

Autobuild

Automate building software and generate build status summary
for version 3.3, 26 August 2004

Simon Josefsson

This manual is last updated 26 August 2004 for version 3.3 of Autobuild.

Copyright © 2004 Simon Josefsson.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections, with the Front-Cover Texts being “A GNU Manual,” and with the Back-Cover Texts as in (a) below. A copy of the license is included in the section entitled “GNU Free Documentation License.”

(a) The FSF’s Back-Cover Text is: “You have freedom to copy and modify this GNU Manual, like GNU software. Copies published by the Free Software Foundation raise funds for GNU development.”

Table of Contents

1	Introduction	1
2	Tutorial	2
3	Integrating ‘autobuild.m4’ In Your Project...	4
4	Build Robot	5
4.1	SourceForge Compile Farm Back End	5
5	Scripting The Build Robot	7
6	Invoking autobuild	8
6.1	Synopsis	8
6.2	Description	8
7	Invoking htmlize	10
7.1	Synopsis	10
7.2	Description	10
Appendix A	Copying This Manual	11
A.1	GNU Free Documentation License	11
A.1.1	ADDENDUM: How to use this License for your documents	17
Index	18

1 Introduction

Autobuild is a package that process output from building software, primarily focused on packages using Autoconf and Automake, and then generate a HTML summary file, containing links to each build log. The output include project name, version, build host types (cross compile aware), compiler host name, date of build, and indication of success or failure. The output is indexed in many ways to simplify browsing.

Autobuild can also help you automate building your project on many systems concurrently. Users with accounts on the SourceForge compile farms will be able to invoke a parallel build of their software, and produce a summary of the build status, after reading this manual.

The quickest way to get an understanding of what Autobuild can do for you, is to look at some example output. For now, we recommend looking at how Autobuild is used in the GNU Libidn project, see <http://josefsson.org/autobuild-logs/libidn.html>.

2 Tutorial

The first step is to collect build logs of your package. Autobuild can help you do this, but you can also do it easily yourself, as follows.

```
jas@latte:~/src/libidn-0.5.0$ ./configure > ~/libidn.txt
jas@latte:~/src/libidn-0.5.0$ make check >> ~/libidn.txt
```

Now let Autobuild parse the file.

```
jas@latte:~/src/libidn-0.5.0$ cd
jas@latte:~$ autobuild --dry-run --verbose libidn.txt
'libidn.txt':
Project: libidn
Revision: 0.5.0
Mode: default
Hosttype: i686-pc-linux-gnu
Buildtype: i686-pc-linux-gnu
Hostname: unknown
Timestamp: unknown
Status: ok
jas@latte:~$
```

Everything went fine, except possibly that the hostname and timestamp have default looking values. If Autobuild is not able to guess more important values, such as the project name, you may have to use a command line parameter, e.g. `--project`. You could also consider improving the guessing logic.

Now, one build log isn't much if you want to make an overview. Let's create another build log.¹

```
jas@latte:~/src/libidn-0.5.1$ td > ~/libidn2.txt
```

If you have Emacs and `htmlize.el` installed, you can markup this log file up using the `htmlize` tool.

```
jas@latte:~$ htmlize libidn2.txt libidn2.html
jas@latte:~$
```

Ok, now we have two build logs, and one of them has even been converted into HTML format. Let's generate a summary for them. Notice that here Autobuild is actually parsing a HTML page, which can be less reliable than parsing a text file.

```
jas@latte:~$ autobuild --verbose libidn.txt libidn2.html > example.html
'libidn.txt':
Project: libidn
Revision: 0.5.0
Mode: default
Hosttype: i686-pc-linux-gnu
Buildtype: i686-pc-linux-gnu
Hostname: unknown
Timestamp: unknown
```

¹ The script 'td' is not part of Autobuild. It is responsible for logging on a remote machine and building a package – it may be cleaned up and discussed here in the future.

```
Status: ok
'libidn2.html':
Project: libidn
Revision: 0.5.1
Mode: default
Hosttype: i386-unknown-netbsdelf1.6
Buildtype: i386-unknown-netbsdelf1.6
Hostname: 192.233.54.143
Timestamp: unknown
Status: ok
jas@latte:~$
```

See the 'examples/' sub-directory in the Autobuild source code distribution, it contains the 'libidn.txt' and 'libidn2.txt' files, and a Makefile that will execute the above commands. In that directory, you can remove the distributed 'example.html' and type *make example.html* to regenerate it.

