is rounded up to tabWidth item value.
tabString	Specify string that is inserted when TAB key is pushed.
procUpScript	Specify a command that is run when this editor is started up.
fileReadScript	Specify a command that is run when the file is read.
fileAfterReadScript	Specify a command that is run after the file is read.
fileBeforeWriteScript	Specify a command that is run before the file is written.
fileWriteScript	Specify a command that is run when the file is written.
fileCloseScript	Specify a command that is run when an file is closed
procDownScript	Specify a command that is run when this editor is exited.
showCancelOpenMsg	If it canceled to read a file by fileReadScript command, the error message is shown, or not.
showCancelSaveMsg	If it canceled to write a file by fileWriteScript command, the error message is shown, or not.
autoIndent	Specify auto indent is enable, or not.
indentChar	Specify characters that inserted at auto indent.
wordCharSet	Specify characters that composes a word.
dropFileOpenMethod	Specify a dropped file open method, "Current" or "New".
mouseButton2Function	Specify a function of mouse second button, "Left", "Left+Ctrl" or "Left+Shift".
maxUndoCount	Specify maximam undo buffer size.
hScrollAt	Specify horizontal scroll unit.
showPrecessingDlgDelay	Specify milisecond times. This is delay times when it shows processing dialog.
windowWidth	Specify window width pixels.
windowHeight	Specify window height pixels.
scrollMouseSpeed	Specify the unit of scroll by scroll mouse.
iconImageName	Specify a icon file name.

Item	Description
extendInfoColumnCount	Specify the number of extension information columns.
extendInfoColumnWidth	Specify the width of an extension information column.
extendInfoColumnColor	Specify the colors that are used to draw extension information columns.
drawSeparatorLine	Specify the line that separate extension information column and text draw area is drawn or not.
separatorLineColor	Specify the color that is used to draw a line separate extension information column and text draw area.
autoSaveInterval	Specify interval second of auto save.
autoSaveNewFileMethod	Specify the method of auto save at new file. "Nothing" is nothing to do, and "Ask" is to ask file name to you.
modifiedSignStr	Specify the string it is showed in the title bar when the file is modified.
insertTabToEmptyLine	Specify the method of multi line indent. "True" is insert tab string to empty line. "False" is not.
useDoubleBuffering	Specify the drawing method.
CPUCount	Specify the CPU count you can use.
useWriteTmpFile	Specify the method of file save.
drawCurrentLineUnderbar	If you want to show underline under the cursor, specify "True".
currentLineUnderbarColorName	Specify the color name used to draw the underline.
drawEditMark	If you want to show edit marks, specify "True".
editMarkColorName	Specify the color name used to draw the edit marks.
encodeName	Specify the encode names shoed in "open" and "save" dialog.
currentEncodeText	Specify a string showd in "open" and "save" dialog.
CursorBehaviorMode	Specify the cursor behavior mode."Memory" or "Forget".
lineNumberColumnWidth	Specify the column width that shows the line number.
lineNumberColorName	Specify the color name of the line number.
modifyLineMarkNumber	Specify the extend infomation column number, that columns used for showing modified lines.
clearUndoOnSave	If you want to clear the undo buffer when file is saved, specify "True". If "No" is specify, the buffer is not cleared.
PrintDlg_ValueRegFile	Specify the file name that use to save the values in the print dialog.

