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Contents

1.1 libpng 1.6.37

1.1.1 Available under license

1.2 jquery 3.3.1

1.2.1 Available under license

1.3 avs-device-sdk v1.15

1.3.1 Available under license

1.4 glibc 2.23

1.4.1 Available under license

1.5 libinput 1.18.1

1.5.1 Available under license

1.6 libnanopb-dev 0.4.5

1.6.1 Available under license

1.7 ultrajson 4.1.0

1.7.1 Available under license

1.8 pcre 10.35

1.8.1 Available under license

1.9 libjpeg 6b

1.9.1 Notifications

1.9.2 Available under license

1.10 zlib 1.2.7

1.10.1 Available under license

1.11 libconfig 1.7.3

1.11.1 Available under license

1.12 zlib 1.2.8

1.12.1 Available under license

1.13 pytz-python-time-zone-library 2022.1

- 1.13.1 Available under license
- 1.14 libusb-gx 0.2.0**
 - 1.14.1 Available under license
- 1.15 memtester 4.5.1**
 - 1.15.1 Available under license
- 1.16 ffmpeg 4.4**
 - 1.16.1 Available under license
- 1.17 linux-sda845 4.9.186**
 - 1.17.1 Available under license
- 1.18 ibus 1.5.1**
 - 1.18.1 Available under license
- 1.19 open-ldap 2.6.1**
 - 1.19.1 Available under license
- 1.20 htop 3.1.2**
 - 1.20.1 Available under license
- 1.21 python-requests 2.27.1**
 - 1.21.1 Available under license
- 1.22 expat 2.4.1**
 - 1.22.1 Available under license
- 1.23 cookie 0.5.0**
 - 1.23.1 Available under license
- 1.24 glib 2.71.0**
 - 1.24.1 Available under license
- 1.25 cryptsetup 2.4.3**
 - 1.25.1 Available under license
- 1.26 bzip2 1.0.8**
 - 1.26.1 Available under license
- 1.27 u-boot v2012.07 Moody**
 - 1.27.1 Available under license
- 1.28 tagtraum-libz 4.0.0**
 - 1.28.1 Available under license
- 1.29 sbc 1.4**
 - 1.29.1 Available under license
- 1.30 wireless-backports v5.10.9-2021_1020**
 - 1.30.1 Available under license
- 1.31 d3-format 3.1.0**
 - 1.31.1 Available under license
- 1.32 python-ujson 4.1.0**
 - 1.32.1 Available under license

- 1.33 qt5-qtquicktimeline 5.14.1**
 - 1.33.1 Available under license
- 1.34 python 3.8.12**
 - 1.34.1 Available under license
- 1.35 libxml2 2.9.13**
 - 1.35.1 Available under license
- 1.36 pam 1.3.1**
 - 1.36.1 Available under license
- 1.37 v4l-utils 1.23.0**
 - 1.37.1 Available under license
- 1.38 python-idna 2.10**
 - 1.38.1 Available under license
- 1.39 crda 3.13**
 - 1.39.1 Available under license
- 1.40 pypi/setuptools 46.1.3**
 - 1.40.1 Available under license
- 1.41 google-c-testing-framework 1.11.0**
 - 1.41.1 Available under license
- 1.42 react 18.1.0**
 - 1.42.1 Available under license
- 1.43 jszip 3.10.0**
 - 1.43.1 Available under license
- 1.44 linux-omap 3.4.113 cisco**
 - 1.44.1 Available under license
- 1.45 less 590**
 - 1.45.1 Available under license
- 1.46 io-ts-reporters 2.0.1**
 - 1.46.1 Available under license
- 1.47 jquery 3.1.0**
- 1.48 tftp-hpa 5.2**
 - 1.48.1 Available under license
- 1.49 moment 2.29.3**
 - 1.49.1 Available under license
- 1.50 d-bus 1.13.22**
 - 1.50.1 Available under license
- 1.51 lttnng-urcu v0.13.0**
 - 1.51.1 Available under license
- 1.52 curl 7.83.1**
 - 1.52.1 Available under license

1.53 beautiful-soup 4.9.3

1.53.1 Available under license

1.54 cryptsetup 2.4.3

1.54.1 Available under license

1.55 expat 2.4.8

1.55.1 Available under license

1.56 libqrencode 3.4.1

1.56.1 Available under license

1.57 netcat 0.7.1

1.57.1 Available under license

1.58 module-init-tools 20

1.58.1 Available under license

1.59 u-boot v2013.01 Dristhi

1.59.1 Available under license

1.60 vlan 1.9

1.60.1 Available under license

1.61 babeltrace v2.0.4

1.61.1 Available under license

1.62 net-snmp 5.9.1

1.62.1 Available under license

1.63 react-table 7.8.0

1.63.1 Available under license

1.64 quirc 1.1

1.64.1 Available under license

1.65 udev 167

1.65.1 Available under license

1.66 systemd 249-2

1.66.1 Available under license

1.67 lttng-ust v2.13.0

1.67.1 Available under license

1.68 libinput-dev 1.19.2

1.68.1 Available under license

1.69 libdrm 2.4.39-1

1.69.1 Available under license

1.70 ninja-build-system v1.10.0

1.70.1 Available under license

1.71 @babel/plugin-proposal-class-properties 7.17.12

1.71.1 Available under license

1.72 nanopb 0.4.5

- 1.72.1 Available under license
- 1.73 e2fsprogs 1.42.13**
 - 1.73.1 Available under license
- 1.74 libusb 1.0.21**
 - 1.74.1 Available under license
- 1.75 wayland 1.18.0**
 - 1.75.1 Available under license
- 1.76 speexdsp 1.2rc3**
 - 1.76.1 Available under license
- 1.77 sqlite 3.38.0**
 - 1.77.1 Available under license
- 1.78 c-ares 1.18.1**
 - 1.78.1 Available under license
- 1.79 chrony 2.3**
 - 1.79.1 Available under license
- 1.80 libunwind v1.6.2**
 - 1.80.1 Available under license
- 1.81 libevent 2.1.12**
 - 1.81.1 Available under license
- 1.82 libnl3 3.2.24**
 - 1.82.1 Available under license
- 1.83 pyalsaaudio 0.8.4**
 - 1.83.1 Available under license
- 1.84 netlink-protocol-library-suite-libnl 3.2.21**
 - 1.84.1 Available under license
- 1.85 qt 5.15.2**
 - 1.85.1 Available under license
- 1.86 repoze-profile 2.3**
 - 1.86.1 Available under license
- 1.87 core-js 3.22.8**
 - 1.87.1 Available under license
- 1.88 dav1d 1.0.0**
 - 1.88.1 Available under license
- 1.89 u-boot v2010.06 Asterix**
 - 1.89.1 Available under license
- 1.90 ossia/sdk sdk14**
 - 1.90.1 Available under license
- 1.91 d-bus 1.14.0**
 - 1.91.1 Available under license

