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In your requests please include the following reference number 78EE117C99-1008712765

Contents

1.1 libvpx 1.6.1

1.1.1 Available under license

1.2 twolame 0.3.13

1.2.1 Available under license

1.3 enterpriselibrary-common 5.0

1.3.1 Available under license

1.4 rapidxml 1.13

1.4.1 Available under license

1.5 vid-stab 0.98

1.5.1 Available under license

1.6 system-threading-overlapped 4.6.26011.01

1.6.1 Available under license

1.7 json-cpp 2.1.24.0

1.7.1 Available under license

1.8 openssl 1.0.0g

1.8.1 Available under license

1.9 websocketsharpfork 2.0.50727

1.9.1 Available under license

1.10 swscale 5.6.100

1.10.1 Available under license

1.11 libvpx 1.1.0

1.11.1 Available under license

1.12 gsoap 2.8.14

1.12.1 Available under license

1.13 x264 2762

1.13.1 Available under license

- 1.14 libjpeg 6b**
 - 1.14.1 Notifications
 - 1.14.2 Available under license
- 1.15 microsoft-netcore-app 1.0.24212.01.**
 - 1.15.1 Available under license
- 1.16 curl 7.58.0**
 - 1.16.1 Available under license
- 1.17 fridibi 0.19.6**
 - 1.17.1 Available under license
- 1.18 libvorbis 1.3.5**
 - 1.18.1 Available under license
- 1.19 libbluray 1.0.0**
 - 1.19.1 Available under license
- 1.20 commonservicelocator 1.0.0.0**
 - 1.20.1 Available under license
- 1.21 cg-pluralization 4.7.2053.0**
 - 1.21.1 Available under license
- 1.22 zlib 1.1.4**
 - 1.22.1 Available under license
- 1.23 unity-interception-netcore 2.0.414.0**
 - 1.23.1 Available under license
- 1.24 enterpriselibrary-logging 5.0.414.0**
 - 1.24.1 Available under license
- 1.25 bzip2 1.0.6**
 - 1.25.1 Available under license
- 1.26 ffmpeg 4.1.**
 - 1.26.1 Available under license
- 1.27 speex 1.2.0**
 - 1.27.1 Available under license
- 1.28 libass 0.10.0**
 - 1.28.1 Available under license
- 1.29 orc 0.4.16**
 - 1.29.1 Available under license
- 1.30 expat 2.1.0**
 - 1.30.1 Available under license
- 1.31 fastjson 2.1.24.0**
 - 1.31.1 Available under license
- 1.32 newtonsoft-json 4.5.6.14930**
 - 1.32.1 Available under license

- 1.33 system-valuetuple 4.6.26011.01**
 - 1.33.1 Available under license
- 1.34 opus 1.1.4**
 - 1.34.1 Available under license
- 1.35 live555 0.89**
 - 1.35.1 Available under license
- 1.36 websocketsharp-netstandard 2.0.50727**
 - 1.36.1 Available under license
- 1.37 microsoft-netcore-app 4.6.26011.1**
 - 1.37.1 Available under license
- 1.38 unity-interception 2.0.414.0**
 - 1.38.1 Available under license
- 1.39openh264 2.0.0**
 - 1.39.1 Available under license
- 1.40 openjpeg 2.1.2**
 - 1.40.1 Available under license
- 1.41 openssl 1.0.1e**
 - 1.41.1 Available under license
- 1.42 microsoft-netcore-app 4.6.26011.01**
 - 1.42.1 Available under license
- 1.43 microsoft-netcore-app 4.6.25714.01**
 - 1.43.1 Available under license
- 1.44 boost 1.57.0**
 - 1.44.1 Available under license
- 1.45 openssl 1.0.1h**
 - 1.45.1 Available under license
- 1.46 soxr 0.1.2**
 - 1.46.1 Available under license
- 1.47 microsoft-netcore-app 4.7.2053.0**
 - 1.47.1 Available under license
- 1.48 zlib 1.2.3**
 - 1.48.1 Available under license
- 1.49 openssl 1.1.0f**
 - 1.49.1 Available under license
- 1.50 openssl 1.0.1c**
 - 1.50.1 Available under license
- 1.51 mongodb-driver 4**
 - 1.51.1 Available under license
- 1.52 system-security-cryptography-algorithms 4.6.26011.01**

- 1.52.1 Available under license
- 1.53 zlib 1.2.8**
 - 1.53.1 Available under license
- 1.54 system-json 3.0.0-preview7.19362.9**
 - 1.54.1 Available under license
- 1.55 xerces-c 3.1.1**
 - 1.55.1 Available under license
- 1.56 log4cplus 1.1.3**
 - 1.56.1 Available under license
- 1.57 libass 0.13.6**
 - 1.57.1 Available under license
- 1.58 ilbc 2.0.2**
 - 1.58.1 Available under license
- 1.59openh264 2.0**
 - 1.59.1 Available under license
- 1.60 system-data-common 4.6.26011.01**
 - 1.60.1 Available under license
- 1.61 mongodb-driver-core 2.7.3**
 - 1.61.1 Available under license
- 1.62 sqlite 3.7.0.1**
 - 1.62.1 Available under license
- 1.63 system-runtime-interservices-runtimeinformation 1.0.24212.01.**
 - 1.63.1 Available under license
- 1.64 speex 1.2rc1**
 - 1.64.1 Available under license
- 1.65 fontconfig 2.12.1**
 - 1.65.1 Available under license
- 1.66 fribidi 0.19.2**
 - 1.66.1 Available under license
- 1.67 openssl 1.0.2f**
 - 1.67.1 Available under license
- 1.68 zlib 1.2.1**
 - 1.68.1 Available under license
- 1.69 libvpx 1.7.0-1695-ge3210930f**
 - 1.69.1 Available under license
- 1.70 lame 3.99**
 - 1.70.1 Available under license
- 1.71 mongodb-bson 2.7.3**
 - 1.71.1 Available under license

1.72 ffmpeg 2.1.2

1.72.1 Available under license

1.73 system-net-http 4.6.26011.01

1.73.1 Available under license

1.74 bzip2 1.0.5

1.74.1 Available under license

1.75 zlib 1.2.6

1.75.1 Available under license

1.76 zlib 1.2.5

1.76.1 Available under license

1.77 schroedinger 1.0

1.77.1 Available under license

1.78 libpng 1.2.7

1.78.1 Available under license

1.79 system-io-compression 4.6.26011.01

1.79.1 Available under license

1.80 dnssclient 1.0.7

1.80.1 Available under license

1.81 system-runtime-interopservices-runtimeinformation 4.6.26011.01

1.81.1 Available under license

1.1 libvpx 1.6.1

1.1.1 Available under license :

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Authors: Loren Merritt <lorenm@u.washington.edu>

Anton Mitrofanov <BugMaster@narod.ru>

Jason Garrett-Glaser <darkshikari@gmail.com>

Henrik Gramner <hengar-6@student.ltu.se>

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Ajay Joshi <jaj@google.com>
Balzs Dn <balazs.dan@gmail.com>
Bharat Mediratta <bharat@menalto.com>
Chandler Carruth <chandlerc@google.com>
Chris Prince <cprince@google.com>
Chris Taylor <taylorc@google.com>
Dan Egnor <egnor@google.com>
Eric Roman <eroman@chromium.org>
Hady Zalek <hady.zalek@gmail.com>
Jeffrey Yasskin <jyasskin@google.com>
Ji Sigursson <joi@google.com>
Keir Mierle <mierle@gmail.com>
Keith Ray <keith.ray@gmail.com>
Kenton Varda <kenton@google.com>
Manuel Klimek <klimek@google.com>
Markus Heule <markus.heule@gmail.com>
Mika Raento <mikie@iki.fi>
Mikls Fazekas <mfazekas@szemafor.com>
Pasi Valminen <pasi.valminen@gmail.com>
Patrick Hanna <phanna@google.com>
Patrick Riley <pfr@google.com>
Peter Kaminski <piotrk@google.com>
Preston Jackson <preston.a.jackson@gmail.com>
Rainer Klaffenboeck <rainer.klaffenboeck@dynatrace.com>
Russ Cox <rsc@google.com>
Russ Rufer <russ@pentad.com>
Sean Mcafee <eefacm@gmail.com>
Sigurur sgeirsson <siggi@google.com>
Tracy Bialik <tracy@pentad.com>
Vadim Berman <vadimb@google.com>
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Version 2.1, February 1999

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- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Properties/AssemblyInfo.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/IUserRepository.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.UnitTests/ExpensesFixture.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/Properties/AssemblyInfo.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/Util/DatabaseHelper.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.UnitTests/ValidationFixture.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/TracingAndInterceptionAppBlockFixture.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/UserRepository.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Model/User.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/ExpensesDataContext.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Validation/ApproverValidator.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Model/ReimbursementMethod.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Approve.aspx.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Security/RulesPrincipalPermission.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/UnityBootstrapperFixture.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/AddExpense.aspx.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.UnitTests/Util/StubHelper.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/IExpenseDataContext.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/IProfileStore.cs
- * /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-

V5/aExpense.UnitTests/Mocks/MockExpenseTable.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Utility/HttpApplicationStateExtensions.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/Util/StubHelper.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/ExceptionHandling/NotifyException.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/DataAccessApplicationBlockFixture.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/UnityBootstrapperScenarios.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Model/Expense.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Styling/Site.Master.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/Util/ExceptionAssertHelper.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Utility/Constants.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.UnitTests/Mocks/MockExpenseDataContext.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.UnitTests/Util/ExceptionAssertHelper.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Model/ModelExtensions.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.UnitTests/Properties/AssemblyInfo.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Security/RulesPrincipalPermissionAttribute.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/SimulatedWindowsAuthentication.aspx.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Validation/DuplicateExpenseDetailsValidator.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/CachingFixture.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Instrumentation/TracingBehavior.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/ExpenseRepository.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Model/ExpenseItem.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/UserRepositoryFixture.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.UnitTests/ModelExtensionsFixture.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Global.asax.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-

V5/aExpense/Default.aspx.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Utility/ContainerBootstrapper.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/ExpenseTable.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/SimulatedLdapProfileStore.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/IEExpenseTable.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/ExpenseRepositoryFixture.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/DataAccessLayer/ProfileExtensions.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/Util/ProfileStoreHelper.cs
* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense.Tests/ExceptionHandlingAppBlockFixture.cs
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* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Scripts/jquery-ui-1.8.custom.min.js