Item	Description
PrintDlg_DefaultValueRegFile	Specify the file name that has default value for print dialog.
PrintDlg_PaperSizeConfFileName	Specify the file name that define paper size.
PrintDlg_FontList	Specify font names that is showed in print dialog.
PrintDlg_PrinterConfFileName	Specify the "printers.conf" file name. Generally, this value is "/etc/printers.conf".
PrintDlg_PostScriptEncode	Specify the encode name that is used in PostScript. You must select a font name in print dialog that encoded in this encode.
PrintDlg_lpr_Args	Specify the path name of lpr command. Generally, this values is "/usr/ucb/lpr".
langTypeEnableMaxSize	Specify the maximum file byte size that enables syntax highlightment.
CPP_FileExt	Specify file extension of C/C++ source code.
CPP_KeywordList	Specify the file name definig keyword of C/C++.
CPP_NormalTextF_ColorName	Specify normal text color of C/C++ source code.
CPP_KeywordF_ColorName	Specify keyword text color of C/C++ source code.
CPP_CommentF_ColorName	Specify command text color of C/C++ source code.
CPP_SringF_ColorName	Specify constant string text color of C/C++ source code.
JAVA_FileExt	Specify file extension of Java source code.
JAVA_KeywordList	Specify the file name definig keyword of Java.
JAVA_NormalTextF_ColorName	Specify normal text color of Java source code.
JAVA_KeywordF_ColorName	Specify keyword text color of Java source code.
JAVA_CommentF_ColorName	Specify comment text color of Java source code.
JAVA_SringF_ColorName	Specify constant string text color of Java source code.
COBOL_FileExt	Specify file extension of COBOL source code.
COBOL_KeywordList	Specify the file name definig keyword of COBOL.
COBOL_NormalTextF_ColorName	Specify normal text color of COBOL source code.
COBOL_KeywordF_ColorName	Specify keyword text color of COBOL source code.
COBOL_CommentF_ColorName	Specify comment text color of COBOL source code.
COBOL_SringF_ColorName	Specify constant string text color of COBOL source code.
COBOL_SequenceNumberF_ColorName	Specify sequential number text color of COBOL source code.
JS_FileExt	Specify file extension of JavaScript source code.
JS_KeywordList	Specify the file name definig keyword of JavaScript.

Item	Description
JS_NormalTextF_ColorName	Specify normal text color of JavaScript source code.
JS_KeywordF_ColorName	Specify keyword text color of JavaScript source code.
JS_CommentF_ColorName	Specify comment text color of JavaScript source code.
JS_SringF_ColorName	Specify constant string text color of JavaScript source code.
VBS_FileExt	Specify file extension of VBScript source code.
VBS_KeywordList	Specify the file name definig keyword of VBScript.
VBS_NormalTextF_ColorName	Specify normal text color of VBScript source code.
VBS_KeywordF_ColorName	Specify keyword text color of VBScript source code.
VBS_CommentF_ColorName	Specify comment text color of VBScript source code.
VBS_SringF_ColorName	Specify constant string text color of VBScript source code.
CS_FileExt	Specify file extension of C# source code.
CS_KeywordList	Specify the file name definig keyword of C#.
CS_NormalTextF_ColorName	Specify normal text color of C# source code.
CS_KeywordF_ColorName	Specify keyword text color of C# source code.
CS_CommentF_ColorName	Specify comment text color of C# source code.
CS_SringF_ColorName	Specify constant string text color of C# source code.
HTML_FileExt	Specify file extension of HTML source code.
HTML_KeywordList	Specify the file name definig keyword of HTML.
HTML_NormalTextF_ColorName	Specify normal text color of HTML source code.
HTML_TagF_ColorName	Specify tag string color of HTML source code.
HTML_KeywordF_ColorName	Specify keyword text color of HTML source code.
HTML_CommentF_ColorName	Specify comment text color of HTML source code.
HTML_SringF_ColorName	Specify constant string text color of HTML source code.
pluginConfigFileName	Specify the plugin configuration file name.

5.2 Environment variables

Syuhitu refer the following environment variables.

5.2.1 System defined

Syuhitu refer the following variables defined by the system.

Variables	Description
LANG	LANG has the locale settings. Syuhitu refer this setting and determine the encode of text or the menu strings.
HOME	The path name of the home directory.
DISPLAY	Syuhitu refer this variable to determine the display that shows the windows.
XFILESEARCHPATH	This variable has the search path of the resource file. It defined in the Syuhitu start up script.
LD_LIBRARY_PATH	This variable has the search path of the libraries. If defined in the Syuhitu start up script.

5.2.2 Syuhitu original variables

Syuhitu uses the following original variables.