1.92 zlib 1.2.11

1.92.1 Available under license

1.93 libxslt 1.1.35

1.93.1 Available under license

1.94 base64-arraybuffer 1.0.2

1.94.1 Available under license

1.95 pciutils 3.7.0

1.95.1 Available under license

1.96 dlib 19.23

1.96.1 Available under license

1.97 pvr-omap4 1.9.0.8.1.1

1.97.1 Available under license

1.98 certifi 2021.10.8

1.98.1 Available under license

1.99 lvm2 2.02.188

1.99.1 Available under license

1.100 google-c-testing-framework 1.7.0

1.100.1 Available under license

1.101 opusfile 0.11

1.101.1 Available under license

1.102 libsrtp 2.5.0

1.102.1 Available under license

1.103 pillow 8.1.0

1.103.1 Available under license

1.104 iso-codes-dev 3.79

1.104.1 Available under license

1.105 iso-codes 3.79

1.105.1 Available under license

1.106 libchromaprint0 1.5.1

1.106.1 Available under license

1.107 libdrm-dev 2.4.92

1.107.1 Available under license

1.108 keyutils 1.6.1

1.108.1 Available under license

1.109 ncurses 6.3-20220507

1.109.1 Available under license

1.110 eglexternalplatform 1.1

1.110.1 Available under license

1.111 pam 1.3.1

1.111.1 Available under license

1.112 libcgroun 0.41

1.112.1 Available under license

1.113 jansson 2.7

1.113.1 Available under license

1.114 vx-gradient 0.0.199

1.114.1 Available under license

1.115 systemd 249-2

1.115.1 Available under license

1.116 nghttp2 1.47.0

1.116.1 Available under license

1.117 nss 3.73

1.117.1 Available under license

1.118 selinux 3.1

1.118.1 Available under license

1.119 dri2proto 2.8

1.119.1 Available under license

1.120 @babel/preset-env 7.18.2

1.120.1 Available under license

1.121 backbone 1.4.1

1.121.1 Available under license

1.122 c-ares 1.18.1

1.122.1 Available under license

1.123 linux-kernel 4.4.302

1.123.1 Available under license

1.124 wayland 0.95.0

1.124.1 Available under license

1.125 iw 4.3

1.125.1 Available under license

1.126 alsa-lib 1.2.6.1

1.126.1 Available under license

1.127 libinput 1.20.1

1.127.1 Available under license

1.128 libhangul 0.1.0

1.128.1 Available under license

1.129 opus-codec 1.3.1

1.129.1 Available under license

1.130 protobuf 3.7.1

1.131 libffi 3.4.2

- 1.131.1 Available under license
- 1.132 sysv-init 3.02**
 - 1.132.1 Available under license
- 1.133 ipcalc 1.3**
- 1.134 keyutils-libs 1.5.8**
 - 1.134.1 Available under license
- 1.135 libical 1.0**
 - 1.135.1 Available under license
- 1.136 tcpdump 4.99.1**
 - 1.136.1 Available under license
- 1.137 zlib 1.2.8**
 - 1.137.1 Available under license
- 1.138 jsonformodernc++ v3.9.0**
 - 1.138.1 Available under license
- 1.139 readline 5.2**
 - 1.139.1 Available under license
- 1.140 react-monaco-editor 0.48.0**
 - 1.140.1 Available under license
- 1.141 libpng 1.6.37**
 - 1.141.1 Available under license
- 1.142 udr v0.8.1**
 - 1.142.1 Available under license
- 1.143 jpeg 9d**
 - 1.143.1 Available under license
- 1.144 zlib 1.2.3**
 - 1.144.1 Available under license
- 1.145 checksec 2.0.0**
 - 1.145.1 Available under license
- 1.146 vx-axis 0.0.199**
 - 1.146.1 Available under license
- 1.147 jsxapi 5.1.1**
 - 1.147.1 Available under license
- 1.148 ilitek-iwb-sensor-test-library 2.0.2.2**
- 1.149 html-webpack-plugin 5.5.0**
 - 1.149.1 Available under license
- 1.150 jquery 1.4.2**
 - 1.150.1 Available under license
- 1.151 bootstrap 5.1.3**
 - 1.151.1 Available under license

1.152 zlib 1.2.7

1.152.1 Available under license

1.153 squashfs 4.3

1.153.1 Available under license

1.154 idna 2.10-1.ph4

1.154.1 Available under license

1.155 vx-clip-path 0.0.199

1.155.1 Available under license

1.156 beautiful-soup 4.9.3

1.156.1 Available under license

1.157 lxml 4.7.1

1.157.1 Available under license

1.158 qt6-quick3d 6.0.0

1.158.1 Available under license

1.159 eigen 3.4.0

1.159.1 Available under license

1.160 libopus 1.3.1

1.160.1 Available under license

1.161 libsepol 3.1

1.161.1 Available under license

1.162 ninja-build-system v1.10.2

1.162.1 Available under license

1.163 snpelib 1.59.0.3230

1.163.1 Available under license

1.164 duktape 2.7.0

1.164.1 Available under license

1.165 python-requests 2.27.1

1.165.1 Available under license

1.166 qml-module-qtquick-controls2 5.15.1

1.166.1 Available under license

1.167 python-requests 2.27.1

1.167.1 Available under license

1.168 ceph v16.1.0

1.168.1 Available under license

1.169 rc-tooltip 5.1.1

1.169.1 Available under license

1.170 libseccomp 2.5.3

1.170.1 Available under license

1.171 libseccomp 2.5.3

- 1.171.1 Available under license
- 1.172 libnet-cidr-lite-perl 0.22**
 - 1.172.1 Available under license
- 1.173 dhcp 4.4.3**
 - 1.173.1 Available under license
- 1.174 joyent-http-parser 2.7.1**
 - 1.174.1 Available under license
- 1.175 mtr 0.94**
 - 1.175.1 Available under license
- 1.176 jansson 2.7**
 - 1.176.1 Available under license
- 1.177 bluez 5.62**
 - 1.177.1 Available under license
- 1.178 lxml 4.5.2**
 - 1.178.1 Available under license
- 1.179 lsof 4.94.0**
 - 1.179.1 Available under license
- 1.180 strace 5.17**
 - 1.180.1 Available under license
- 1.181 marked 4.0.16**
 - 1.181.1 Available under license
- 1.182 expat 2.4.8**
 - 1.182.1 Available under license
- 1.183 cairo 1.14.12**
 - 1.183.1 Available under license
- 1.184 sphinx-python-documentation-generator 1.6.3**
 - 1.184.1 Available under license
- 1.185 nspr 4.32**
 - 1.185.1 Available under license
- 1.186 ujson 4.1.0**
 - 1.186.1 Available under license
- 1.187 rsync 2.6.9**
 - 1.187.1 Available under license
- 1.188 history 5.3.0**
 - 1.188.1 Available under license
- 1.189 rsync 2.6.9**
 - 1.189.1 Available under license
- 1.190 vim 8.2.4926**
- 1.191 hidapi 0.11.0**

- 1.191.1 Available under license
- 1.192 htop 3.1.2**
 - 1.192.1 Available under license
- 1.193 sysv-init 3.02**
 - 1.193.1 Available under license
- 1.194 lttng-tools v2.13.0**
 - 1.194.1 Available under license
- 1.195 unbound 1.13.2**
 - 1.195.1 Available under license
- 1.196 pcre 8.45**
 - 1.196.1 Available under license
- 1.197 libgpod 1.6.3**
 - 1.197.1 Available under license
- 1.198 glproto 1.4.17**
 - 1.198.1 Available under license
- 1.199 libunwind v1.6-stable-1**
 - 1.199.1 Available under license
- 1.200 readline 5.2**
 - 1.200.1 Available under license
- 1.201 util-linux 2.33.2**
 - 1.201.1 Available under license
- 1.202 types-lodash 4.14.182**
 - 1.202.1 Available under license
- 1.203 grpc 1.21.0-16**
 - 1.203.1 Available under license
- 1.204 libogg 1.3.3**
 - 1.204.1 Available under license
- 1.205 pixman 0.34.0**
 - 1.205.1 Available under license
- 1.206 fastcv 1-7-1_20200901**
 - 1.206.1 Available under license
- 1.207 reselect 4.1.5**
 - 1.207.1 Available under license
- 1.208 qml-module-qtquick-virtualkeyboard 5.15.2**
 - 1.208.1 Available under license
- 1.209 @babel/core 7.18.2**
 - 1.209.1 Available under license
- 1.210 protobuf-c 1.3.2**
 - 1.210.1 Available under license

1.211 fp-ts 2.12.1

1.211.1 Available under license

1.212 cJSON v1.7.5

1.212.1 Available under license

1.213 zlib 1.2.12

1.213.1 Available under license

1.214 libaio 0.3.112

1.214.1 Available under license

1.215 setools 4.4.0

1.215.1 Available under license

1.216 libsemanage 3.1

1.216.1 Available under license

1.217 nettle 3.7.3

1.217.1 Available under license

1.218 nss 3.73

1.218.1 Available under license

1.219 six 1.15.0

1.219.1 Available under license

1.220 ibus 1.5.19

1.220.1 Available under license

1.221 util-macros 1.19.1

1.221.1 Available under license

1.222 mmc-utils b4fe0c8c0e57a74c01755fa9362703b60d7ee49d

1.222.1 Available under license

1.223 googlespeech 58249308b9c7bd64ba18ce99100751397e5184a7

1.223.1 Available under license

1.224 monaco-editor 0.33.0

1.224.1 Available under license

1.225 url-loader 4.1.1

1.225.1 Available under license

1.226 libopusfile 0.7

1.226.1 Available under license

1.227 syslog-ng 3.36.1

1.227.1 Available under license

1.228 d-bus 1.13.22

1.228.1 Available under license

1.229 libxml2 2.9.13

1.229.1 Available under license

1.230 portaudio 19.6.0

- 1.230.1 Available under license
- 1.231 curses 1.4.0**
 - 1.231.1 Available under license
- 1.232 net-tools 1.60**
 - 1.232.1 Available under license
- 1.233 mcstrans 3.1**
 - 1.233.1 Available under license
- 1.234 iproute 5.16.0**
 - 1.234.1 Available under license
- 1.235 libgbm le2.0-e3ef37d-ciscoad1ac49b6912ab6489c806f96202b70bbd3cce97**
 - 1.235.1 Available under license
- 1.236 zlib 1.2.11**
 - 1.236.1 Available under license
- 1.237 net-snmp 5.9.1**
 - 1.237.1 Available under license
- 1.238 babel-loader 8.2.5**
 - 1.238.1 Available under license
- 1.239 libusb 1.0.22**
 - 1.239.1 Available under license
- 1.240 time-zone-database 2022a**
 - 1.240.1 Available under license
- 1.241 fbv 1.0b**
 - 1.241.1 Available under license
- 1.242 cheroot 6.5.2**
 - 1.242.1 Available under license
- 1.243 iptables 1.8.7**
 - 1.243.1 Available under license
- 1.244 qt 5.9.3**
 - 1.244.1 Available under license
- 1.245 wayland 1.17**
 - 1.245.1 Available under license
- 1.246 security-enhanced-linux 3.2**
 - 1.246.1 Available under license
- 1.247 llvm 1.0**
 - 1.247.1 Available under license
- 1.248 dhcp 4.4.3**
 - 1.248.1 Available under license
- 1.249 secure-random-password 0.2.3**
 - 1.249.1 Available under license