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*
* Date: Thu Nov 11 19:04:53 2010 -0500
*/
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* /opt/ws_local/PERMITS_SQL/1013397298_1592345992.04/0/enterpriselibrary-common205-0-zip/EL-V5/aExpense/Scripts/jquery-1.4.4.min.js
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* jQuery validation plugin 1.10.0

*

* <http://bassistance.de/jquery-plugins/jquery-plugin-validation/>

* <http://docs.jquery.com/Plugins/Validation>

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1.4 rapidxml 1.13

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1.5 vid-stab 0.98

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1.6 system-threading-overlapped 4.6.26011.01

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/*

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** BYTE Magazine's Native Mode benchmarks

** Rick Grehan, BYTE Magazine

**

** Create:

** Revision: 3/95

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<Project Sdk="Microsoft.NET.Sdk">
  <PropertyGroup>
    <OutputType>Exe</OutputType>
    <ApplicationManifest>App.manifest</ApplicationManifest>
    <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
    <IlrtTestKind>BuildOnly</IlrtTestKind>
    <!-- Test unsupported outside of windows -->
    <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
    <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
    <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
    <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
  </PropertyGroup>
  <ItemGroup>
    <Compile Include="Program.cs" />
    <Compile Include="..\..\ServerContracts/Server.CoClasses.cs" />
    <Compile Include="..\..\ServerContracts/Server.Contracts.cs" />
    <Compile Include="..\..\ServerContracts/Server.Guids.cs" />
  </ItemGroup>
  <ItemGroup>
    <ProjectReference Include="..\..\NativeServer/CMakeLists.txt" />
    <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
  </ItemGroup>
</Project>

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version 1.2.11, January 15th, 2017

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Chris Re (cmr28@cornell.edu) and Werner Vogels (vogels@cs.cornell.edu)

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new XElement("TITLE", "The Tragedy of Hamlet, Prince of Denmark"),  
new XElement("fm",  
    new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),  
    new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),  
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```

1.7 json-cpp 2.1.24.0

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1.8 openssl 1.0.0g

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```
<one line to give the program's name and a brief idea of what it does.>  
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```

```
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```
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This is free software, and you are welcome to redistribute it  
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```

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1.9 websocketsharpfork 2.0.50727

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1.11 libvpx 1.1.0

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Authors: Loren Merritt <lorenm@u.washington.edu>
Anton Mitrofanov <BugMaster@narod.ru>
Jason Garrett-Glaser <darkshikari@gmail.com>
Henrik Gramner <hengar-6@student.ltu.se>

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Ajay Joshi <jaj@google.com>
Balzs Dn <balazs.dan@gmail.com>
Bharat Mediratta <bharat@menalto.com>
Chandler Carruth <chandlerc@google.com>
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1.12 gsoap 2.8.14

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1.14 libjpeg 6b

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DOCUMENTATION ROADMAP

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This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
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TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
rdjpgcom, and wjjpgcom.

*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderrules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW

=====

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability;

for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has

been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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REFERENCES

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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead;

it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from [ftp.sgi.com](ftp://ftp.sgi.com) or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

ARCHIVE LOCATIONS

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The "official" archive site for this software is [ftp.uu.net](ftp://ftp.uu.net) (Internet address 192.48.96.9). The most recent released version can always be found

there in directory graphics/jpeg. This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only <ftp.uu.net> is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the <ftp.uu.net> release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other news.answers archive sites, including the official news.answers archive at [rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/). If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

send usenet/news.answers/jpeg-faq/part1

send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>. Unfortunately PBPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it

is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.15 microsoft-netcore-app 1.0.24212.01.

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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1.18 libvorbis 1.3.5

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1.22 zlib 1.1.4

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

*/

1.23 unity-interception-netcore 2.0.414.0

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1.25 bzip2 1.0.6

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jseward@acm.org

bzip2/libbzip2 version 1.0.2 of 30 December 2001

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```
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/*
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usage: minibz2 [-d] [-{1,2,..9}] [[srcfilename] destfilename]
*/
```

1.26 ffmpeg 4.1.

1.26.1 Available under license :

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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
 - `libavcodec/x86/flac_dsp_gpl.asm`
 - `libavcodec/x86/idct_mmx.c`
 - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
 - `compat/solaris/make_sunver.pl`
 - `doc/t2h.pm`
 - `doc/txi2pod.pl`
 - `libswresample/swresample-test.c`
 - `tests/checkasm/*`
 - `tests/tiny_ssim.c`
- the following filters in libavfilter:
 - `vf_blackframe.c`
 - `vf_boxblur.c`
 - `vf_colormatrix.c`
 - `vf_cover_rect.c`
 - `vf_croptdetect.c`
 - `vf_delogo.c`
 - `vf_eq.c`


```
- `vf_find_rect.c`  
- `vf_fspp.c`  
- `vf_geq.c`  
- `vf_histeq.c`  
- `vf_hqdn3d.c`  
- `vf_interlace.c`  
- `vf_kerndeint.c`  
- `vf_mcdeint.c`  
- `vf_mpdecimate.c`  
- `vf_owdenoise.c`  
- `vf_perspective.c`  
- `vf_phase.c`  
- `vf_pp.c`  
- `vf_pp7.c`  
- `vf_pullup.c`  
- `vf_repeatfields.c`  
- `vf_sab.c`  
- `vf_smartblur.c`  
- `vf_spp.c`  
- `vf_stereo3d.c`  
- `vf_super2xsai.c`  
- `vf_tinterlace.c`  
- `vf_uspp.c`  
- `vsrc_mptestsrc.c`
```

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There are a handful of files under other licensing terms, namely:

- * The files ``libavcodec/jfdctfst.c``, ``libavcodec/jfdctint_template.c`` and ``libavcodec/jrevdct.c`` are taken from libjpeg, see the top of the files for licensing details. Specifically note that you must credit the IJG in the documentation accompanying your program if you only distribute executables. You must also indicate any changes including additions and deletions to those three files in the documentation.
- * ``tests/reference.pnm`` is under the expat license.

External libraries

FFmpeg can be combined with a number of external libraries, which sometimes affect the licensing of binaries resulting from the combination.

Compatible libraries

The following libraries are under GPL:

- frei0r
- libcdio
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

The OpenCORE and VisualOn libraries are under the Apache License 2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with version 3 of those licenses. So to combine these libraries with FFmpeg, the license version needs to be upgraded by passing `--enable-version3` to configure.

Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass `--enable-nonfree` to configure. This will cause the resulting binary to be unredistributable.

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1.30 expat 2.1.0

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1.31 fastjson 2.1.24.0

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1.32 newtonsoft-json 4.5.6.14930

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```
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```

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Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

```
<signature of Ty Coon>, 1 April 1990  
Ty Coon, President of Vice
```

That's all there is to it!

1.33 system-valuetuple 4.6.26011.01

1.33.1 Available under license :

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```

```

using System.Runtime.InteropServices;
using System.Net.NetworkInformation;

internal static partial class Interop
{
    internal static partial class Sys
    {
        [StructLayout(LayoutKind.Sequential)]
        public unsafe struct IPEndPointInfo
        {
            public fixed byte AddressBytes[16];
            public uint NumAddressBytes;
            public uint Port;
            private uint __padding; // For native struct-size padding. Does not contain useful data.
        }

        [StructLayout(LayoutKind.Sequential)]
        public struct NativeTcpConnectionInformation
        {
            public IPEndPointInfo LocalEndPoint;
            public IPEndPointInfo RemoteEndPoint;
            public TcpState State;
        }

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetEstimatedTcpConnectionCount")]
        public static extern unsafe int GetEstimatedTcpConnectionCount();

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetActiveTcpConnectionInfos")]
        public static extern unsafe int GetActiveTcpConnectionInfos(NativeTcpConnectionInformation* infos, int*
infoCount);

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetEstimatedUdpListenerCount")]
        public static extern unsafe int GetEstimatedUdpListenerCount();

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetActiveUdpListeners")]
        public static extern unsafe int GetActiveUdpListeners(IPEndPointInfo* infos, int* infoCount);
    }
}

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using System.Collections.Generic;
using System.IO;
using System.Runtime.InteropServices;

namespace System.Diagnostics
{

```

```

internal static partial class ProcessManager
{
    /// <summary>Gets process infos for each process on the specified machine.</summary>
    /// <param name="machineName">The target machine.</param>
    /// <returns>An array of process infos, one per found process.</returns>
    public static ProcessInfo[] GetProcessInfos(string machineName)
    {
        ThrowIfRemoteMachine(machineName);
        int[] procIds = GetProcessIds(machineName);

        // Iterate through all process IDs to load information about each process
        var processes = new List<ProcessInfo>(procIds.Length);
        foreach (int pid in procIds)
        {
            ProcessInfo pi = CreateProcessInfo(pid);
            if (pi != null)
            {
                processes.Add(pi);
            }
        }

        return processes.ToArray();
    }

    /// <summary>Gets an array of module infos for the specified process.</summary>
    /// <param name="processId">The ID of the process whose modules should be enumerated.</param>
    /// <returns>The array of modules.</returns>
    internal static ProcessModuleCollection GetModules(int processId)
    {
        // We don't have a good way of getting all of the modules of the particular process,
        // but we can at least get the path to the executable file for the process, and
        // other than for debugging tools, that's the main reason consumers of Modules care about it,
        // and why MainModule exists.
        try
        {
            string exePath = GetProcPath(processId);
            if (!string.IsNullOrEmpty(exePath))
            {
                return new ProcessModuleCollection(1)
                {
                    new ProcessModule()
                    {
                        FileName = exePath,
                        ModuleName = Path.GetFileName(exePath)
                    }
                };
            }
        }
    }
}

```

```

        catch { } // eat all errors

        return new ProcessModuleCollection(0);
    }
}
}
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namespace System.Net.NetworkInformation
{
    internal static class IPGlobalPropertiesPal
    {
        public static IPGlobalProperties GetIPGlobalProperties()
        {
            return new BsdIPGlobalProperties();
        }
    }
}
<!--
Description: a source with two atom:contributor elements produces no error
Expect:      !Error
-->