3 Integrating ‘autobuild.m4’ In Your Project

A normal build log from an Autoconf/Automake based project do normally not include the project name, revision, time stamp of build or host name of the build host. Specifying these values using `--project` etc (see [Chapter 6 \[Invoking autobuild\], page 8](#)) can be tedious, especially considering that it would be so simple for the Autoconf ‘configure’ script to print them.

To solve the above problem, Autobuild include a M4 macro suitable for use in your Autoconf project, invoked from ‘configure.ac’. Properly installed, the macro will make your project print something similar to the following output (this example is what the Autobuild itself print during its build), as part of its build. This format is later recognized by Autobuild.

```
...
checking build system type... i686-pc-linux-gnu
checking host system type... i686-pc-linux-gnu
configure: autobuild project... autobuild
configure: autobuild revision... 1.2
configure: autobuild hostname... latte
configure: autobuild timestamp... 20040708-163123
...
```

To use the macro, put something like the following in your ‘configure.ac’:

```
AB_INIT
```

Then make sure your Autoconf installation can find the ‘autobuild.m4’ which should have been installed when you installed Autobuild.

The macro can take an optional parameter, the build mode, as follows:

```
AB_INIT(whatever)
```

This would result in an additional message:

```
...
configure: autobuild mode... whatever
...
```

4 Build Robot

Collecting build logs manually, especially when more platforms are involved, is tedious. Autobuild can help you with this.

The details of how to send the source code to all build systems, and how to invoke the actual software build on all systems, depend on your environment. To help separate these details, Autobuild have two commands, **abput** and **abbuild**, that act as generic front ends. The **abput** tool is responsible for uploading your source code to the build systems. The **abbuild** tool is responsible for logging on to each system and build the software. The reason these two steps are separated is that the **abput** step can be time consuming, and it is typically invoked less frequently than the **abbuild** step. Here's a typical scenario:

```
$ abput --system sourceforge yourproject-4.2.tar.gz
...
$ abbuild sourceforge yourproject-4.2.tar.gz alpha-linux1
...
```

The **abput** tool is invoked by specifying the **--system** parameter naming each back end, and the file name to upload. The file name is typically the output from Automake **make dist**, i.e., **'yourproject-4.2.tar.gz'**. The tool will then invoke a back end, **abput-system**, with the file name as parameter, for each of the provided systems. The back end could use FTP, Secure Shell SCP, **cp** to NFS-mounted file systems, etc. As you can imagine, the **abput** tool is a simple shell script, but you can make **abput-system** however complex you need.

Likewise, the **abbuild** tool is a simple front end for the back end scripts, **abbuild-system**, that are responsible for building your project on the host given as a parameter. It will typically use **telnet** or Secure Shell (**ssh**) to log on to a system, and then unpack the source code and invoke **./configure && make check** or similar.

The intention is that you will implement the details of uploading the software package to your various build systems in a script **abput-somename**, and the details of building the project on those systems in a script **abput-somename**.

4.1 SourceForge Compile Farm Back End

Autobuild ships with one set of example scripts, **abput-sourceforge** and **abbuild-sourceforge**, which are written to upload files and build projects on the SourceForge Compile Farms (see <http://www.sf.net/> for more information). As SourceForge utilize **ssh** with public key authentication, there is little configuration needed. In fact, the only thing you will need to tell the Autobuild SourceForge back end is your SourceForge user name, in case it is different from your login user name.