1.250 immer 9.0.14

1.250.1 Available under license

1.251 react-router 6.3.0

1.251.1 Available under license

1.252 prettier 2.6.2

1.252.1 Available under license

1.253 fbset 2.1

1.253.1 Available under license

1.254 xinetd 2.3.15.4

1.254.1 Available under license

1.255 chrony 2.3

1.255.1 Available under license

1.256 nettle 3.7.3

1.256.1 Available under license

1.257 inotify-tools 3.22.1.0

1.257.1 Available under license

1.258 free-type 2.10.4

1.258.1 Available under license

1.259 libdrm 2.4.101

1.259.1 Available under license

1.260 iproute 5.17.0

1.260.1 Available under license

1.261 glm 0.9.7.5

1.261.1 Available under license

1.262 tcpdump 4.99.1

1.262.1 Available under license

1.263 libftdi 1.4

1.263.1 Available under license

1.264 passenger-mod-rails-for-apache 6.0.7

1.264.1 Available under license

1.265 wireless-regdb 2020.04.29

1.265.1 Available under license

1.266 e2fsprogs 1.43.9

1.266.1 Available under license

1.267 monaco-vim 0.3.4

1.267.1 Available under license

1.268 benchmark 1.4.1

1.268.1 Available under license

1.269 i2c-tools 3.0.2

1.269.1 Available under license
1.270 utf8proc 2.2.0
1.270.1 Available under license
1.271 secilc 3.2
1.271.1 Available under license
1.272 policycoreutils 3.2
1.272.1 Available under license
1.273 libjpeg 9d
1.273.1 Available under license
1.274 vx-grid 0.0.199
1.274.1 Available under license
1.275 qt5-qtquick3d 5.15.1
1.275.1 Available under license
1.276 CiscoSSL 1.1.1o.7.2.410
1.276.1 Available under license
1.277 qrencode 3.4.1
1.277.1 Available under license
1.278 csrp 1.0
1.278.1 Available under license
1.279 wayland-protocols 1.17
1.279.1 Available under license
1.280 qt6-qtquick3d 6.0.4
1.280.1 Available under license
1.281 wayland 1.20
1.281.1 Available under license
1.282 jquery 1.3.2
1.282.1 Available under license
1.283 fontconfig 2.12.6
1.283.1 Available under license
1.284 python 3.8.12
1.284.1 Available under license
1.285 harfbuzz 1.7.4
1.285.1 Available under license
1.286 libdce 1.6.5.4
1.286.1 Available under license
1.287 libpcap 1.10.1
1.287.1 Available under license
1.288 json-c 0.12.1-5
1.288.1 Available under license

1.289 djvulibre 3.5.27.1

1.289.1 Available under license

1.290 @babel/plugin-proposal-object-rest-spread 7.18.0

1.290.1 Available under license

1.291 crda 3.18

1.291.1 Available under license

1.292 e2fsprogs 1.43.9

1.292.1 Available under license

1.293 ndisc 1.0.2

1.293.1 Available under license

1.294 libical 1.0

1.294.1 Available under license

1.295 fuse 3.9.3

1.295.1 Available under license

1.296 networkx 2.7.1

1.296.1 Available under license

1.297 google-mock 1.8.0

1.297.1 Available under license

1.298 zlib 1.2.5

1.298.1 Available under license

1.299 free-type 2.10.4

1.299.1 Available under license

1.300 jquery 3.6.0

1.300.1 Available under license

1.301 u-boot v2013.04 Tempo

1.301.1 Available under license

1.302 pythonurllib 1.26.9

1.302.1 Available under license

1.303 inotify-tools 3.22.1.0

1.303.1 Available under license

1.304 babel-core 6.26.3

1.304.1 Available under license

1.305 wds v1.1.0

1.305.1 Available under license

1.306 howardhinnant/date v3.0.1

1.306.1 Available under license

1.307 mysql mysql-8.0.3

1.307.1 Available under license

1.308 qcom-display-hal SDK 845 LE 2.0 r00009.1-a35eabe613c

- 1.308.1 Available under license
- 1.309 zlib 1.2.12**
- 1.309.1 Available under license
- 1.310 unity v2.4.3 0**
- 1.310.1 Available under license
- 1.311 mtdev 1.1.5**
- 1.311.1 Available under license
- 1.312 favicon 0.7.0**
- 1.312.1 Available under license
- 1.313 libinput 1.20.0**
- 1.313.1 Available under license
- 1.314 busybox 1.35.0**
- 1.314.1 Available under license
- 1.315 popt 1.18**
- 1.315.1 Available under license
- 1.316 react-new-window 0.2.1**
- 1.316.1 Available under license
- 1.317 time-zone 2022a**
- 1.317.1 Available under license
- 1.318 mtr 0.94**
- 1.318.1 Available under license
- 1.319 linux-kernel 3.0.101**
- 1.319.1 Available under license
- 1.320 libevent 2.1.12**
- 1.320.1 Available under license
- 1.321 qml-module-qtwayland-client-texturesharing 5.15.3**
- 1.321.1 Available under license
- 1.322 less 590**
- 1.322.1 Available under license
- 1.323 mingw64-qt5-qtgraphicaleffects 5.15.2**
- 1.323.1 Available under license
- 1.324 wayland-ivi-extension master-cisco.11**
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1.4 glibc 2.23

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1.6 libnanopb-dev 0.4.5

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1.7 ultrajson 4.1.0

1.7.1 Available under license :

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Portions of code from MODP_ASCII - Ascii transformations (upper/lower, etc)

<https://github.com/client9/stringencoders>

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Numeric decoder derived from from TCL library

<https://opensource.apple.com/source/tcl/tcl-14/tcl/license.terms>

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1.8 pcre 10.35

1.8.1 Available under license :

PCRE LICENCE

Please see the file LICENCE in the PCRE distribution for licensing details.

End

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PCRE is a library of functions to support regular expressions whose syntax and semantics are as close as possible to those of the Perl 5 language.

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The basic library functions are written in C and are freestanding. Also included in the distribution is a set of C++ wrapper functions, and a just-in-time compiler that can be used to optimize pattern matching. These are both optional features that can be omitted when the library is built.

THE BASIC LIBRARY FUNCTIONS

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

University of Cambridge Computing Service,
Cambridge, England.

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1.9 libjpeg 6b

1.9.1 Notifications :

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1.9.2 Available under license :

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998

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This distribution contains the sixth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to

our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

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.
FILE FORMAT WARS Software *not* to get.
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 wrjpgcom.
*.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.
coderules.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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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

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.

We are required to state that

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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> 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> (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.

1.10 zlib 1.2.7

1.10.1 Available under license :

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1.11 libconfig 1.7.3

1.11.1 Available under license :

Format: <http://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: ls-config

Source: <https://github.com/lucas-net-pl/ls-config>

Files: *

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Files: debian/*

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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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(For example, a function in a library to compute square roots has

a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a

medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by

this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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@center Preamble
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programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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The modified work must itself be a software library.

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You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you

must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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As an exception to the Sections above, you may also combine or link a ``work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable ``work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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```

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

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1.12 zlib 1.2.8

1.12.1 Available under license :

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

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1.13 pytz-python-time-zone-library 2022.1

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1.14 libusb-gx 0.2.0

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```
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```

```
<signature of Ty Coon>, 1 April 1989
```

Ty Coon, President of Vice

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1.15 memtester 4.5.1

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```
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1.16 ffmpeg 4.4

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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/tests/swresample.c`
 - `tests/checkasm/*`
 - `tests/tiny_ssim.c`
- the following filters in libavfilter:

- `signature_lookup.c`
- `vf_blackframe.c`
- `vf_boxblur.c`
- `vf_colormatrix.c`
- `vf_cover_rect.c`
- `vf_cropdetect.c`
- `vf_delogo.c`
- `vf_eq.c`
- `vf_find_rect.c`
- `vf_fspp.c`
- `vf_histeq.c`
- `vf_hqdn3d.c`
- `vf_kerndeint.c`
- `vf_lensfun.c` (GPL version 3 or later)
- `vf_mcdeint.c`
- `vf_mpdecimate.c`
- `vf_nnedi.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_signature.c`
- `vf_smartblur.c`
- `vf_spp.c`
- `vf_stereo3d.c`
- `vf_super2xsai.c`
- `vf_tinterlace.c`
- `vf_uspp.c`
- `vf_vaguedenoiser.c`
- `vsrc_mptestsrc.c`

Should you, for whatever reason, prefer to use version 3 of the (L)GPL, then the configure parameter `--enable-version3` will activate this licensing option for you. Read the file `COPYING.LGPLv3` or, if you have enabled GPL parts, `COPYING.GPLv3` to learn the exact legal terms that apply in this case.