```

```

<feed xmlns="http://www.w3.org/2005/Atom">

    <title>Example Feed</title>
    <link href="http://contoso.com/" />
    <updated>2003-12-13T18:30:02Z</updated>
    <author>
        <name>Author Name</name>
    </author>
    <id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

    <entry>
        <source>
            <title>Source of all knowledge</title>
            <id>urn:uuid:28213c50-f84c-11d9-8cd6-0800200c9a66</id>
            <updated>2003-12-13T17:46:27Z</updated>
            <contributor>
                <name>John Smith</name>
            </contributor>
            <contributor>
                <name>input name</name>
            </contributor>
        </source>
        <title>Atom-Powered Robots Run Amok</title>
    </entry>

```



```
<link href="http://contoso.com/2003/12/13/atom03"/>
<id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
<updated>2003-12-13T18:30:02Z</updated>
<summary>Some text.</summary>
</entry>
```

```
</feed>
```

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```
using System;
using System.Runtime.InteropServices;
```

```
internal static partial class Interop
{
```

```

internal static partial class Sys
{

    [Flags]
    internal enum InterfaceFlags
    {
        InterfaceUp = 0x01,
        InterfaceSupportsMulticast = 0x02,
        InterfaceHasLink = 0x04,
        InterfaceError = 0x08,
    }

    [StructLayoutAttribute(LayoutKind.Sequential)]
    public unsafe readonly struct TcpGlobalStatistics
    {
        public readonly ulong ConnectionsAccepted;
        public readonly ulong ConnectionsInitiated;
        public readonly ulong CumulativeConnections;
        public readonly ulong ErrorsReceived;
        public readonly ulong FailedConnectionAttempts;
        public readonly ulong SegmentsReceived;
        public readonly ulong SegmentsResent;
        public readonly ulong SegmentsSent;
        public readonly int CurrentConnections;
        private readonly int __padding;
    }

    [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetTcpGlobalStatistics")]
    public static extern unsafe int GetTcpGlobalStatistics(out TcpGlobalStatistics statistics);

    [StructLayoutAttribute(LayoutKind.Sequential)]
    public unsafe readonly struct IPv4GlobalStatistics
    {
        public readonly ulong OutboundPackets;
        public readonly ulong OutputPacketsNoRoute;
        public readonly ulong CantFragments;
        public readonly ulong DatagramsFragmented;
        public readonly ulong PacketsReassembled;
        public readonly ulong TotalPacketsReceived;
        public readonly ulong PacketsDelivered;
        public readonly ulong PacketsDiscarded;
        public readonly ulong PacketsForwarded;
        public readonly ulong BadAddress;
        public readonly ulong BadHeader;
        public readonly ulong UnknownProtos;
        public readonly int DefaultTtl;
        public readonly int Forwarding;
    }
}

```

```
[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetIPv4GlobalStatistics")]
public static extern unsafe int GetIPv4GlobalStatistics(out IPv4GlobalStatistics statistics);
```

```
[StructLayoutAttribute(LayoutKind.Sequential)]
public unsafe readonly struct UdpGlobalStatistics
{
    public readonly ulong DatagramsReceived;
    public readonly ulong DatagramsSent;
    public readonly ulong IncomingDiscarded;
    public readonly ulong IncomingErrors;
    public readonly ulong UdpListeners;
}
```

```
[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetUdpGlobalStatistics")]
public static extern unsafe int GetUdpGlobalStatistics(out UdpGlobalStatistics statistics);
```

```
[StructLayoutAttribute(LayoutKind.Sequential)]
public unsafe readonly struct Icmpv4GlobalStatistics
{
    public readonly ulong AddressMaskRepliesReceived;
    public readonly ulong AddressMaskRepliesSent;
    public readonly ulong AddressMaskRequestsReceived;
    public readonly ulong AddressMaskRequestsSent;
    public readonly ulong DestinationUnreachableMessagesReceived;
    public readonly ulong DestinationUnreachableMessagesSent;
    public readonly ulong EchoRepliesReceived;
    public readonly ulong EchoRepliesSent;
    public readonly ulong EchoRequestsReceived;
    public readonly ulong EchoRequestsSent;
    public readonly ulong ParameterProblemsReceived;
    public readonly ulong ParameterProblemsSent;
    public readonly ulong RedirectsReceived;
    public readonly ulong RedirectsSent;
    public readonly ulong SourceQuenchesReceived;
    public readonly ulong SourceQuenchesSent;
    public readonly ulong TimeExceededMessagesReceived;
    public readonly ulong TimeExceededMessagesSent;
    public readonly ulong TimestampRepliesReceived;
    public readonly ulong TimestampRepliesSent;
    public readonly ulong TimestampRequestsReceived;
    public readonly ulong TimestampRequestsSent;
}
```

```
[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetIcmpv4GlobalStatistics")]
public static extern unsafe int GetIcmpv4GlobalStatistics(out Icmpv4GlobalStatistics statistics);
```

```
[StructLayoutAttribute(LayoutKind.Sequential)]
```

```

public unsafe readonly struct Icmpv6GlobalStatistics
{
    public readonly ulong DestinationUnreachableMessagesReceived;
    public readonly ulong DestinationUnreachableMessagesSent;
    public readonly ulong EchoRepliesReceived;
    public readonly ulong EchoRepliesSent;
    public readonly ulong EchoRequestsReceived;
    public readonly ulong EchoRequestsSent;
    public readonly ulong MembershipQueriesReceived;
    public readonly ulong MembershipQueriesSent;
    public readonly ulong MembershipReductionsReceived;
    public readonly ulong MembershipReductionsSent;
    public readonly ulong MembershipReportsReceived;
    public readonly ulong MembershipReportsSent;
    public readonly ulong NeighborAdvertisementsReceived;
    public readonly ulong NeighborAdvertisementsSent;
    public readonly ulong NeighborSolicitsReceived;
    public readonly ulong NeighborSolicitsSent;
    public readonly ulong PacketTooBigMessagesReceived;
    public readonly ulong PacketTooBigMessagesSent;
    public readonly ulong ParameterProblemsReceived;
    public readonly ulong ParameterProblemsSent;
    public readonly ulong RedirectsReceived;
    public readonly ulong RedirectsSent;
    public readonly ulong RouterAdvertisementsReceived;
    public readonly ulong RouterAdvertisementsSent;
    public readonly ulong RouterSolicitsReceived;
    public readonly ulong RouterSolicitsSent;
    public readonly ulong TimeExceededMessagesReceived;
    public readonly ulong TimeExceededMessagesSent;
}

```

```

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetIcmpv6GlobalStatistics")]
public static extern unsafe int GetIcmpv6GlobalStatistics(out Icmpv6GlobalStatistics statistics);

```

```

public readonly struct NativeIPInterfaceStatistics
{
    public readonly ulong SendQueueLength;
    public readonly ulong Mtu;
    public readonly ulong Speed;
    public readonly ulong InPackets;
    public readonly ulong InErrors;
    public readonly ulong OutPackets;
    public readonly ulong OutErrors;
    public readonly ulong InBytes;
    public readonly ulong OutBytes;
    public readonly ulong InMulticastPackets;
    public readonly ulong OutMulticastPackets;
}

```

```

    public readonly ulong InDrops;
    public readonly ulong InNoProto;
    public readonly ulong Flags;
}

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetNativeIPInterfaceStatistics")]
public static extern unsafe int GetNativeIPInterfaceStatistics(string name, out NativeIPInterfaceStatistics stats);

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetNumRoutes")]
public static extern int GetNumRoutes();
}
}
<!--
Description: a feed with two atom:contributor elements
Expect: !Error
-->

<feed xmlns="http://www.w3.org/2005/Atom">

  <title>Example Feed</title>
  <link href="http://contoso.com/" />
  <updated>2003-12-13T18:30:02Z</updated>
  <author>
    <name>Author Name</name>
  </author>
  <contributor>
    <name>John Smith</name>
  </contributor>
  <contributor>
    <name>input name</name>
  </contributor>
  <id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

  <entry>
    <title>Atom-Powered Robots Run Amok</title>
    <link href="http://contoso.com/2003/12/13/atom03" />
    <id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
    <updated>2003-12-13T18:30:02Z</updated>
    <summary>Some text.</summary>
  </entry>

</feed>

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using System;
using System.Diagnostics;

```

```

using System.Runtime.InteropServices;
using System.Text;

using size_t = System.IntPtr;

// This implements shim for sysctl calls.
// They are available on BSD systems - FreeBSD, OSX and others.
// Linux has sysctl() but it is deprecated as well as it is missing sysctlbyname()

internal static partial class Interop
{
    internal static partial class Sys
    {
        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_Sysctl", SetLastError = true)]
        private extern static unsafe int Sysctl(int* name, int namelen, void* value, size_t* len);

        // This is 'raw' sysctl call, only wrapped to allocate memory if needed
        // caller always needs to free returned buffer using Marshal.FreeHGlobal()

        public static unsafe int Sysctl(Span<int> name, ref byte* value, ref int len)
        {
            fixed (int * ptr = &MemoryMarshal.GetReference(name))
            {
                return Sysctl(ptr, name.Length, ref value, ref len);
            }
        }

        public static unsafe int Sysctl(int* name, int name_len, ref byte* value, ref int len)
        {
            IntPtr bytesLength = (IntPtr)len;
            byte * pBuffer = value;
            value = null;
            int ret=-1;

            if (value == null && len == 0)
            {
                // do one try to see how much data we need
                ret = Sysctl(name, name_len, pBuffer, &bytesLength);
                if (ret != 0)
                {
                    throw new InvalidOperationException(SR.Format(SR.InvalidSysctl, *name,
Marshal.GetLastWin32Error()));
                }
                pBuffer = (byte*)Marshal.AllocHGlobal((int)bytesLength);
            }
            ret = Sysctl(name, name_len, pBuffer, &bytesLength);
            if (ret != 0)

```

