



# Eclipse Thingweb Dual Licensing Request

# Description of the Thingweb Project

- Open-source toolkit for the **W3C Web of Things ecosystem** with modular implementations of standardized building blocks
  - **WoT Thing Description (TD)**
  - **WoT Binding Templates**
  - **WoT Scripting API**
  - more to come
- Will contain sub-projects with building block implementations for different platforms, frameworks, and/or languages
- Initial contributions:
  - **Thingweb node-wot**, reference implementation of a WoT software stack (“Servient”) based on Node.js
  - **Thingweb Java**, WoT Servient in Java
  - **Thingweb Directory**, directory service for WoT Thing Descriptions
  - **Thingweb WebUI**, browser app to visualize TDs and enable the interaction with Things from the Web browser

# Considerations

- **Thingweb node-wot** is the reference implementation of the W3C WoT Working
- This makes it an official W3C deliverable
- **W3C deliverables must be published under the W3C License**
- The W3C License is identical to the MIT License
- For easier code adoption in other Eclipse projects, EPL should also be kept

# Summary

- Eclipse Thingweb will also include reference implementations of emerging W3C standards
- Official W3C deliverables must be available under the W3C License
- Therefore, the Thingweb project seeks the Eclipse Board's approval to **dual-license** the source code under **W3C and EPL**