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 version 2:

- avisynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxavs2
- libxvid

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

The following libraries are under LGPL version 3:

- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, 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.

The smbclient library is under the GPL v3, to combine it with FFmpeg, the options `--enable-gpl` and `--enable-version3` have to be passed to configure to upgrade FFmpeg to the GPL v3.

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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1.17 linux-sda845 4.9.186

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*

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1.18 ibus 1.5.1

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util/IMdkit/FrameMgr.c, util/IMdkit/FrameMgr.h:

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miyamoto@jrd.dec.com

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*****/

util/IMdkit/i18nAttr.c,
util/IMdkit/i18nClbk.c,
util/IMdkit/i18nIc.c,
util/IMdkit/i18nMethod.c,
util/IMdkit/i18nPtHdr.c,
util/IMdkit/i18nUtil.c,
util/IMdkit/i18nX.c,
util/IMdkit/IMConn.c,

util/IMdkit/IMdkit.h,
util/IMdkit/IMMethod.c,
util/IMdkit/IMValues.c,
util/IMdkit/Xi18n.h,
util/IMdkit/Xi18nX.h,
util/IMdkit/XimFunc.h:

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util/IMdkit/i18nIMProro.c:

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util/IMdkit/XimProto.h:

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util/IMdkit/Xtrans.h

/*

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1.19 open-ldap 2.6.1

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1.21 python-requests 2.27.1

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1.24 glib 2.71.0

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a

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1.25 cryptsetup 2.4.3

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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1.27 u-boot v2012.07 Moody

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1.28 tagtraum-libz 4.0.0

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1.29 sbc 1.4

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1.30 wireless-backports v5.10.9-2021_1020

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1.31 d3-format 3.1.0

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1.32 python-ujson 4.1.0

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Portions of code from MODP_ASCII - Ascii transformations (upper/lower, etc)

<https://github.com/client9/stringencoders>

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1.33 qt5-qtquicktimeline 5.14.1

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Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than ninety (90) days before expiry of the respective License Term. Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective quote from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10 %) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than ninety (90) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

3.2. Distribution of Applications

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices

- for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);
- (iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;
- (v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
- (vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
- (vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or

portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

- (viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Qt 3D Studio and/or Qt Design Studio with Open Source Qt ("Permitted Combination") for its internal evaluation purposes, provided that Licensee shall in no way transfer, publish, disclose, display or otherwise make available any software or work resulting from such Permitted Combination;
- (ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);
- (x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
- (xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions.

Third-Party Software does not comprise part of the Licensed Software. In some

cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED

WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1. Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information").

Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or

for any reason whatsoever.

10.2. Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly. Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall

provide an exemption certificate to The Qt Company and any applicable authority.

11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company. In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION

12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and

remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will

certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control

Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License

There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or

immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy

Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

Modules/Tools	QtAD	QtDC	QtMCU	Qt3DS	QtDS
Qt Core	X,R	X,R			

Qt GUI	X,R X,R
Qt Multimedia	X,R X,R
Qt Multimedia Widgets	X,R X,R
Qt Network	X,R X,R
Qt QML	X,R X,R
Qt Quick	X,R X,R
Qt Quick Controls 2	X,R X,R
Qt Quick Dialogs	X,R X,R
Qt Quick Layouts	X,R X,R
Qt Quick Test	X,R X,R
Qt SQL	X,R X,R
Qt Test	X,R X,R
Qt Widgets	X,R X,R
Active Qt	X,R X,R
Qt 3D	X,R X,R
Qt Android Extras	X,R X,R
Qt Bluetooth	X,R X,R
Qt Canvas 3D	X,R X,R
Qt Concurrent	X,R X,R
Qt D-Bus	X,R X,R
Qt Gamepad	X,R X,R
Qt Graphical Effects	X,R X,R
Qt Help	X,R X,R
Qt Image Formats	X,R X,R

Qt Location	X,R X,R
Qt Mac Extras	X,R X,R
Qt Network Authorization	X,R X,R
Qt NFC	X,R X,R
Qt Platform Headers	X,R X,R
Qt Positioning	X,R X,R
Qt Print Support	X,R X,R
Qt Purchasing	X,R X,R
Qt for Python	X,R X,R
Qt Quick Controls	X,R X,R
Qt Quick Extras	X,R X,R
Qt Quick Widgets	X,R X,R
Qt SCXML	X,R X,R
Qt Sensors	X,R X,R
Qt Serial Bus	X,R X,R
Qt Serial Port	X,R X,R
Qt Speech	X,R X,R
Qt SVG	X,R X,R
Qt UI Tools	X,R X,R
Qt WebChannel	X,R X,R
Qt WebEngine	X,R X,R
Qt WebSockets	X,R X,R
Qt WebView	X,R X,R
Qt Windows Extras	X,R X,R

Qt X11 Extras		X,R		X,R				
Qt XML		X,R		X,R				
Qt XML Patterns		X,R		X,R				
Qt Wayland Compositor		X,R		X,R				
Qt Charts		X,R		X,R				
Qt Data Visualization		X,R		X,R				
Qt Virtual Keyboard		X,R		X,R				
Boot 2 Qt stack			X,R					
Qt OTA			X,R					
Device Utilities			X,R					
Qt Debugging Bridge (QDB) Daemon			X,R					
Qt Quick Ultralite Controls				X,R				
Qt Quick Ultralite				X,R				
Qt Creator		X		X		X		
Qt Designer (Qt Widget Designer)		X		X				
Qt Quick Designer (Qt Creator plugin)		X		X		X		
Qt Linguist		X		X		X		
Qt Assistant		X		X		X		
lupdate		X		X		X		
lrelease		X		X		X		
qmake		X		X				
uic		X		X				
rcc		X		X				
qlalr		X		X				

qdoc		X	X				
qmlscene		X	X				
qmlviewer		X	X				
Target toolchains			X	X			
Qt Debugging Bridge (QDB) Host Tools				X			
qtconfig-gui			X				
Qt Emulator			X				
qmlinterfacegenerator				X			
qmltoccpp				X			
qulfontcompiler				X			
Qt53DStudioRuntime2					X,R		
Qt 3D Studio					X		
Qt Design Studio							X

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Modules /							
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Software	Suite		Manager		Platform		
			Package				

Qt MQTT	X,R						

Qt KNX	X,R						

Qt OPC UA	X,R						

Qt CoAP	X,R						

Qt Safe		X,R	X,R				
Renderer							

Qt							
Application		X,R		X,R			
Manager							

Qt IVI		X,R					

Reference UI		X,R					

Qt GENIVI		X,R					
Extras							

QML Live		X					

Qt Creator		X					
Deployment							

Qt Creator							
Plugin for							
Qt		X		X			
Application							
Manager							

Qt							
Automotive							
Suite		X					
Deployment							
Server							

Qt Design		X					
Studio							

Qt 3D Studio		X					

GammaRay		X				X	

Platform							
adaptations							

for							X
specified							
Deployment							
Platforms							

Qt for							
Device			X				
Creation							

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Licensee may install copies of the Licensed Software on an unlimited number of computers provided that (i) only the Designated Users may use the Licensed Software, and (ii) all Designated Users must have a valid Development License to use Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

3.2 Distribution of Redistributables

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non- exclusive, non-transferable license, valid for the Term, to (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and (ii) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and (iii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications and/or Devices for their respective intended purposes.

Right to distribute the Redistributables as provided herein is conditional upon the Licensee having purchased and paid the appropriate amount of Development and

Distribution Licenses from The Qt Company before distributing any Redistributables to Customers.

For the avoidance of any doubt it is specifically acknowledged and agreed that distribution of Redistributables solely as installed, incorporated or integrated into Applications for execution on the Deployment Platform(s), as specified in (i) of the first paragraph of Section 3.2 above, i.e. with no connection to Devices or intention to use in connection therewith, shall not require a Distribution License.

3.3 SDK License

The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute Licensed Software as a part of the SDK to Licensees SDK Contractors in connection with the Program and (ii) in connection with the Program, by itself or by Licensee's SDK Contractors, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt, provided, however, that:

- (i) the Licensees SDK Contractors are only entitled to use the Licensed Software as part of SDK and for the sole purpose of developing software for Devices that are distributed under the Program; and
- (ii) Licensees SDK Contractors shall not be entitled to distribute the SDK or any part thereof to any third parties.