```

    {
        if (value == null && len == 0)
        {
            // This is case we allocated memory for caller
            Marshal.FreeHGlobal((IntPtr)pBuffer);
        }
        throw new InvalidOperationException(SR.Format(SR.InvalidSysctl, *name,
Marshal.GetLastWin32Error()));
    }

    value = pBuffer;
    len = (int)bytesLength;

    return ret;
}
}
}
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namespace System.Net.NetworkInformation
{
    internal static class NetworkInterfacePal
    {
        /// Returns objects that describe the network interfaces on the local computer.
        public static NetworkInterface[] GetAllNetworkInterfaces()
        {
            return BsdNetworkInterface.GetBsdNetworkInterfaces();
        }

        public static bool GetIsNetworkAvailable()
        {
            foreach (var ni in GetAllNetworkInterfaces())
            {
                if (ni.NetworkInterfaceType == NetworkInterfaceType.Loopback
                    || ni.NetworkInterfaceType == NetworkInterfaceType.Tunnel)
                {
                    continue;
                }
                if (ni.OperationalStatus == OperationalStatus.Up)
                {
                    return true;
                }
            }

            return false;
        }
    }
}

```

```

public static int IPv6LoopbackInterfaceIndex
{
    get
    {
        return LoopbackInterfaceIndex;
    }
}

public static int LoopbackInterfaceIndex
{
    get
    {
        var interfaces = BsdNetworkInterface.GetBsdNetworkInterfaces();
        for (int i = 0; i < interfaces.Length; i++)
        {
            if (interfaces[i].NetworkInterfaceType == NetworkInterfaceType.Loopback)
            {
                return ((UnixNetworkInterface)interfaces[i]).Index;
            }
        }

        throw new NetworkInformationException(SR.net_NoLoopback);
    }
}
}
}
}

```

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```
namespace System.ComponentModel
{
    /// <summary>
    /// Provides the <see langword='abstract'> base class for all licenses. A license is
    /// granted to a specific instance of a component.
    /// </summary>
    public abstract class License : IDisposable
    {
        /// <summary>
        /// When overridden in a derived class, gets the license key granted to this component.
        /// </summary>
        public abstract string LicenseKey { get; }

        /// <summary>
        /// When overridden in a derived class, releases the license.
        /// </summary>
        public abstract void Dispose();
    }
}
<!--
Description: entry with multiple atom:contributor elements
Expect: !Error
-->
```

```
<feed xmlns="http://www.w3.org/2005/Atom">
```

```
<title>Example Feed</title>
```

```
<link href="http://contoso.com"/>
```

```
<updated>2003-12-13T18:30:02Z</updated>
```

```
<author>
```

```
<name>Author Name</name>
```

```
</author>
```

<id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

<entry>

<title>Atom-Powered Robots Run Amok</title>

<link href="http://contoso.com/2003/12/13/atom03"/>

<id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>

<updated>2003-12-13T18:30:02Z</updated>

<summary>Some text.</summary>

<contributor>

<name>John Smith</name>

</contributor>

<contributor>

<name>input name</name>

</contributor>

</entry>

</feed>

<!--

Description: creativeCommons:license element

Expect: !Error

-->

<feed xmlns="http://www.w3.org/2005/Atom"

xmlns:creativeCommons="http://contoso.com/creativeCommonsRssModule">

<title>Example Feed</title>

<link href="http://contoso.com/">

<updated>2003-12-13T18:30:02Z</updated>

<author>

<name>Author Name</name>

</author>

<id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>

<entry>

<title>Atom-Powered Robots Run Amok</title>

<link href="http://contoso.com/2003/12/13/atom03"/>

<id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>

<updated>2003-12-13T18:30:02Z</updated>

<summary>Some text.</summary>

<creativeCommons:license>http://contoso.com/licenses/by/2.0/</creativeCommons:license>

</entry>

</feed>

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<https://github.com/madler/zlib>
http://zlib.net/zlib_license.html

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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Jean-loup Gailly Mark Adler
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*/

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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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```

```
using System.Collections.Generic;
```

```

using System.ComponentModel;

namespace System.Diagnostics
{
    public partial class Process
    {
        /// <summary>
        /// Creates an array of <see cref="Process"/> components that are associated with process resources on a
        /// remote computer. These process resources share the specified process name.
        /// </summary>
        public static Process[] GetProcessesByName(string processName, string machineName)
        {
            if (processName == null)
            {
                processName = string.Empty;
            }

            Process[] procs = GetProcesses(machineName);
            var list = new List<Process>();

            for (int i = 0; i < procs.Length; i++)
            {
                if (string.Equals(processName, procs[i].ProcessName, StringComparison.OrdinalIgnoreCase))
                {
                    list.Add(procs[i]);
                }
                else
                {
                    procs[i].Dispose();
                }
            }

            return list.ToArray();
        }

        /// <summary>
        /// Gets or sets which processors the threads in this process can be scheduled to run on.
        /// </summary>
        private unsafe IntPtr ProcessorAffinityCore
        {
            get
            {
                throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
            }
            set
            {
                throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
            }
        }
    }
}

```

```

}

/// <summary>
/// Make sure we have obtained the min and max working set limits.
/// </summary>
private void GetWorkingSetLimits(out IntPtr minWorkingSet, out IntPtr maxWorkingSet)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // Minimum working set (or resident set, as it is called on *nix) doesn't exist so set to 0
    minWorkingSet = IntPtr.Zero;

    // Get the max working set size
    Interop.Sys.RLimit limit;
    if (Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limit) == 0)
    {
        maxWorkingSet = limit.CurrentLimit == Interop.Sys.RLIM_INFINITY ?
            new IntPtr(long.MaxValue) :
            new IntPtr(Convert.ToInt64(limit.CurrentLimit));
    }
    else
    {
        // The contract specifies that this throws Win32Exception when it fails to retrieve the info
        throw new Win32Exception();
    }
}

/// <summary>Sets one or both of the minimum and maximum working set limits.</summary>
/// <param name="newMin">The new minimum working set limit, or null not to change it.</param>
/// <param name="newMax">The new maximum working set limit, or null not to change it.</param>
/// <param name="resultingMin">The resulting minimum working set limit after any changes applied.</param>
/// <param name="resultingMax">The resulting maximum working set limit after any changes
applied.</param>
private void SetWorkingSetLimitsCore(IntPtr? newMin, IntPtr? newMax, out IntPtr resultingMin, out IntPtr
resultingMax)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // There isn't a way to set the minimum working set, so throw an exception here
    if (newMin.HasValue)
    {
        throw new PlatformNotSupportedException(SR.MinimumWorkingSetNotSupported);
    }
}

```

```

// The minimum resident set will always be 0, default the resulting max to 0 until we set it (to make the
compiler happy)
resultingMin = IntPtr.Zero;
resultingMax = IntPtr.Zero;

// The default hard upper limit is absurdly high (over 9000PB) so just change the soft limit...especially since
// if you aren't root and move the upper limit down, you need root to move it back up
if (newMax.HasValue)
{
    Interop.Sys.RLimit limits = new Interop.Sys.RLimit() { CurrentLimit = (ulong)newMax.Value.ToInt64()
};
    int result = Interop.Sys.SetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, ref limits);
    if (result != 0)
    {
        throw new System.ComponentModel.Win32Exception(SR.RUsageFailure);
    }

    // Try to grab the actual value, in case the OS decides to fudge the numbers
    result = Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limits);
    if (result == 0) resultingMax = new IntPtr((long)limits.CurrentLimit);
}
}
}
}

```

1.34 opus 1.1.4

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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1.38 unity-interception 2.0.414.0

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```
include $(SRC_PATH)build/arch.mk
```

```
SHAREDLIBSUFFIX = so
```

```
SHAREDLIBSUFFIXFULLVER=$(SHAREDLIBSUFFIX).$(FULL_VERSION)
```

```
SHAREDLIBSUFFIXMAJORVER=$(SHAREDLIBSUFFIX).$(SHAREDLIB_MAJORVERSION)
```

```
SHLDFLAGS = -Wl,-soname,$(LIBPREFIX)$(PROJECT_NAME).$(SHAREDLIBSUFFIXMAJORVER)
```

```
CFLAGS += -fPIC -fstack-protector-all
```

```
LDFLAGS += -lpthread
```

```
STATIC_LDFLAGS += -lpthread -lm
```

```
ifeq ($(ASM_ARCH), x86)
```

```
ifeq ($(ARCH), x86_64)
```

```
ASMFLAGS += -f elf64
```

```
else
```

```
ASMFLAGS += -f elf
```

```
endif
```

```
endif
```

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1.40 openjpeg 2.1.2

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
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xmlns:xi="http://www.w3.org/2001/XInclude">
```



```
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<articleinfo>
  <copyright>
    <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
  </copyright>
  <copyright>
    <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
  <copyright>
    <year>1977</year> <year>1985</year> <holder>Someone else</holder>
  </copyright>
</articleinfo>
</article>
```

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Aleksey Gurtovoy (agurtovoy@meta-comm.com)

Andrei Alexandrescu (andrewalex - at - hotmail.com) (See Boost list message of August 12, 2004 11:06:58 AM EST)

Andrew Lumsdaine ()

Anthony Williams (anthony -at- justsoftwaresolutions.co.uk)

Beman Dawes (bdawes@acm.org)

Brad King (brad.king -at- kitware.com) (See Boost list message of Wed, 21 Jul 2004 11:15:46 -0400)

Brian Osman (osman -at- vvisions.com) (See CVS log)

Bruce Barr (schmoost -at- yahoo.com) (See Boost list of Mon, 16 Aug 2004 15:06:43 -0500)

Bruno da Silva de Oliveira (bruno - at - esss.com.br)

Christain Engstrom (christian.engstrom -at- glindra.org) (See Boost list message of Mon, 30 Aug 2004 14:31:49 +0200)

Cromwell D Enage (sponage -at- yahoo.com) (See Boost list message of August 12, 2004 11:49:13 AM EST)

Dan Gohman (djk -at- cray.com) (See Boost list message of Sat, 21 Aug 2004 10:54:59 +0100)

Dan Nuffer (dan -at- nuffer.name)

Daniel Frey (d.frey -at- gmx.de, daniel.frey -at- aixigo.de)

Daniel Nuffer (dan -at- nuffer.name)

Darin Adler (darin -at- bentspoon.com) (Email to Andreas Huber, see change log)

Daryle Walker (darylew - at - hotmail.com)

Dave Abrahams (dave@boost-consulting.com)

Dave Moore (dmooore -at- viefinancial.com) (See Boost list message of 18 Dec 2003 15:35:50 -0500)

David Abrahams (dave@boost-consulting.com)