Variable	Description
SYUHITU_COMMUNITY	This variable has the path name of a directory that is used to communicate the server, the client and the Syuhitu editor. Generally, this name is different in each user. If specified directory is not exist, Syuhitu newly creates the directory.
SYUHITU_CLIENT	This variable has the path name of the Syuhitu client execution file. Default is "/opt/NBKTaed/TaEditClient".
SYUHITU_TAEDIT	This variable has the path name of the Syuhitu editor execution file. Default is "/opt/NBKTaed/TaEdit".
SYUHITU_SERVER	This variable has the path name of the Syuhitu server execution file. Default is "/opt/NBKTaed/TaEditSvr".
SYUHITU_CONV	This variable has the path name of the encode translater execution file. Default is "/opt/NBKTaed/TaEditConv".
SYUHITU_PDLGEN	This variable has the path name of the PostScript generator execution file. Default is "/opt/NBKTaed/TaEditPdlgen".
SYUHITU_LPR	This variable has the path name of the lpr command. Default is "/usr/ucb/lpr".
ICONV_ALIAS_FILE	This variable has the path name of the iconv alias file. Default is "/usr/lib/iconv/alias". If you want to specify two or many files, describe these files of delimitations by the comma.
SYUHITU_STRINGTABLE_PATH	This variable has the path name of the string table file. That file defines the messages that show in command line. Default is "/opt/NBKTaed/resource/syuhitu_\${LANG}.ST".

The above-mentioned variables defined in the Syuhitu start up script. So you do not have to define these variables. But if you change the installation path or system environment different from default, you should change these setting.

5.3 Plugin

To install plugins to syuhitu, you have to create a plugin configuration file.

5.3.1 Syntax of the plugin configuration file.

Syntax of the plugin configuration file is same as windows .INI file.

```
[Section1]
Key1 = Value1
Key2 = Value2
[Section2]
Key3 = Value3
```

There are section name that is enclosed with []. Between the section name and next section name is one section. In the section, there are key and value that are related by "=" character.

5.3.2 Contents of the plugin configuration file

Section name is arbitrariness. But it must be unique. In "Tool" menu, each menu items sorted by section name.

In each section, include following kays and values.

Key	Description
PluginName	Specify the unique name. You can use oly alphabets.
LibraryName	Specify the library file name.
FunctionName	Specify the function mame. Function name should be witten in the plugin's document.
MenuLabel	Specify the string that shows in menu items.

Other items might exist according to plugins.

If you want to show a separator in "Tool" menu, write a section include following items in plugin configuration file.

Key	Description
PluginName	It is same as the normal plugin.
IsSeparator	Specify the string "True".

5.3.3 Configuration of resource file.

When you add plugins, a menu item widget is created in "Tool" menu. And the menu is selected, the plugin function is called.

In this time, the widget is created following name.

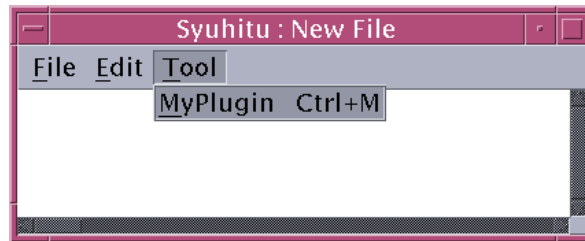
TEPI_*PluginName*

String "TEPI_" is constant, ***PluginName*** is the value of PluinName key in the plugin configuration file. To specify above name, you can configure the menu item.

For example, the widget name is "MyPlugin":

```
TaEdit*TEPI_MyPlugin.labelString : MyPlugin  
TaEdit*TEPI_MyPlugin.mnemonic: M  
TaEdit*TEPI_MyPlugin.accelerator: Ctrl<Key>M  
TaEdit*TEPI_MyPlugin.acceleratorText: Ctrl+M
```

"Tool" menu is showed to the following.



6 Uninstall

6.1 Configuration of CDE

If you configured your CDE, you must unconfigure your environment.
To restore settings, execute `"/bin/syuhitu_cdeunconf"` on each users.