For the avoidance of any doubt, the distribution of such software development tools that do not contain Licensed Software shall not be covered by this Agreement.

3.4 Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice contained in any portion of the Licensed Software;
- (ii) Applications and SDKs must add primary and substantial functionality to the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Applications and SDKs must not compete with the Licensed Software;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications or SDKs, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

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(viii) Except as expressly provided in Section 3.3, Licensee shall not and shall cause that its Affiliates, Contractors and Licensee's SDK Contractors shall not a) in any way, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt or b) incorporate or integrate Applications into a hardware device or product other than a Device, unless Licensee has received an advance written permission from The Qt Company to do so. Unless specifically otherwise agreed, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software build with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered as distribution under this Agreement and dependent on compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution);

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(xii) Attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

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7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1 Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES RECEIVED BY THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

7.2 Licensees Indemnification

Licensee shall indemnify and hold harmless The Qt Company from and against any claim, injury, judgment, settlement, loss or expense, including attorneys' fees related to: (a) Licensee's misrepresentation in connection with The Qt Company or the Licensed Software or breach of this Agreement, (b) the Application or

Device (except where such cause of liability is solely attributable to the Licensed Software).

8. SUPPORT, UPDATES AND ONLINE SERVICES

Licensee will be eligible to receive Support and Updates and to use the Online Services during the Support Term. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

Licenses granted under this Agreement shall include a prepaid Initial Support Term.

Initial Support Term shall be automatically extended to one or more Support Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the Support, such notification to be provided to the other Party no less than ninety (90) days before expiry of the Initial Support Term or respective Support Renewal Term. During any such Support Renewal Term Support shall be available subject to prices and terms agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Support Renewal Term. From time to time The Qt Company may change Support provided within each Support plan; provided that during the respective Initial Support Term or Support Renewal Term (as the case may be), the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to the Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party,

which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1 License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be. The License Fees shall not be refunded or claimed as a credit, even on the ground that Distribution Licenses are not used, i.e. Redistributables are not actually distributed corresponding to the Distribution Licenses purchased, or for any other reason.

10.2 Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3 Distribution

License Packs Unless otherwise agreed, the Distribution Licenses are bought by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for installing, bundling or integrating (all jointly "installing") the Redistributables with the Devices or for otherwise distributing the Redistributables in accordance with this Agreement.

Each time Licensee "installs" or distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may "install" copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

Redistributables will be deemed to have been "installed" into a Device when one of the following circumstances shall have occurred: a) the Redistributables have been loaded onto the Device and used outside of the Licensee's premises or b) the Device has been fully tested and placed into Licensee's inventory (or sold) for the first time (i.e., Licensee will not be required to use (or pay for) more than one Distribution License for each individual Device, e.g. in a situation where a Device is returned to Licensee's inventory after delivery to a distributor or sale to a Customer). In addition, if Licensee includes a back-up copy of the Redistributables on a CD-ROM or other storage medium along with the product, that backup copy of the Redistributables will not be deemed to have been "installed" and will not require an additional Distribution License.

10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee. A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

The Qt Company shall have the right to suspend, terminate or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Developer License, Distribution License, and Support, should Licensee fail to make payment in a timely fashion.

10.5 Taxes

All License Fees and other charges payable hereunder are gross amounts but

exclusive of any value added tax, use tax, sales tax and other taxes, duties or tariffs ("Taxes"). Such applicable Taxes shall be paid by Licensee, or, where applicable, in lieu of payment of such Taxes, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1 Licensee's Record-keeping

Licensee shall at all times maintain accurate and up-to-date written records of Licensee's activities related to the use of Licensed Software and distribution of Redistributables. The records shall be adequate to determine Licensee's compliance with the provisions of this Agreement and to demonstrate the number of Designated Users and Redistributables distributed by Licensee. The records shall conform to good accounting practices reasonably acceptable to The Qt Company.

Licensee shall, within thirty (30) days from the end of each calendar quarter, deliver to The Qt Company a report detailing the number of Designated Users and copies of Redistributables distributed by Licensee during that calendar quarter, and also detailing the number of undistributed copies of Redistributables made by Licensee and remaining in its account (i.e., undistributed copies for which Distribution Licenses have been or need to be obtained from The Qt Company). Such report shall contain such other information as The Qt Company shall reasonably require from time to time.

11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the use of the Redistributables, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12 TERM AND TERMINATION

12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall, within 30 days after such termination, cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not

relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1 No Assignment Licensee

shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2 No Third Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3 Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive.

14.4 Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

14.5 Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order shall apply unless expressly accepted by The Qt Company in writing.

14.6 Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non- performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non- performance of a

Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7 Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for The Qt Company in the beginning of this Agreement, and for the Licensee in the Licensees account profile. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8 Export Control

Licensee acknowledges that the Redistributables may be subject to export control restrictions under the applicable laws of respective countries.

Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re- exportation of the Redistributables, Applications and/or Devices.

14.9 No Implied License

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14.10 Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11 Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

IN WITNESS WHEREOF, the Parties hereto, intending to be legally bound hereby, have caused this Agreement to be executed by Licensees authorized representative installing the Licensed Software and accepting the terms hereof

in connection therewith.

Appendix 1

1. Parts of the Licensed Software that are permitted for distribution in object code form only ("Redistributables") under this Agreement:

- The Licensed Software's essential and add-on libraries
- The Licensed Software's configuration tool ("qtconfig")
- The Licensed Software's help tool ("Qt Assistant")
- The Licensed Software's internationalization tools ("Qt Linguist", "lupdate", "lrelease")
- The Licensed Software's QML ("Qt Quick") launcher tool ("qmlscene" and "qmlviewer")
- The Licensed Software's installer framework

2. Parts of the Licensed Software that are not permitted for distribution include, but are not limited to:

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- The Licensed Software's tool for writing makefiles ("qmake")
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- The Licensed Software's User Interface Compiler ("uic" or in the case of Qt Jambi: "juic")
- The Licensed Software's Resource Compiler ("rcc")
- The Licensed Software's generator (only in the case of Qt Jambi if applicable)
- The Licensed Software's parts of the IDE tool ("Qt Creator")
- The Licensed Software's Emulator
- Build scripts, recipes and other material for creating the configuration of Licensed Software and/or 3rd party components, including the reference operating system configuration delivered in conjunction with the

1.34 python 3.8.12

1.34.1 Available under license :

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Additional Conditions for this Windows binary build

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Microsoft Distributable Code at least as much as Microsoft's own requirements for the Distributable Code. See Microsoft's documentation (included in its developer tools and on its website at microsoft.com) for specific details.

Redistribution of the Windows binary build of the Python interpreter complies with this agreement, provided that you do not:

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X Window System License - X11R6.4

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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1.37 v4l-utils 1.23.0

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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(envelope-from <bill@thedirks.org>)

id 1OEd8K-0004wo-An; Tue, 18 May 2010 23:52:00 -0700
Message-ID: <4BF38878.9030208@thedirks.org>
Date: Tue, 18 May 2010 23:43:04 -0700
From: Bill Dirks <bill@thedirks.org>
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 6.1; en-US; rv:1.9.1.9) Gecko/20100317 Thunderbird/3.0.4
MIME-Version: 1.0
To: Hans de Goede <hdegoede@redhat.com>
CC: Huzaifa Sidhpurwala <huzaifas@redhat.com>
Subject: Re: License question about v4l1-compat.c
References: <4BF2445B.2080203@redhat.com>
In-Reply-To: <4BF2445B.2080203@redhat.com>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
X-AntiAbuse: This header was added to track abuse, please include it with any abuse report
X-AntiAbuse: Primary Hostname - gs8.inmotionhosting.com
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X-Source:
X-Source-Args:
X-Source-Dir:
X-RedHat-Spam-Score: 0 ()
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Hi, Hans. Nice to 'meet' you.

Yes, that's fine. Take what you need from my code and use it in your LGPL licensed library. I'm all in favor of removing v4l1 from the kernel.

Bill.