Dietmar Kuehl (dietmar_kuehl -at- yahoo.com) (Email to Andreas Huber, see change log)

Douglas Gregor (gregod -at- cs.rpi.edu, dgregor -at- cs.indiana.edu, doug.gregor -at- gmail.com)

Dr John Maddock (john - at - johnmaddock.co.uk)

Edward D. Brey (brey -at- ductape.net) (Email to Andreas Huber, see change log)

Eric Ford (un5o6n902 -at- sneakemail.com) (See Boost list message of Sun, 15 Aug 2004 10:29:13 +0100)

Eric Friedman (ebf@users.sourceforge.net)
Eric Niebler (eric@boost-consulting.com)
Fernando Cacciola (fernando_cacciola@ciudad.com.ar)
Fernando Luis Cacciola Carballal (fernando_cacciola@ciudad.com.ar)
Francois Faure (Francois.Faure -at- imag.fr) (See CVS log)
Gary Powell (powellg - at - amazon.com) (See Boost list message of 10 Feb 2004 14:22:46 -0800)
Gennadiy Rozental (rogeeff -at- mail.com) (Email to Andreas Huber, see change log)
Gottfried Ganssaue (Gottfried.Ganssaue -at- HAUFE.DE) (See Boost List message of Mon, 16 Aug 2004 10:09:19 +0200)
Gottfried Ganaue (Gottfried.Ganssaue -at- HAUFE.DE) (Alternative spelling of Gottfried Ganssaue)
Greg Colvin (gregory.colvin -at- oracle.com) (See Boost list message of Sat, 14 Aug 2004 10:57:00 +0100)
Gregory Colvin (gregory.colvin -at- oracle.com) (See Boost list message of Sat, 14 Aug 2004 10:57:00 +0100)
Gunter Winkler (gunter.winkler -at- unibw-muenchen.de) (See Boost List message of Mon, 16 Aug 2004 10:24:17 +0200)
Hartmut Kaiser (hartmut.kaiser -at- gmail.com)
Herve Bronnimann (hbr -at- poly.edu)
Herv Brnnimann (hbr -at- poly.edu)
Housemarque Oy (Ilari Kuittinen ilari.kuittinen -at- housemarque.fi)
Howard Hinnant (hinnant -at- twcnny.rr.com) (See Boost list message of July 25, 2004 3:44:49 PM EST)
Hubert Holin (hubert_holin -at- users.sourceforge.net)
Indiana University ()
Itay Maman (imaman -at- users.sourceforge.net)
Jaakko Jrv (jajarvi -at- osl.iu.edu)
Jaap Suter (j.suter -at- student.utwente.nl) (See Boost list message of Thu, 16 Sep 2004 09:32:43 -0700)
Jeff Garland (jeff - at - crystalclearsoftware.com) (see Boost list post of July 25, 2004 19:31:09 -0700)
Jens Maurer (Jens.Maurer@gmx.net)
Jeremy G Siek (jsiek@osl.iu.edu)
Jeremy Siek (jsiek@osl.iu.edu)
Joel de Guzman (joel -at- boost-consulting.com) (See Boost list message of July 25, 2004 8:32:00 PM EST)
John Bandela (jbandela-at-ufl.edu)
John Maddock (john - at - johnmaddock.co.uk)
John R Bandela (jbandela-at-ufl.edu)
Jonathan Turkanis (turkanis -at- coderage dot com)
Juergen Hunold (hunold -at- ive.uni-hannover.de) (See Boost List Message of Fri, 13 Aug 2004 19:39:55 +0200)
Kevlin Henney (kevin -at- curbralan.com) (See Boost list message of Wed, 15 Sep 2004 18:15:17 +0200)
Kresimir Fresl (fresl -at- master.grad.hr) (See Boost List message of August 16, 2004 8:23:35 AM EST)
Lars Gullik Bjnnes (larsbj -at- lyx.org) (See Boost list message of Tue, 17 Aug 2004 15:49:02 +0100)
Lie-Quan Lee (liequan - at - slac.stanford.edu, llee - at - cs.indiana.edu)
Maarten Keijzer (mkeijzer -at- cs.vu.nl) (See Boost list message of Wed, 18 Aug 2004 21:43:18 +0100)
Mac Murrett (mmurrett -at- mac.com)
Marc Wintermantel (wintermantel -at- imes.mavt.ethz.ch, wintermantel -at- even-ag.ch) (See CVS log)
Michael Glassford (glassfordm - at - hotmail.com)
Michael Stevens (Michael.Stevens - at - epost.de)
Multi Media Ltd. (pdimov@mmltd.net)
Nicolai M Josuttis (solutions -at- josuttis.com) (See Boost list message of Mon, 30 Aug 2004 10:52:00 +0100)
Nikolay Mladenov (nickm -at- sitius.com) (See Boost list message of Tue, 17 Aug 2004 15:45:33 +0100)
Paul Mensonides (pmenso57 -at- comcast.net) (See Boost list message of July 21, 2004 1:12:21 AM EST)
Pavol Droba (droba -at- topmail.sk)

Peter Dimov (pdimov@mmltd.net)
R W Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Ralf W. Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Rational Discovery LLC (Greg Landrum Landrum -at- RationalDiscovery.com) (See Boost list post of Tue, 17 Aug 2004 10:35:36 +0100)
Rene Rivera (grafik/redshift-software.com, rrivera/acm.org)
Robert Ramey (ramey@www.rrsd.com)
Roland Richter (roland -at- fill.jku.at) (See Boost list post of Mon, 16 Aug 2004 22:16:55 +0200)
Roland Schwarz (roland.schwarz -at- chello.at)
Ronald Garcia (garcia -at- cs.indiana.edu) (Email to Andreas Huber, see change log)
Samuel Krempf (krempf -at- crans.ens-cachan.fr) (See Boost list message of Mon, 27 Sep 2004 13:18:36 +0200)
Stefan Seefeld (seefeld -at- sympatico.ca)
Stephen Cleary (scleary -at- jerviswebb.com) (See Boost list message of Tue, 28 Sep 2004 13:11:46 +0100)
Steve Cleary (Variant of Stephen Cleary)
Sylvain Pion (Sylvain.Pion - at - sophia.inria.fr)
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Thomas Witt (witt - at - ive.uni-hannover.de, witt - at - acm.org, witt - at - styleadvisor.com)
Thorsten Jrgen Ottosen (nesotto - at - cs.auc.dk)
Thorsten Ottosen (nesotto - at - cs.auc.dk)
Toon Knapen (toon dot knapen - at - fft.be)
Trustees of Indiana University ()
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Vladimir Prus (ghost@cs.msu.su)
William E. Kempf () (email to Beman Dawes, 9/14/2006 4:18 PM)
Joerg Walter (jhr.walter - at - t-online.de : email to ublas mailing list Mon, 17 Sep 2007 10:17:08 +0200)
Mathias Koch (mkoch - at - idesis.de 7 : email to boost-owner@lists.boost.org Sep 2007 13:20:09 +0200)

--- end ---

This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.

The Encore Multimax modifications were supplied by

Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.

Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and

Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.

Thomas Funke (thf@zelator.in-berlin.de(?)) and

Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and

Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.

Alistair G. Crooks(agg@uts.amdahl.com) supplied the NetBSD and 386BSD ports.

Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).

Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).

Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.

David Chase, then at Olivetti Research, suggested several improvements.

Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.

Jesse Hull and John Ellis supplied the C++ interface code.

Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

This package was debianized by Vladimir Prus <ghost@cs.msu.su> on Wed, 17 July 2002, 19:27:00 +0400.

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1.46 soxr 0.1.2

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Version 2.1, February 1999

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version 1.2.11, January 15th, 2017

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1.48 zlib 1.2.3

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>

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<signature of Ty Coon>, 1 April 1989

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1.50 openssl 1.0.1c

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1.51 mongodb-driver 4

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1. The following files: CryptographyHelpers.cs, HashAlgorithmName.cs, Rfc2898DeriveBytes.cs

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2. SaslPrepHelper.cs

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1.52 system-security-cryptography- algorithms 4.6.26011.01

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1.53 zlib 1.2.8

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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jloup@gzip.org madler@alumni.caltech.edu

*/

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1.54 system-json 3.0.0-preview7.19362.9

1.54.1 Available under license :

<!--

Description: a feed with two atom:contributor elements

Expect: !Error

-->

```
<feed xmlns="http://www.w3.org/2005/Atom">

  <title>Example Feed</title>
  <link href="http://contoso.com"/>
  <updated>2003-12-13T18:30:02Z</updated>
  <author>
    <name>Author Name</name>
  </author>
  <contributor>
    <name>John Smith</name>
  </contributor>
  <contributor>
    <name>input name</name>
  </contributor>
  <id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

  <entry>
    <title>Atom-Powered Robots Run Amok</title>
    <link href="http://contoso.com/2003/12/13/atom03"/>
    <id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
    <updated>2003-12-13T18:30:02Z</updated>
    <summary>Some text.</summary>
  </entry>

</feed>
```

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<https://github.com/madler/zlib>
http://zlib.net/zlib_license.html

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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```
using System.Collections.Generic;
```

```
using System.ComponentModel;
```

```
namespace System.Diagnostics
```

```
{
```

```
    public partial class Process
```

```
    {
```

```
        /// <summary>
```

```
        /// Creates an array of <see cref="Process"/> components that are associated with process resources on a  
        /// remote computer. These process resources share the specified process name.
```

```
        /// </summary>
```

```
        public static Process[] GetProcessesByName(string processName, string machineName)
```

```
        {
```

```
            if (processName == null)
```

```
            {
```

```

        processName = string.Empty;
    }

    Process[] procs = GetProcesses(machineName);
    var list = new List<Process>();

    for (int i = 0; i < procs.Length; i++)
    {
        if (string.Equals(processName, procs[i].ProcessName, StringComparison.OrdinalIgnoreCase))
        {
            list.Add(procs[i]);
        }
        else
        {
            procs[i].Dispose();
        }
    }

    return list.ToArray();
}

/// <summary>
/// Gets or sets which processors the threads in this process can be scheduled to run on.
/// </summary>
private unsafe IntPtr ProcessorAffinityCore
{
    get
    {
        throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
    }
    set
    {
        throw new PlatformNotSupportedException(SR.ProcessorAffinityNotSupported);
    }
}