If you have an account **joe42** on the SourceForge compile farms, here is how you would use Autobuild to build your hypothetical package **yourproject**.

```
~/src/yourproject$ make dist
...
~/src/yourproject$ abput -s sourceforge \
    yourproject-4.2.tar.gz
yourproject-4.2.tar.gz      100% 2556KB  79.9KB/s   00:32
~/src/yourproject$ ABSFUSER=joe42 abbuild \
```



```

yourproject-4.2.tar.gz \
sourceforge x86-linux2
checking build system type... i686-pc-linux-gnu
checking host system type... i686-pc-linux-gnu
checking target system type... i686-pc-linux-gnu
checking for a BSD-compatible install... /usr/bin/install -c
checking whether build environment is sane... yes
checking for gawk... gawk
checking whether make sets $(MAKE)... yes
configure: autobuild project... yourproject
configure: autobuild revision... 4.2
configure: autobuild hostname... x86-linux2.cf.sourceforge.net
configure: autobuild timestamp... 20040826-115252
...
PASS: simple
PASS: anonself
=====
All 2 tests passed
=====
...
~/src/yourproject$

```

Supplying the ABSFUSER environment variable can be removed, if you set it in the shell script file ‘~/ab-sf’ which is sourced by abbuild-sourceforge.

```
$ echo ABSFUSER=joe42 > ~/ab-sf
```

5 Scripting The Build Robot

The tools `abput` and `abbuild` helped you build your project, but you would still need to invoke those commands for each host in all your systems. The natural next step is to write a script to do this for you. One isn't included with Autobuild, but the following is what the author uses. Let it serve as inspiration.

```
#!/bin/bash
BASE=~/.src/logs
HOSTS="alpha-linux1 amd64-linux1 ppc-osx2 \
      shell sparc-solaris1 sparc-solaris2 \
      x86-linux2 x86-openbsd1 x86-solaris1"
FILE=$1

test x$FILE == x && echo "Usage: $0 FILE" && exit 1

for HOST in $HOSTS; do
    OUT=$BASE/$FILE-$HOST-output

    if test -f $OUT; then
        echo Working $host... remove $OUT to start again
    else
        abbuild $FILE sourceforge $HOST > $OUT 2>&1 &
    fi
done
```

As you can see, it will launch many `abbuild` processes in parallel, one for each host on the SourceForge system. All output are redirected into files named after the project name, version and host, below the directory `~/src/logs`. Incidentally, that directory contain a CVS repository of such files, which is checked out on a web server, to make the build logs accessible for interested parties.

Once the build processes has been started, you can get an overview of the process by invoking `automake` and viewing the output in a HTML browser.

```
~/src/logs$ autobuild yourproject-**-output > yourproject.html
```

The final touch can be given by converting the build logs to HTML, and then let the index page link to them. The HTMLized build logs are easier to read.

```
~/src/logs$ for i in yourproject-**-output; do \
    htmlize -u $i; done
~/src/logs$ autobuild yourproject-**-output.html > yourproject.html
```

That's all folks!

6 Invoking autobuild

6.1 Synopsis

```
autobuild [OPTION]... FILE...
```

6.2 Description

Read and parse build logs to find project name, revision, build mode, build host type, build type (for cross compile builds), hostname, and timestamp, then print a HTML page with information and links to the logs.

See [Chapter 2 \[Tutorial\]](#), page 2, for more discussion.

Mandatory arguments to long options are mandatory for short options too.

```
--abort
    Abort if any of the following values cannot be guessed: project
    name, revision, host type, and build type.
```

```
-n, --dry-run
    Just parse, dont print output.
```

```
-v, --verbose
    Explain what is being done.
```

For use when autobuild fail to guess the values properly:

```
-p, --project=STRING
    Specify project name.
```

```
--revision=STRING
    Specify project revision.
```

```
--mode=STRING
    Specify build mode (typically default).
```

```
--hosttype=STRING
    Specify host type (e.g., i686pclinuxgnu).
```

```
--buildtype=STRING
    Specify build type (e.g., m68kuclinuxelf). Different from
    hosttype for cross compiles.
```

```
--hostname=STRING
    Specify name of host log was created on.
```

```
--timestamp=STRING
    Specify when build was made. Any date format will work, but
    'YYYY-MM-DD+HH.MM.SS' is recommended.
```

`--status=STRING`

Outcome of build. Any string will work, but "ok" and "fail" are recommended for the two basic outcomes.