On 5/18/2010 12:40 AM, Hans de Goede wrote:

> Hi Bill,
>
> AFAIK you've been out of the v4l loop, so I assume you
> don't know me, this let me start with a shot self introduction:
>
> I'm a Linux enthusiast / developer. Amongst other things I've
> ported over many webcam drivers from v4l1 to v4l2 and I'm the
> author and maintainer of libv4l.
>
> Let me also quickly introduce libv4l about 3 years ago I had
> too much free time and was looking for a hobby project and I
> decided that improving webcam support under Linux would be
> a nice project. At that time there were many webcam driver but
> most of them were out of tree, including the gspca driver

> which is a usb webcam driver framework supporting a lot
> of different chipsets.
>
> One problem with getting these merged is that a lot of webcam
> chipsets produce proprietary (compressed) video formats, which
> apps don't understand. The out of tree drivers all "fixed" this
> by doing decompression and video format conversion inside the
> kernel.
>
> This was not acceptable thus it was time to write a library
> to sit between v4l2 apps and devices which could do format
> conversion if necessary. This resulted in libv4l2 and
> libv4lconvert being written, with libv4l2 being the glue sitting
> in between and libv4lconvert doing the actual conversion.
>
> But this did not help v4l1 apps, so I also wrote libv4l1 for those.
>
> Both libv4l1 and libv4l2 work by emulating the raw device API, all
> one needs to do is write v4lx_open instead of plain open when opening
> the device and them use v4lx_ioctl, etc. on the resulting fd instead
> of their plain versions. This serves 2 purposes:
> 1) It makes porting of apps the the library trivial
> 2) It allows for an LD_PRELOAD shim (used for proprietary apps such
> as skype).
>
> And now (finally) my question to you, lately we (the v4l devs) have
> been working on removing the last bits of v4l1 from the kernel.
> We would like to also remove the v4l1 ioctl compatibility (*), but
> currently libv4l1 depends on the v4l1 ioctl compatibility for some
> ioctls.
>
> Fixing this comes down to looking at what the kernel compat code
> does and then implementing that in libv4l1. This will likely involve
> some direct copying and libv4l1 is licensed under the LGPL rather
> than the GPL. Thus my question is would it be ok to use your v4l1 compat
> code under the LGPL inside libv4l1 ?
>
> Thanks & Regards,
>
> Hans
>
>
> (*) As in practice v4l1 apps need libv4l1 anyways both for format
> conversion and because some v4l2 drivers don't implement VIDIOCGBUF
> including rather important ones like the UVC driver, thus we've
> come to the conclusion that we might just as well drop the
> compatibility from the kernel
>

#####

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Message-ID: <4BF3A088.4050101@redhat.com>
Date: Wed, 19 May 2010 10:25:44 +0200
From: Gerd Hoffmann <kraxel@redhat.com>
User-Agent: Mozilla/5.0 (X11; U; Linux x86_64; en-US; rv:1.9.1.9) Gecko/20100430 Fedora/3.0.4-2.fc12 Thunderbird/3.0.4
MIME-Version: 1.0
To: Hans de Goede <hdegoede@redhat.com>
Subject: Re: Re-licensing v411-compat.c code which you wrote
References: <4BF3A064.7080602@redhat.com>
In-Reply-To: <4BF3A064.7080602@redhat.com>
Content-Type: text/plain; charset=ISO-8859-1; format=flowed
Content-Transfer-Encoding: 7bit
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Hi,

> My question to you is would it be ok to use your v411 compat
> contributions under the LGPL inside libv411 ?

Fine with me.

cheers,
Gerd

#####

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In-Reply-To: <4BF3A064.7080602@redhat.com>
References: <4BF3A064.7080602@redhat.com>
Date: Wed, 19 May 2010 10:27:50 +0200
Subject: Re: Re-licensing v411-compatible code which you wrote
From: "Hans Verkuil" <hverkuil@xs4all.nl>
To: "Hans de Goede" <hdegoede@redhat.com>
Cc: "Gerd Hoffmann" <krxel@redhat.com>,
"Mauro Carvalho Chehab" <mchehab@redhat.com>,
"Trent Piepho" <xyzy@speakeasy.org>,
"Huzaifa Sidhpurwala" <huzaifas@redhat.com>
User-Agent: SquirrelMail/1.4.18
MIME-Version: 1.0
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> Hi All,
>
> I'm writing you all because you've contributed patches
> to the kernels v4l1 ioctl compat code living in v4l1-compat.c
>
> Most of you already know me, and know that I'm working on
> making libv4l1 become independent of the kernel v4l1 ioctl
> compat code, so that it can be removed from the kernel.
>
> For those who don't know me or the v4l1 cleanup effort,
> read below for the long story.
>
> Making libv4l1 independent of the v4l1-compat.c code in the
> kernel comes down to looking at what the kernel compat code
> does and then implementing that in libv4l1. This will likely involve
> some direct copying and libv4l1 is licensed under the LGPL rather
> than the GPL. I already have permission from Bill Dirks who wrote
> the initial v4l1-compat code to do this.
>
> My question to you is would it be ok to use your v4l1 compat
> contributions under the LGPL inside libv4l1 ?

Permission granted.

Looking forward to seeing this in libv4l1 so we can kill this legacy code
in the kernel.

Regards,

Hans Verkuil

>
> Thanks & Regards,
>
> Hans
>
>
> The long story:
>
> I'm a Linux enthusiast / developer. Amongst other things I've
> ported over many webcam drivers from v4l1 to v4l2 and I'm the
> author and maintainer of libv4l.
>
> Let me also quickly introduce libv4l about 3 years ago I had
> too much free time and was looking for a hobby project and I
> decided that improving webcam support under Linux would be
> a nice project. At that time there were many webcam driver but

> most of them were out of tree, including the gspca driver
> which is a usb webcam driver framework supporting a lot
> of different chipsets.
>
> One problem with getting these merged is that a lot of webcam
> chipsets produce proprietary (compressed) video formats, which
> apps don't understand. The out of tree drivers all "fixed" this
> by doing decompression and video format conversion inside the
> kernel.
>
> This was not acceptable thus it was time to write a library
> to sit between v4l2 apps and devices which could do format
> conversion if necessary. This resulted in libv4l2 and
> libv4lconvert being written, with libv4l2 being the glue sitting
> in between and libv4lconvert doing the actual conversion.
>
> But this did not help v4l1 apps, so I also wrote libv4l1 for those.
>
> Both libv4l1 and libv4l2 work by emulating the raw device API, all
> one needs to do is write v4lx_open instead of plain open when opening
> the device and then use v4lx_ioctl, etc. on the resulting fd instead
> of their plain versions. This serves 2 purposes:
> 1) It makes porting of apps to the library trivial
> 2) It allows for an LD_PRELOAD shim (used for proprietary apps such
> as skype).
>
> Lately we (the v4l devs) have been working on removing the last bits
> of v4l1 from the kernel. We would like to also remove the v4l1 ioctl
> compatibility (*), but currently libv4l1 depends on the v4l1 ioctl
> compatibility for some ioctls, we are working on fixing this
> which involves re-using code from v4l1-compat.c, hence the
> re-licensing permission question.
>
> (*) As in practice v4l1 apps need libv4l1 anyways both for format
> conversion and because some v4l2 drivers don't implement VIDIOCGMBUF
> including rather important ones like the UVC driver, thus we've
> come to the conclusion that we might just as well drop the
> compatibility from the kernel.
>

--

Hans Verkuil - video4linux developer - sponsored by TANDBERG, part of Cisco

#####

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Message-ID: <4BF3F4B9.3060803@redhat.com>
Date: Wed, 19 May 2010 11:24:57 -0300
From: Mauro Carvalho Chehab <mchehab@kernel.org>
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Subject: Re: Re-licensing v4l1-compat.c code which you wrote
References: <4BF3A064.7080602@redhat.com>
In-Reply-To: <4BF3A064.7080602@redhat.com>
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit
X-Scanned-By: MIMEDefang 2.67 on 10.5.11.21

Hans de Goede wrote:

> Hi All,
>
> I'm writing you all because you've contributed patches
> to the kernels v4l1 ioctl compat code living in v4l1-compat.c
>
> Most of you already know me, and know that I'm working on
> making libv4l1 become independent of the kernel v4l1 ioctl
> compat code, so that it can be removed from the kernel.
>
> For those who don't know me or the v4l1 cleanup effort,
> read below for the long story.
>
> Making libv4l1 independent of the v4l1-compat.c code in the
> kernel comes down to looking at what the kernel compat code
> does and then implementing that in libv4l1. This will likely involve

> some direct copying and libv4l1 is licensed under the LGPL rather
> then the GPL. I already have permission from Bill Dirks who wrote
> the initial v4l1-compat code to do this.
>
> My question to you is would it be ok to use your v4l1 compat
> contributions under the LGPL inside libv4l1 ?

LGPL for v4l1-compat code is fine for me.

Cheers,
Mauro

#####

1.38 python-idna 2.10

1.38.1 Available under license :

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"""

A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.