/// <summary>
/// Make sure we have obtained the min and max working set limits.
/// </summary>
private void GetWorkingSetLimits(out IntPtr minWorkingSet, out IntPtr maxWorkingSet)
{
    // We can only do this for the current process on OS X
    if (!_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // Minimum working set (or resident set, as it is called on *nix) doesn't exist so set to 0
    minWorkingSet = IntPtr.Zero;
}

```

```

// Get the max working set size
Interop.Sys.RLimit limit;
if (Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limit) == 0)
{
    maxWorkingSet = limit.CurrentLimit == Interop.Sys.RLIM_INFINITY ?
        new IntPtr(long.MaxValue) :
        new IntPtr(Convert.ToInt64(limit.CurrentLimit));
}
else
{
    // The contract specifies that this throws Win32Exception when it fails to retrieve the info
    throw new Win32Exception();
}
}

/// <summary>Sets one or both of the minimum and maximum working set limits.</summary>
/// <param name="newMin">The new minimum working set limit, or null not to change it.</param>
/// <param name="newMax">The new maximum working set limit, or null not to change it.</param>
/// <param name="resultingMin">The resulting minimum working set limit after any changes applied.</param>
/// <param name="resultingMax">The resulting maximum working set limit after any changes
applied.</param>
private void SetWorkingSetLimitsCore(IntPtr? newMin, IntPtr? newMax, out IntPtr resultingMin, out IntPtr
resultingMax)
{
    // We can only do this for the current process on OS X
    if (_processId != Interop.Sys.GetPid())
        throw new PlatformNotSupportedException(SR.OsxExternalProcessWorkingSetNotSupported);

    // There isn't a way to set the minimum working set, so throw an exception here
    if (newMin.HasValue)
    {
        throw new PlatformNotSupportedException(SR.MinimumWorkingSetNotSupported);
    }

    // The minimum resident set will always be 0, default the resulting max to 0 until we set it (to make the
compiler happy)
    resultingMin = IntPtr.Zero;
    resultingMax = IntPtr.Zero;

    // The default hard upper limit is absurdly high (over 9000PB) so just change the soft limit...especially since
// if you aren't root and move the upper limit down, you need root to move it back up
    if (newMax.HasValue)
    {
        Interop.Sys.RLimit limits = new Interop.Sys.RLimit() { CurrentLimit = (ulong)newMax.Value.ToInt64()
};
        int result = Interop.Sys.SetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, ref limits);
        if (result != 0)

```

```

    {
        throw new System.ComponentModel.Win32Exception(SR.RUsageFailure);
    }

    // Try to grab the actual value, in case the OS decides to fudge the numbers
    result = Interop.Sys.GetRLimit(Interop.Sys.RlimitResources.RLIMIT_RSS, out limits);
    if (result == 0) resultingMax = new IntPtr((long)limits.CurrentLimit);
}
}
}
}

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using System.Collections.Generic;
using System.IO;
using System.Runtime.InteropServices;

namespace System.Diagnostics
{
    internal static partial class ProcessManager
    {
        /// <summary>Gets process infos for each process on the specified machine.</summary>
        /// <param name="machineName">The target machine.</param>
        /// <returns>An array of process infos, one per found process.</returns>
        public static ProcessInfo[] GetProcessInfos(string machineName)
        {
            ThrowIfRemoteMachine(machineName);
            int[] procIds = GetProcessIds(machineName);

            // Iterate through all process IDs to load information about each process
            var processes = new List<ProcessInfo>(procIds.Length);
            foreach (int pid in procIds)
            {
                ProcessInfo pi = CreateProcessInfo(pid);
                if (pi != null)
                {
                    processes.Add(pi);
                }
            }

            return processes.ToArray();
        }

        /// <summary>Gets an array of module infos for the specified process.</summary>
        /// <param name="processId">The ID of the process whose modules should be enumerated.</param>
        /// <returns>The array of modules.</returns>

```

```

internal static ProcessModuleCollection GetModules(int processId)
{
    // We don't have a good way of getting all of the modules of the particular process,
    // but we can at least get the path to the executable file for the process, and
    // other than for debugging tools, that's the main reason consumers of Modules care about it,
    // and why MainModule exists.
    try
    {
        string exePath = GetProcPath(processId);
        if (!string.IsNullOrEmpty(exePath))
        {
            return new ProcessModuleCollection(1)
            {
                new ProcessModule()
                {
                    FileName = exePath,
                    ModuleName = Path.GetFileName(exePath)
                }
            };
        }
    }
    catch { } // eat all errors

    return new ProcessModuleCollection(0);
}
}
<!--
Description: a source with two atom:contributor elements produces no error
Expect:      !Error
-->

```

```

<feed xmlns="http://www.w3.org/2005/Atom">

  <title>Example Feed</title>
  <link href="http://contoso.com/" />
  <updated>2003-12-13T18:30:02Z</updated>
  <author>
    <name>Author Name</name>
  </author>
  <id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

  <entry>
    <source>
      <title>Source of all knowledge</title>
      <id>urn:uuid:28213c50-f84c-11d9-8cd6-0800200c9a66</id>
      <updated>2003-12-13T17:46:27Z</updated>
      <contributor>

```

```
<name>John Smith</name>
</contributor>
<contributor>
  <name>input name</name>
</contributor>
</source>
<title>Atom-Powered Robots Run Amok</title>
<link href="http://contoso.com/2003/12/13/atom03"/>
<id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
<updated>2003-12-13T18:30:02Z</updated>
<summary>Some text.</summary>
</entry>
```

</feed>

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```
using System;
```

```
using System.Runtime.InteropServices;
```

```
internal static partial class Interop
```

```
{
```

```
    internal static partial class Sys
```

```
{
```

[Flags]

internal enum InterfaceFlags

```
{
    InterfaceUp = 0x01,
    InterfaceSupportsMulticast = 0x02,
    InterfaceHasLink = 0x04,
    InterfaceError = 0x08,
}
```

[StructLayoutAttribute(LayoutKind.Sequential)]

public unsafe readonly struct TcpGlobalStatistics

```
{
    public readonly ulong ConnectionsAccepted;
    public readonly ulong ConnectionsInitiated;
    public readonly ulong CumulativeConnections;
    public readonly ulong ErrorsReceived;
    public readonly ulong FailedConnectionAttempts;
    public readonly ulong SegmentsReceived;
    public readonly ulong SegmentsResent;
    public readonly ulong SegmentsSent;
    public readonly int CurrentConnections;
    private readonly int __padding;
}
```

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetTcpGlobalStatistics")]

public static extern unsafe int GetTcpGlobalStatistics(out TcpGlobalStatistics statistics);

[StructLayoutAttribute(LayoutKind.Sequential)]

public unsafe readonly struct IPv4GlobalStatistics

```
{
    public readonly ulong OutboundPackets;
    public readonly ulong OutputPacketsNoRoute;
    public readonly ulong CantFragments;
    public readonly ulong DatagramsFragmented;
    public readonly ulong PacketsReassembled;
    public readonly ulong TotalPacketsReceived;
    public readonly ulong PacketsDelivered;
    public readonly ulong PacketsDiscarded;
    public readonly ulong PacketsForwarded;
    public readonly ulong BadAddress;
    public readonly ulong BadHeader;
    public readonly ulong UnknownProtos;
    public readonly int DefaultTtl;
    public readonly int Forwarding;
}
```

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetIPv4GlobalStatistics")]

```
public static extern unsafe int GetIPv4GlobalStatistics(out IPv4GlobalStatistics statistics);
```

```
[StructLayoutAttribute(LayoutKind.Sequential)]  
public unsafe readonly struct UdpGlobalStatistics  
{  
    public readonly ulong DatagramsReceived;  
    public readonly ulong DatagramsSent;  
    public readonly ulong IncomingDiscarded;  
    public readonly ulong IncomingErrors;  
    public readonly ulong UdpListeners;  
}
```

```
[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetUdpGlobalStatistics")]  
public static extern unsafe int GetUdpGlobalStatistics(out UdpGlobalStatistics statistics);
```

```
[StructLayoutAttribute(LayoutKind.Sequential)]  
public unsafe readonly struct Icmpv4GlobalStatistics  
{  
    public readonly ulong AddressMaskRepliesReceived;  
    public readonly ulong AddressMaskRepliesSent;  
    public readonly ulong AddressMaskRequestsReceived;  
    public readonly ulong AddressMaskRequestsSent;  
    public readonly ulong DestinationUnreachableMessagesReceived;  
    public readonly ulong DestinationUnreachableMessagesSent;  
    public readonly ulong EchoRepliesReceived;  
    public readonly ulong EchoRepliesSent;  
    public readonly ulong EchoRequestsReceived;  
    public readonly ulong EchoRequestsSent;  
    public readonly ulong ParameterProblemsReceived;  
    public readonly ulong ParameterProblemsSent;  
    public readonly ulong RedirectsReceived;  
    public readonly ulong RedirectsSent;  
    public readonly ulong SourceQuenchesReceived;  
    public readonly ulong SourceQuenchesSent;  
    public readonly ulong TimeExceededMessagesReceived;  
    public readonly ulong TimeExceededMessagesSent;  
    public readonly ulong TimestampRepliesReceived;  
    public readonly ulong TimestampRepliesSent;  
    public readonly ulong TimestampRequestsReceived;  
    public readonly ulong TimestampRequestsSent;  
}
```

```
[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetIcmpv4GlobalStatistics")]  
public static extern unsafe int GetIcmpv4GlobalStatistics(out Icmpv4GlobalStatistics statistics);
```

```
[StructLayoutAttribute(LayoutKind.Sequential)]  
public unsafe readonly struct Icmpv6GlobalStatistics  
{
```



```

public readonly ulong DestinationUnreachableMessagesReceived;
public readonly ulong DestinationUnreachableMessagesSent;
public readonly ulong EchoRepliesReceived;
public readonly ulong EchoRepliesSent;
public readonly ulong EchoRequestsReceived;
public readonly ulong EchoRequestsSent;
public readonly ulong MembershipQueriesReceived;
public readonly ulong MembershipQueriesSent;
public readonly ulong MembershipReductionsReceived;
public readonly ulong MembershipReductionsSent;
public readonly ulong MembershipReportsReceived;
public readonly ulong MembershipReportsSent;
public readonly ulong NeighborAdvertisementsReceived;
public readonly ulong NeighborAdvertisementsSent;
public readonly ulong NeighborSolicitsReceived;
public readonly ulong NeighborSolicitsSent;
public readonly ulong PacketTooBigMessagesReceived;
public readonly ulong PacketTooBigMessagesSent;
public readonly ulong ParameterProblemsReceived;
public readonly ulong ParameterProblemsSent;
public readonly ulong RedirectsReceived;
public readonly ulong RedirectsSent;
public readonly ulong RouterAdvertisementsReceived;
public readonly ulong RouterAdvertisementsSent;
public readonly ulong RouterSolicitsReceived;
public readonly ulong RouterSolicitsSent;
public readonly ulong TimeExceededMessagesReceived;
public readonly ulong TimeExceededMessagesSent;
}