Other options:

`--help` Display this help and exit.

`--version`

Output version information and exit.

7 Invoking `htmlize`

7.1 Synopsis

Add markup to file and save as HTML.

```
htmlize [OPTION]... INFILE [OUTFILE [EMACS-MODE]]
```

7.2 Description

Launch Emacs and load *INFILE* into a buffer, then invoke a major mode for font locking, and render the fontified buffer as HTML, saving the result into *OUTFILE*.

Emacs must have `'htmlfontify.el'` installed in its load-path.

If *OUTFILE* is not specified, it will use *INFILE* appended with `.html`.

If *EMACS-MODE* is not specified, `compilation-mode` will be used.

Options:

`--emacs` COMMAND

Use specified command to invoke emacs, e.g. `"emacs21"`.

`--mode` MODE

Fontify file using specified Emacs mode, defaults to `"compilation-mode"`. E.g., `"sh-mode"`.

`-f`, `--force`

Overwrite *OUTFILE* if it exists, instead of exiting unsuccessfully with an error message.

`-u`, `--update`

Only write to *OUTFILE* when *OUTFILE* does not exist, or when *INFILE* is more recent than *OUTFILE*.

`-h`, `--help`

Display this help and exit successfully.

`--version`

Display version information and exit successfully.

Environment variables:

EMACS The Emacs editor command.

Simple example:

```
htmlize mybuildlog.txt mybuildlog.html
```

Appendix A Copying This Manual

A.1 GNU Free Documentation License

Version 1.2, November 2002

Copyright © 2000,2001,2002 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307, USA

Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document *free* in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or non-commercially. Secondly, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of “copyleft”, which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.

1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The “Document”, below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as “you”. You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A “Modified Version” of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A “Secondary Section” is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document’s overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The “Invariant Sections” are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The “Cover Texts” are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A “Transparent” copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not “Transparent” is called “Opaque”.

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The “Title Page” means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, “Title Page” means the text near the most prominent appearance of the work’s title, preceding the beginning of the body of the text.

A section “Entitled XYZ” means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as “Acknowledgements”, “Dedications”, “Endorsements”, or “History”.) To “Preserve the Title” of such a section when you modify the Document means that it remains a section “Entitled XYZ” according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.

2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies.

3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.

4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

- A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any,

- be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.
- B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.
 - C. State on the Title page the name of the publisher of the Modified Version, as the publisher.
 - D. Preserve all the copyright notices of the Document.
 - E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.
 - F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.
 - G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.
 - H. Include an unaltered copy of this License.
 - I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.
 - J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.
 - K. For any section Entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein.
 - L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.
 - M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version.
 - N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section.
 - O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their

titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.

5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements."

6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.

7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an “aggregate” if the copyright resulting from the compilation is not used to limit the legal rights of the compilation’s users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document’s Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.

8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled “Acknowledgements”, “Dedications”, or “History”, the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.

9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided for under this License. Any other attempt to copy, modify, sublicense or distribute the Document is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License “or any later version” applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation.

A.1.1 ADDENDUM: How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

```
Copyright (C)  year  your name.
Permission is granted to copy, distribute and/or modify this document
under the terms of the GNU Free Documentation License, Version 1.2
or any later version published by the Free Software Foundation;
with no Invariant Sections, no Front-Cover Texts, and no Back-Cover
Texts.  A copy of the license is included in the section entitled ‘‘GNU
Free Documentation License’’.
```

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the “with...Texts.” line with this:

```
with the Invariant Sections being list their titles, with
the Front-Cover Texts being list, and with the Back-Cover Texts
being list.
```

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.

Index

A

autobuild..... 8

F

FDL, GNU Free Documentation License..... 11

H

htmlize..... 10

I

invoking autobuild..... 8

invoking htmlize..... 10