6.2 Uninstall

To uninstall this editor, remove the NBKTtaed package with `pkgrm` command.

```
% cd syuhitu
% su
% Password:
# pkgrm NBKTtaed

The following package is currently installed:
  NBKTtaed          Syuhitu the text editor for Solaris
                   (sparc) 19.0.0

Do you want to remove this package? y
```

The uninstallation work ended if the message "Removal of <NBKTtaed> was successful." was displayed.

After uninstall this editor, a directory `"${HOME}/.TaEdit_com"` and a file `"${HOME}/.TaEdit_PrintDlgDefault_${LANG}"` is left. But this file is not be used, so if you want, please delete there file and directory.

7 License

The Syuhitu is distributed in following license.

使用許諾契約

1.用語

甲とは当使用許諾契約が適用される著作物の事を言う。

使用とは甲をコンピュータにインストールまたは実行可能な状態にして実行する、若しくは甲に含まれるソースコードや文書・画像その他データを閲覧することを言う。

変更とは甲を元に二次的著作物を作成することを言う。

乙とは甲を元に作成された二次的著作物の内、当使用許諾契約とは異なる使用許諾契約が適用される物のことを言う。甲を元に作成された二次的著作物の内、当使用許諾契約と同一の使用許諾契約が適用される物は甲と呼ぶ。

ユーザとは甲を取得し、甲若しくは乙を、当使用許諾契約に従い使用・複製・変更・頒布する者のことを言う。

丙とは甲のユーザの内、甲に対して変更を行い甲を生成する者のことである。

丁とは甲のユーザの内、甲に対して変更を行い乙を生成する者のことである。

2.無保証

甲は現状のままで提供されるものであり、丙はその内容に対して、いかなる保証も行わず、また、いかなる責任も負わない。

ユーザが甲を利用したことにより生じたいかなる不利益に対しても、丙はその責任を負わないものとする。

3.制約

甲を使用・複製・頒布・変更した場合、ユーザは甲の使用許諾契約のすべての規定に従うことに同意したことになる。この使用許諾契約の規定に同意できない場合は、甲を使用・複製・頒布・変更せず、購入元へ速やかに返送し、返金を受けること。

ユーザは甲を使用・複製・変更・頒布することができる。

丙は甲に対して変更を行い、複製・頒布を行う場合には、下記の条件に従わなくてはならない。

- ・変更されているという事実を明示すること。
- ・変更前の甲の所在・入手先を明示すること。
- ・変更した者を明示すること。
- ・当使用許諾契約の複製を同梱して頒布すること。

丁は乙に対して、下記の条件を満たす限り、任意の使用許諾契約を適用することができる。

- ・甲を元にして作成されたことを明示すること。
- ・甲の丙がいかなる責任も負わず、いかなる保証も行わないことを保証すること。
- ・変更した者を明示すること。
- ・乙に対して適用される使用許諾契約が、丁が独自に適用したものであることを明示すること。
- ・乙の改変を許諾する場合、ソースコードの公開を義務づけけないこと。

It is copy of license.txt file included in the distribution file. If there are difference of license.txt contents, license.txt gives priority over this description.

English translation is this.

License agreement

1. Terms.

Kou is a software that is applied this license agreement.

Otu is a software that is developed based on Kou and that is applied a license agreement different from this license agreement.

Hei are developer that develop Kou based on Kou.

Tei are developer that develop Otu based on Kou.

2. No guarantee

Hei doesn't do any guarantee to Kou, and not assume any responsibility.

3. Restriction

When Kou was used, was reproduced, distributed, and changed, the user agreed according to all regulations of the license agreement of Kou.

The user can use, reproduce, change, and distribute A.

Hei should follow the following condition when changing to Kou, and reproducing and distributing it.

- Specify the thing of being changed.
- Specify the obtaining whereabouts destination of Kou before it changes.
- Specify the person who changes.
- Bundle and distribute the copy of this license agreement.

Tei can apply an arbitrary permission contract as long as it meets the following requirement for Otu.

- Specify making based on Kou.
- Guarantee for Hei not to assume any responsibility not to do any guarantee.
- Specify the person who changes.
- Specify that the license agreement applied to Otu is what Tei originally applied.
- Do not obligate opening the source code to the public when you permit the modification of Otu.

This is not formal version. It is only reference.