```

```

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetIcmpv6GlobalStatistics")]
public static extern unsafe int GetIcmpv6GlobalStatistics(out Icmpv6GlobalStatistics statistics);

```

```

public readonly struct NativeIPInterfaceStatistics
{
    public readonly ulong SendQueueLength;
    public readonly ulong Mtu;
    public readonly ulong Speed;
    public readonly ulong InPackets;
    public readonly ulong InErrors;
    public readonly ulong OutPackets;
    public readonly ulong OutErrors;
    public readonly ulong InBytes;
    public readonly ulong OutBytes;
    public readonly ulong InMulticastPackets;
    public readonly ulong OutMulticastPackets;
    public readonly ulong InDrops;
    public readonly ulong InNoProto;
}

```

```

        public readonly ulong Flags;
    }

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetNativeIPInterfaceStatistics")]
public static extern unsafe int GetNativeIPInterfaceStatistics(string name, out NativeIPInterfaceStatistics stats);

[DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetNumRoutes")]
public static extern int GetNumRoutes();
}
}

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namespace System.Net.NetworkInformation
{
    internal static class NetworkInterfacePal
    {
        /// Returns objects that describe the network interfaces on the local computer.
        public static NetworkInterface[] GetAllNetworkInterfaces()
        {
            return BsdNetworkInterface.GetBsdNetworkInterfaces();
        }

        public static bool GetIsNetworkAvailable()
        {
            foreach (var ni in GetAllNetworkInterfaces())
            {
                if (ni.NetworkInterfaceType == NetworkInterfaceType.Loopback
                    || ni.NetworkInterfaceType == NetworkInterfaceType.Tunnel)
                {
                    continue;
                }
                if (ni.OperationalStatus == OperationalStatus.Up)
                {
                    return true;
                }
            }

            return false;
        }

        public static int IPv6LoopbackInterfaceIndex
        {
            get
            {
                return LoopbackInterfaceIndex;
            }
        }
    }
}

```

```

    }

    public static int LoopbackInterfaceIndex
    {
        get
        {
            var interfaces = BsdNetworkInterface.GetBsdNetworkInterfaces();
            for (int i = 0; i < interfaces.Length; i++)
            {
                if (interfaces[i].NetworkInterfaceType == NetworkInterfaceType.Loopback)
                {
                    return ((UnixNetworkInterface)interfaces[i]).Index;
                }
            }

            throw new NetworkInformationException(SR.net_NoLoopback);
        }
    }
}

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using System;
using System.Diagnostics;
using System.Runtime.InteropServices;
using System.Text;

using size_t = System.IntPtr;

// This implements shim for sysctl calls.
// They are available on BSD systems - FreeBSD, OSX and others.
// Linux has sysctl() but it is deprecated as well as it is missing sysctlbyname()

internal static partial class Interop
{
    internal static partial class Sys
    {
        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_Sysctl", SetLastError = true)]
        private extern static unsafe int Sysctl(int* name, int namelen, void* value, size_t* len);

        // This is 'raw' sysctl call, only wrapped to allocate memory if needed
        // caller always needs to free returned buffer using Marshal.FreeHGlobal()

        public static unsafe int Sysctl(Span<int> name, ref byte* value, ref int len)
        {

```

```

    fixed (int * ptr = &MemoryMarshal.GetReference(name))
    {
        return Sysctl(ptr, name.Length, ref value, ref len);
    }
}

public static unsafe int Sysctl(int* name, int name_len, ref byte* value, ref int len)
{
    IntPtr bytesLength = (IntPtr)len;
    byte * pBuffer = value;
    value = null;
    int ret=-1;

    if (value == null && len == 0)
    {
        // do one try to see how much data we need
        ret = Sysctl(name, name_len, pBuffer, &bytesLength);
        if (ret != 0)
        {
            throw new InvalidOperationException(SR.Format(SR.InvalidSysctl, *name,
Marshal.GetLastWin32Error()));
        }
        pBuffer = (byte*)Marshal.AllocHGlobal((int)bytesLength);
    }
    ret = Sysctl(name, name_len, pBuffer, &bytesLength);
    if (ret != 0)
    {
        if (value == null && len == 0)
        {
            // This is case we allocated memory for caller
            Marshal.FreeHGlobal((IntPtr)pBuffer);
        }
        throw new InvalidOperationException(SR.Format(SR.InvalidSysctl, *name,
Marshal.GetLastWin32Error()));
    }

    value = pBuffer;
    len = (int)bytesLength;

    return ret;
}
}
}
<!--
Description: entry with multiple atom:contributor elements
Expect:      !Error
-->

```

```

<feed xmlns="http://www.w3.org/2005/Atom">

  <title>Example Feed</title>
  <link href="http://contoso.com"/>
  <updated>2003-12-13T18:30:02Z</updated>
  <author>
    <name>Author Name</name>
  </author>
  <id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>

  <entry>
    <title>Atom-Powered Robots Run Amok</title>
    <link href="http://contoso.com/2003/12/13/atom03"/>
    <id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
    <updated>2003-12-13T18:30:02Z</updated>
    <summary>Some text.</summary>

    <contributor>
      <name>John Smith</name>
    </contributor>
    <contributor>
      <name>input name</name>
    </contributor>
  </entry>

</feed>

```

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```

-----
new XElement("TITLE", "The Tragedy of Hamlet, Prince of Denmark"),
new XElement("fm",
  new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
  new XElement("p", "This work may be freely copied and distributed worldwide.")
)

```

<!--

Description: creativeCommons:license element

Expect: !Error

-->

```
<feed xmlns="http://www.w3.org/2005/Atom"
xmlns:creativecommons="http://contoso.com/creativecommonsRssModule">

<title>Example Feed</title>
<link href="http://contoso.com/" />
<updated>2003-12-13T18:30:02Z</updated>
<author>
  <name>Author Name</name>
</author>
<id>urn:uuid:60a76c80-d399-11d9-b93C-0003939e0af6</id>
<creativecommons:license>http://contoso.com/licenses/by/2.0/</creativecommons:license>

<entry>
  <title>Atom-Powered Robots Run Amok</title>
  <link href="http://contoso.com/2003/12/13/atom03" />
  <id>urn:uuid:1225c695-cfb8-4ebb-aaaa-80da344efa6a</id>
  <updated>2003-12-13T18:30:02Z</updated>
  <summary>Some text.</summary>
  <creativecommons:license>http://contoso.com/licenses/by/2.0/</creativecommons:license>
</entry>

</feed>
```

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```

```
namespace System.ComponentModel
{
  /// <summary>
  /// Provides the <see langword='abstract'> base class for all licenses. A license is
  /// granted to a specific instance of a component.
  /// </summary>
  public abstract class License : IDisposable
  {
    /// <summary>
    /// When overridden in a derived class, gets the license key granted to this component.
    /// </summary>
    public abstract string LicenseKey { get; }

    /// <summary>
    /// When overridden in a derived class, releases the license.
    /// </summary>
    public abstract void Dispose();
  }
}
```

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```

```
namespace System.Net.NetworkInformation  
{  
    internal static class IPGlobalPropertiesPal  
    {  
        public static IPGlobalProperties GetIPGlobalProperties()  
        {  
            return new BsdIPGlobalProperties();  
        }  
    }  
}
```

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```

```

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using System.Runtime.InteropServices;
using System.Net.NetworkInformation;

internal static partial class Interop
{
    internal static partial class Sys
    {
        [StructLayout(LayoutKind.Sequential)]
        public unsafe struct IPEndPointInfo
        {
            public fixed byte AddressBytes[16];
            public uint NumAddressBytes;
            public uint Port;
            private uint __padding; // For native struct-size padding. Does not contain useful data.
        }

        [StructLayout(LayoutKind.Sequential)]
        public struct NativeTcpConnectionInformation
        {
            public IPEndPointInfo LocalEndPoint;
            public IPEndPointInfo RemoteEndPoint;
            public TcpState State;
        }

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetEstimatedTcpConnectionCount")]
        public static extern unsafe int GetEstimatedTcpConnectionCount();

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetActiveTcpConnectionInfos")]
        public static extern unsafe int GetActiveTcpConnectionInfos(NativeTcpConnectionInformation* infos, int* infoCount);

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetEstimatedUdpListenerCount")]
        public static extern unsafe int GetEstimatedUdpListenerCount();

        [DllImport(Libraries.SystemNative, EntryPoint = "SystemNative_GetActiveUdpListeners")]
        public static extern unsafe int GetActiveUdpListeners(IPEndPointInfo* infos, int* infoCount);
    }
}

```

1.55 xerces-c 3.1.1

1.55.1 Available under license :

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Version 2.0, January 2004

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1.57 libass 0.13.6

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1.58 ilbc 2.0.2

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include \$(SRC_PATH)build/arch.mk
SHAREDLIBSUFFIX = so
SHAREDLIBSUFFIXFULLVER=\$(SHAREDLIBSUFFIX).\$(FULL_VERSION)
SHAREDLIBSUFFIXMAJORVER=\$(SHAREDLIBSUFFIX).\$(SHAREDLIB_MAJORVERSION)
SHLDFLAGS = -Wl,-soname,\$(LIBPREFIX)\$(PROJECT_NAME).\$(SHAREDLIBSUFFIXMAJORVER)
CFLAGS += -fPIC -fstack-protector-all
LDFLAGS += -lpthread
STATIC_LDFLAGS += -lpthread -lm
ifeq (\$(ASM_ARCH), x86)
ifeq (\$(ARCH), x86_64)
ASMFLAGS += -f elf64
else
ASMFLAGS += -f elf
endif
endif
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1.60 system-data-common 4.6.26011.01

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1. The following files: CryptographyHelpers.cs, HashAlgorithmName.cs, Rfc2898DeriveBytes.cs

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1.62 sqlite 3.7.0.1

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1.64 speex 1.2rc1

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1.68 zlib 1.2.1

1.68.1 Available under license :

```
/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.1, November 17th, 2003
```

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1.69 libvpx 1.7.0-1695-ge3210930f

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Authors: Loren Merritt <lorenm@u.washington.edu>

Anton Mitrofanov <BugMaster@narod.ru>

Jason Garrett-Glaser <darkshikari@gmail.com>

Henrik Gramner <hengar-6@student.ltu.se>

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Balzs Dn <balazs.dan@gmail.com>
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1.70 lame 3.99

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1. Link to LAME as separate library (libmp3lame.a on unix or lame_enc.dll or libmp3lame.dll on windows)
 2. Fully acknowledge that you are using LAME, and give a link to our web site, www.mp3dev.org
 3. If you make modifications to LAME, you *must* release these modifications back to the LAME project, under the LGPL.
- This package was originally made by Stefan Karrmann <S.Karrmann@gmx.net> on Thu, 31 Aug 2000 22:15:07 +0200.

The current maintainer is Rogrio Brito <rbrito@users.sf.net>.

It was downloaded from the CVS repository at <<http://sf.net/projects/lame>>.

Upstream Authors: The LAME team <lame-dev@lists.sf.net>.

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1. Link to LAME as separate library (libmp3lame.a on unix or lame_enc.dll on windows)
2. Fully acknowledge that you are using LAME, and give a link to our web site, www.mp3dev.org
3. If you make modifications to LAME, you **must** release these modifications back to the LAME project, under the LGPL.

*** IMPORTANT NOTE ***

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Version 2, June 1991

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```
<one line to give the library's name and a brief idea of what it does.>  
Copyright (C) <year> <name of author>
```

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Also add information on how to contact you by electronic and paper mail.

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library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
  "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
<meta name="generator" content="PSPad editor, www.pspad.com" />
<meta http-equiv="content-type" content="text/html; charset=UTF-8" />
<link rel="stylesheet" type="text/css" href="styles/lame.css" />
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</head>
<body>
<div id="menu">
<ul>
<li><a href="index.html">Index page</a></li>
<li><a href="about.html">About LAME</a></li>
<li><a href="introduction.html">Intro to encoding</a></li>
<li><a href="usage.html">Usage of LAME</a></li>
<li><a href="history.html">Version history</a></li>
<li><a href="contributors.html">Coders of LAME</a></li>
<li><a href="contact.html">Contact LAME</a></li>
<li><a style="border: 0" href="links.html">LAME links</a></li>
</ul>
</div>
<div id="container">
<div id="content">

<div align="center">
```

```

<h2 class="hilight">LAME Developers</h2>
</div>
```

```
<p>
Note: if possible, please do not contact developers directly, but proceed as
mentioned in the <a href="contact.html">contact page</a>.
</p>
```

```
<p>
LAME was originally developed by Mike Cheng, from 1998 to 1999. After he
retired, the project started being maintained by Mark Taylor till early 2003.
After 2003, the project became managed by core developpers' teamwork, with no
official hierarchy or leadership.
</p>
```

```
<p>
The following list only represents some of the individuals (in alphabetical
order of family name) that contributed resources to LAME development. LAME
owes its quality and speed to contributions from many other people, including
the many people who post to the mp3encoder mailing list. See <a
href="http://lame.cvs.sourceforge.net/*checkout*/lame/lame/doc/html/history.html">
History</a> for more complete details.
</p>
```

```
<table class="devlist">
<tbody>

<tr>
<th colspan="2">Primary developers:</th>
</tr>

<tr>
<td><a href="http://sourceforge.net/users/robert/">Robert Hegemann</a></td>
<td>Tuning, optimizations, psychoacoustics...</td>
</tr>

<tr>
<td><a href="http://sourceforge.net/users/aleidinger">Alexander Leidinger</a></td>
<td>Multiplatform configuration, libraries handling, release management...</td>
</tr>

<tr>
<td><a href="http://www.ime.usp.br/~rbrito/">Rog&eacute;rio Brito</a></td>
<td>Debian packaging, debugging.</td>
</tr>

<tr><th colspan="2">Primary developers - Retired:</th></tr>
```



```
<tr>
<td width="30%"><a href="http://www.mp3-tech.org">Gabriel Bouvigne</a></td>
<td>Tuning, optimizations, psychoacoustics...</td>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/mikecheng/">Mike Cheng</a></td>
<td>Maintainer of LAME v2.x.</td>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/pfk">Frank Klemm</a></td>
<td>Psychoacoustics, optimizations.</td>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/shibatch">Naoki Shibata</a></td>
<td>Psychoacoustics (NSPsyTune model, NSSafeJoint).</td>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/markt">Mark Taylor</a></td>
<td>Maintainer of LAME v3.x, initial implementer of GPsycho psychoacoustic
model.</td>
</tr>
```

```
<tr>
<td><a href="http://www.initialt.org">Takehiro Tominaga</a></td>
<td>Psychoacoustics, bitstream, optimizations, assembly code...</td>
</tr>
```

```
<tr><th colspan="2">Additional developers:</th></tr>
```

```
<tr>
<td><a href="http://www.rjamorim.com">Roberto Amorim</a></td>
<td>Web pages and documentation.</td>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/jd-">John Dahlstrom</a></td>
<td>Adaptive ATH.</td>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/potsticker">John Dee</a></td>
<td>LAME extended VBR header.</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/domd/">Dominique Duvivier</a></td>
  <td>Speed optimizations.</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/afaber">Albert Faber</a></td>
  <td>Author of CDex and lame_enc.dll.</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/pgubanov">Peter Gubanov</a></td>
  <td>LAME DirectShow Filter.</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/glessard">Guillaume Lessard</a></td>
  <td>&nbsp;</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/robux4">Steve Lhomme</a></td>
  <td>LAME ACM codec.</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/gramps">Don Melton</a></td>
  <td>id3v1 and v2 code.</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/dibrom/">Darin Morrison</a></td>
  <td>Presets tuning.</td>
</tr>
```

```
<tr>
  <td><a href="http://sourceforge.net/users/kylev/">Kyle VanderBeek</a></td>
  <td>Python bindings, website clean-up.</td>
</tr>
```

```
</tbody>
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```

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</div>
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```
<a href="http://sourceforge.net/projects/lame"></a>
```

```
<a href="http://validator.w3.org/#validate_by_upload"></a>
```

```
<a href="http://jigsaw.w3.org/css-validator/"></a>
```

```
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href="http://www.maresweb.de" target="_blank">Sebastian Mares</a>. Logo by <a
href="http://www.brightercreative.co.uk">Sam Fisher</a>.</p>
```

```
</div>
```

```
</div>
```

```
</body>
```

```
</html>
```

1.71 mongodb-bson 2.7.3

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1.72 ffmpeg 2.1.2

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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
 - `libavcodec/x86/flac_dsp_gpl.asm`
 - `libavcodec/x86/idct_mmx.c`
 - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
 - `compat/solaris/make_sunver.pl`
 - `doc/t2h.pm`
 - `doc/txi2pod.pl`
 - `libswresample/swresample-test.c`
 - `tests/checkasm/*`
 - `tests/tiny_ssim.c`
- the following filters in libavfilter:
 - `vf_blackframe.c`
 - `vf_boxblur.c`
 - `vf_colormatrix.c`
 - `vf_cover_rect.c`
 - `vf_croptdetect.c`
 - `vf_delogo.c`
 - `vf_eq.c`
 - `vf_find_rect.c`
 - `vf_fspp.c`
 - `vf_geq.c`
 - `vf_histeq.c`
 - `vf_hqdn3d.c`
 - `vf_interlace.c`
 - `vf_kerndeint.c`
 - `vf_mcdeint.c`
 - `vf_mpdecimate.c`
 - `vf_owdenoise.c`
 - `vf_perspective.c`
 - `vf_phase.c`
 - `vf_pp.c`
 - `vf_pp7.c`
 - `vf_pullup.c`
 - `vf_repeatfields.c`
 - `vf_sab.c`
 - `vf_smartblur.c`
 - `vf_spp.c`
 - `vf_stereo3d.c`
 - `vf_super2xsai.c`
 - `vf_tinterlace.c`
 - `vf_uspp.c`
 - `vsrc_mptestsrc.c`

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There are a handful of files under other licensing terms, namely:

- * The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and `libavcodec/jrevdct.c` are taken from libjpeg, see the top of the files for licensing details. Specifically note that you must credit the IJG in the documentation accompanying your program if you only distribute executables. You must also indicate any changes including additions and deletions to those three files in the documentation.
- * `tests/reference.pnm` is under the expat license.

External libraries

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Compatible libraries

The following libraries are under GPL:

- frei0r
- libcdio
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

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Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass `--enable-nonfree` to configure. This will cause the resulting binary to be

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bzip2/libbzip2 version 1.0.5 of 10 December 2007

1.75 zlib 1.2.6

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1.76 zlib 1.2.5

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```
/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.11, January 15th, 2017
```

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

*/

1.77 schroedinger 1.0

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1.79 system-io-compression 4.6.26011.01

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1.80 dnsclient 1.0.7

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1.81 system-runtime-interopservices- runtimeinformation 4.6.26011.01

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John R. Hauser
2018 January 20

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    <OutputType>Exe</OutputType>
    <ApplicationManifest>App.manifest</ApplicationManifest>
    <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
    <IlrtTestKind>BuildOnly</IlrtTestKind>
    <!-- Test unsupported outside of windows -->
    <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
    <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
    <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
    <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
  </PropertyGroup>
  <ItemGroup>
    <Compile Include="Program.cs" />
    <Compile Include="..\..\ServerContracts/Server.CoClasses.cs" />
    <Compile Include="..\..\ServerContracts/Server.Contracts.cs" />
    <Compile Include="..\..\ServerContracts/ServerGuids.cs" />
  </ItemGroup>
  <ItemGroup>
    <ProjectReference Include="..\..\NativeServer/CMakeLists.txt" />
    <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
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