"""

```
import io, sys
```

```
from setuptools import setup
```

```
def main():
```

```
    python_version = sys.version_info[:2]
```

```
    if python_version < (2,7):
```

```
        raise SystemExit("Sorry, Python 2.7 or newer required")
```

```
    package_data = { }
```

```
    exec(open('idna/package_data.py').read(), package_data)
```

```
    arguments = {
```

```
        'name': 'idna',
```

```
        'packages': ['idna'],
```

```
        'version': package_data['__version__'],
```

```
        'description': 'Internationalized Domain Names in Applications (IDNA)',
```

```
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
```

```
        'author': 'Kim Davies',
```

```

'author_email': 'kim@cynosure.com.au',
'license': 'BSD-like',
'url': 'https://github.com/kjd/idna',
'classifiers': [
    'Development Status :: 5 - Production/Stable',
    'Intended Audience :: Developers',
    'Intended Audience :: System Administrators',
    'License :: OSI Approved :: BSD License',
    'Operating System :: OS Independent',
    'Programming Language :: Python',
    'Programming Language :: Python :: 2',
    'Programming Language :: Python :: 2.7',
    'Programming Language :: Python :: 3',
    'Programming Language :: Python :: 3.4',
    'Programming Language :: Python :: 3.5',
    'Programming Language :: Python :: 3.6',
    'Programming Language :: Python :: 3.7',
    'Programming Language :: Python :: 3.8',
    'Programming Language :: Python :: Implementation :: CPython',
    'Programming Language :: Python :: Implementation :: PyPy',
    'Topic :: Internet :: Name Service (DNS)',
    'Topic :: Software Development :: Libraries :: Python Modules',
    'Topic :: Utilities',
],
'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
}

```

```
setup(**arguments)
```

```
if __name__ == '__main__':
    main()
```

Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1087384256_1599678111.01/0/python-idna-2-10-orig-tar-gz/idna-2.10/setup.py
```

No license file was found, but licenses were detected in source scan.

License: BSD-like

Classifier: License :: OSI Approved :: BSD License

Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1087384256_1599678111.01/0/python-idna-2-10-orig-tar-gz/idna-2.10/idna.egg-info/PKG-INFO
```

```
* /opt/ws_local/PERMITS_SQL/1087384256_1599678111.01/0/python-idna-2-10-orig-tar-gz/idna-2.10/PKG-INFO
```

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Found in path(s):

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1.39 crda 3.13

1.39.1 Available under license :

This package was debianized by Luis Rodriguez <mcgrof@gmail.com> on Thu, 22 Jan 2009 16:00:00 +0100.

The crda packages was downloaded from <<http://wireless.kernel.org/download/crda/>>

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Upstream-Name: crda

Upstream-Contact: Luis R. Rodriguez <mcgrof@do-not-panic.com>

Source: [git://git.kernel.org/pub/scm/linux/kernel/git/mcgrof/crda.git](http://git.kernel.org/pub/scm/linux/kernel/git/mcgrof/crda.git)

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1.40 pypi/setuptools 46.1.3

1.40.1 Available under license :

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1.41 google-c-testing-framework 1.11.0

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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

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```
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```

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```
/* nicstar.c v0.22 Jawaid Bazyar (bazyar@hypermall.com)
 * nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)
 *
 * Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.
 * http://www.hypermall.com/
 * 10/1/97 - commented out CFG_PHYIE bit - we don't care when the PHY
 * interrupts us (except possibly for removal/insertion of the cable?)
 * 10/4/97 - began heavy inline documentation of the code. Corrected typos
 * and spelling mistakes.
 * 10/5/97 - added code to handle PHY interrupts, disable PHY on
 * loss of link, and correctly re-enable PHY when link is
 * re-established. (put back CFG_PHYIE)
 *
 * Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.
 *
 * R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997
 *
 * Linux driver for the IDT77201 NICStAR PCI ATM controller.
 * PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;
 * see init_nicstar() for PHY initialization to change this. This driver
 * expects the Linux ATM stack to support scatter-gather lists
 * (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.
 *
 * Implementing minimal-copy of received data:
 * IDT always receives data into a small buffer, then large buffers
 * as needed. This means that data must always be copied to create
 * the linear buffer needed by most non-ATM protocol stacks (e.g. IP)
 * Fix is simple: make large buffers large enough to hold entire
 * SDU, and leave <small_buffer_data> bytes empty at the start. Then
 * copy small buffer contents to head of large buffer.
 * Trick is to avoid fragmenting Linux, due to need for a lot of large
 * buffers. This is done by 2 things:
```

```

* 1) skb->destructor / skb->atm.recycle_buffer
*     combined, allow nicstar_free_rx_skb to be called to
*     recycle large data buffers
* 2) skb_clone of received buffers
* See nicstar_free_rx_skb and linearize_buffer for implementation
* details.
*
*
*
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* Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
*
* M. Welsh, 6 July 1996
*
*
*/

```

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```

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```
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```

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for his contributions to the dvb-net driver

Diego Picciani <d.picciani@novacomp.it>
for CyberLogin for Linux which allows logging onto EON
(in case you are wondering where CyberLogin is, EON changed its login procedure and CyberLogin is no longer used.)

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...and all the other dbox2 people

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for many bugfixes

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for the support of the Fujitsu-Siemens Activy budget DVB-S

Kenneth Aafly <ke-aa@frisurf.no>

for adding support for Typhoon DVB-S budget card

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for tuning/DiSEqC support for the DEC 3000-s

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Michael Krufky <mkrufky@m1k.net>

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for the nxt2004 frontend driver

Kirk Lapray <kirk.lapray@gmail.com>
for the or51211 and or51132 frontend drivers, and
for merging the nxt2002 and nxt2004 modules into a
single nxt200x frontend driver.

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```

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```
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This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
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```

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1.46 io-ts-reporters 2.0.1

1.46.1 Available under license :

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1.47 jquery 3.1.0

1.48 tftp-hpa 5.2

1.48.1 Available under license :

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- */

Found in path(s):

- * /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/tftp.c
- * /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/common/tftpsubs.c
- * /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/main.c

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```
/* *_- c *_- ----- *
*
* Copyright 2001-2006 H. Peter Anvin - All Rights Reserved
*
* This program is free software available under the same license
* as the "OpenBSD" operating system, distributed at
* http://www.openbsd.org/.
*
* ----- */
```

Found in path(s):

- * /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/config.h

No license file was found, but licenses were detected in source scan.

```
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```



```
* http://www.openbsd.org/.
*
* ----- */
```

Found in path(s):

```
* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/remap.h
* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/misc.c
* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/remap.c
```

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Summary: The client for the Trivial File Transfer Protocol (TFTP).

Name: tftp

Version: @@VERSION@@

Release: 1

License: BSD

Group: Applications/Internet

Source0: <http://www.kernel.org/pub/software/network/tftp/tftp-hpa-%{version}.tar.gz>

BuildRequires: tcp_wrappers-devel

BuildRoot: %{_tmppath}/%{name}-root

%description

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp package provides the user interface for TFTP, which allows users to transfer files to and from a remote machine. This program and TFTP provide very little security, and should not be enabled unless it is expressly needed.

%package server

Group: System Environment/Daemons

Summary: The server for the Trivial File Transfer Protocol (TFTP).

Requires: xinetd

%description server

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp-server package provides the server for TFTP, which allows users to transfer files to and from a remote machine. TFTP provides very little security, and should not be enabled unless it is expressly needed. The TFTP server is run from `/etc/xinetd.d/tftp`, and is disabled by default on Red Hat Linux systems.

%prep

%setup -q -n tftp-hpa-%{version}

%build

%configure

make %{?_smp_mflags}

```

%install
rm -rf ${RPM_BUILD_ROOT}
mkdir -p ${RPM_BUILD_ROOT}%{_bindir}
mkdir -p ${RPM_BUILD_ROOT}%{_mandir}/man{1,8}
mkdir -p ${RPM_BUILD_ROOT}%{_sbindir}

make INSTALLROOT=${RPM_BUILD_ROOT} \
  SBINDIR=%{_sbindir} MANDIR=%{_mandir} \
  install
install -m755 -d ${RPM_BUILD_ROOT}%{_sysconfdir}/xinetd.d/ ${RPM_BUILD_ROOT}/tftpboot
install -m644 tftp-xinetd ${RPM_BUILD_ROOT}%{_sysconfdir}/xinetd.d/tftp

%post server
/sbin/service xinetd reload > /dev/null 2>&1 || :

%postun server
if [ $1 = 0 ]; then
  /sbin/service xinetd reload > /dev/null 2>&1 || :
fi

%clean
rm -rf ${RPM_BUILD_ROOT}

%files
%defattr(-,root,root)
%{_bindir}/tftp
%{_mandir}/man1/*

%files server
%defattr(-,root,root)
%config(noreplace) %{_sysconfdir}/xinetd.d/tftp
%dir /tftpboot
%{_sbindir}/in.tftpd
%{_mandir}/man8/*

%changelog
* Tue Sep 14 2004 H. Peter Anvin <hpa@zytor.com>
- removed completely broken "Malta" patch.
- integrated into build machinery so rpm -ta works.

* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Wed Jun 04 2003 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Fri Apr 11 2003 Elliot Lee <sopwith@redhat.com>
- 0.33

```

- Add /tftpboot directory (#88204)

- * Mon Feb 24 2003 Elliot Lee <sopwith@redhat.com>
 - rebuilt

- * Sun Feb 23 2003 Tim Powers <timp@redhat.com>
 - add BuildPreReq on tcp_wrappers

- * Wed Jan 22 2003 Tim Powers <timp@redhat.com>
 - rebuilt

- * Mon Nov 11 2002 Elliot Lee <sopwith@redhat.com> 0.32-1
 - Update to 0.32

- * Wed Oct 23 2002 Elliot Lee <sopwith@redhat.com> 0.30-1
 - Fix #55789
 - Update to 0.30

- * Thu Jun 27 2002 Elliot Lee <sopwith@redhat.com>
 - Try applying HJ's patch from #65476

- * Fri Jun 21 2002 Tim Powers <timp@redhat.com>
 - automated rebuild

- * Mon Jun 17 2002 Elliot Lee <sopwith@redhat.com>
 - Update to 0.29

- * Thu May 23 2002 Tim Powers <timp@redhat.com>
 - automated rebuild

- * Wed Jan 09 2002 Tim Powers <timp@redhat.com>
 - automated rebuild

- * Tue Dec 18 2001 Elliot Lee <sopwith@redhat.com> 0.17-15
 - Add patch4: netkit-tftp-0.17-defaultport.patch for bug #57562
 - Update to tftp-hpa-0.28 (bug #56131)
 - Remove include/arpa/tftp.h to fix #57259
 - Add resource limits in tftp-xinetd (#56722)

- * Sun Jun 24 2001 Elliot Lee <sopwith@redhat.com>
 - Bump release + rebuild.

- * Tue Jun 12 2001 Helge Deller <hdeller@redhat.de> (0.17-13)
 - updated tftp-hpa source to tftp-hpa-0.17
 - tweaked specfile with different defines for tftp-netkit and tftp-hpa version
 - use hpa's tftpd.8 man page instead of the netkits one

- * Mon May 07 2001 Helge Deller <hdeller@redhat.de>

- rebuilt in 7.1.x

* Wed Apr 18 2001 Helge Deller <hdeller@redhat.de>

- fix tftp client's put problems (#29529)
- update to tftp-hpa-0.16

* Wed Apr 4 2001 Jakub Jelinek <jakub@redhat.com>

- don't let configure to guess compiler, it can pick up eggs

* Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>

- changed "wait" in xinetd file to "yes" (hpa-tftpd forks and exits) (#26467)
- fixed hpa-tftpd to handle files greater than 32MB (#23725)
- added "-l" flag to hpa-tftpd for file-logging (#26467)
- added description for "-l" to the man-page

* Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>

- updated tftp client to 0.17 stable (#19640),
- drop dependency on xinetd for tftp client (#25051),

* Wed Jan 17 2001 Jeff Johnson <jbj@redhat.com>

- xinetd shouldn't wait on tftp (which forks) (#23923).

* Sat Jan 6 2001 Jeff Johnson <jbj@redhat.com>

- fix to permit tftp put's (#18128).
- startup as root with chroot to /tftpboot with early reversion to nobody is preferable to starting as nobody w/o ability to chroot.
- %%post is needed by server, not client. Add %%postun for erasure as well.

* Wed Aug 23 2000 Nalin Dahyabhai <nalin@redhat.com>

- default to being disabled

* Thu Aug 17 2000 Jeff Johnson <jbj@redhat.com>

- correct group.

* Tue Jul 25 2000 Nalin Dahyabhai <nalin@redhat.com>

- change user from root to nobody

* Sat Jul 22 2000 Jeff Johnson <jbj@redhat.com>

- update to tftp-hpa-0.14 (#14003).
- add server_args (#14003).
- remove -D_BSD_SOURCE (#14003).

* Fri Jul 21 2000 Nalin Dahyabhai <nalin@redhat.com>

- cook up an xinetd config file for tftpd

* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>

- automatic rebuild

- * Sun Jun 18 2000 Jeff Johnson <jbj@redhat.com>
 - FHS packaging.
 - update to 0.17.
- * Fri May 5 2000 Matt Wilson <msw@redhat.com>
 - use `_BSD_SOURCE` for hpa's tftpd so we get BSD signal semantics.
- * Fri Feb 11 2000 Bill Nottingham <notting@redhat.com>
 - fix description
- * Wed Feb 9 2000 Jeff Johnson <jbj@redhat.com>
 - compress man pages (again).
- * Wed Feb 02 2000 Cristian Gafton <gafton@redhat.com>
 - man pages are compressed
 - fix description and summary
- * Tue Jan 4 2000 Bill Nottingham <notting@redhat.com>
 - split client and server
- * Tue Dec 21 1999 Jeff Johnson <jbj@redhat.com>
 - update to 0.16.
- * Sat Aug 28 1999 Jeff Johnson <jbj@redhat.com>
 - update to 0.15.
- * Wed Apr 7 1999 Jeff Johnson <jbj@redhat.com>
 - tftpd should truncate file when overwriting (#412)
- * Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
 - auto rebuild in the new build environment (release 22)
- * Mon Mar 15 1999 Jeff Johnson <jbj@redhat.com>
 - compile for 6.0.
- * Fri Aug 7 1998 Jeff Johnson <jbj@redhat.com>
 - build root
- * Mon Apr 27 1998 Prospector System <bugs@redhat.com>
 - translations modified for de, fr, tr
- * Mon Sep 22 1997 Erik Troan <ewt@redhat.com>
 - added check for `getpwnam()` failure
- * Tue Jul 15 1997 Erik Troan <ewt@redhat.com>
 - initial build

Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp.spec.in

No license file was found, but licenses were detected in source scan.

Summary: The client for the Trivial File Transfer Protocol (TFTP).

Name: tftp

Version: 5.2

Release: 1

License: BSD

Group: Applications/Internet

Source0: <http://www.kernel.org/pub/software/network/tftp/tftp-hpa-%{version}.tar.gz>

BuildRequires: tcp_wrappers-devel

BuildRoot: %{_tmppath}/%{name}-root

%description

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp package provides the user interface for TFTP, which allows users to transfer files to and from a remote machine. This program and TFTP provide very little security, and should not be enabled unless it is expressly needed.

%package server

Group: System Environment/Daemons

Summary: The server for the Trivial File Transfer Protocol (TFTP).

Requires: xinetd

%description server

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp-server package provides the server for TFTP, which allows users to transfer files to and from a remote machine. TFTP provides very little security, and should not be enabled unless it is expressly needed. The TFTP server is run from /etc/xinetd.d/tftp, and is disabled by default on Red Hat Linux systems.

%prep

%setup -q -n tftp-hpa-%{version}

%build

%configure

make %{?_smp_mflags}

%install

rm -rf \${RPM_BUILD_ROOT}

mkdir -p \${RPM_BUILD_ROOT}%{_bindir}

mkdir -p \${RPM_BUILD_ROOT}%{_mandir}/man{1,8}

mkdir -p \${RPM_BUILD_ROOT}%{_sbindir}

make INSTALLROOT=\${RPM_BUILD_ROOT} \

```

SBINDIR=% {_sbindir} MANDIR=% {_mandir} \
install
install -m755 -d ${RPM_BUILD_ROOT}% {_sysconfdir}/xinetd.d/ ${RPM_BUILD_ROOT}/tftpboot
install -m644 tftp-xinetd ${RPM_BUILD_ROOT}% {_sysconfdir}/xinetd.d/tftp

%post server
/sbin/service xinetd reload > /dev/null 2>&1 || :

%postun server
if [ $1 = 0 ]; then
    /sbin/service xinetd reload > /dev/null 2>&1 || :
fi

%clean
rm -rf ${RPM_BUILD_ROOT}

%files
%defattr(-,root,root)
% {_bindir}/tftp
% {_mandir}/man1/*

%files server
%defattr(-,root,root)
%config(noreplace) % {_sysconfdir}/xinetd.d/tftp
%dir /tftpboot
% {_sbindir}/in.tftpd
% {_mandir}/man8/*

%changelog
* Tue Sep 14 2004 H. Peter Anvin <hpa@zytor.com>
- removed completely broken "Malta" patch.
- integrated into build machinery so rpm -ta works.

* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Wed Jun 04 2003 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Fri Apr 11 2003 Elliot Lee <sopwith@redhat.com>
- 0.33
- Add /tftpboot directory (#88204)

* Mon Feb 24 2003 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Sun Feb 23 2003 Tim Powers <timp@redhat.com>
- add BuildPreReq on tcp_wrappers

```

- * Wed Jan 22 2003 Tim Powers <timp@redhat.com>
- rebuilt
- * Mon Nov 11 2002 Elliot Lee <sopwith@redhat.com> 0.32-1
- Update to 0.32
- * Wed Oct 23 2002 Elliot Lee <sopwith@redhat.com> 0.30-1
- Fix #55789
- Update to 0.30
- * Thu Jun 27 2002 Elliot Lee <sopwith@redhat.com>
- Try applying HJ's patch from #65476
- * Fri Jun 21 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Mon Jun 17 2002 Elliot Lee <sopwith@redhat.com>
- Update to 0.29
- * Thu May 23 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Wed Jan 09 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Tue Dec 18 2001 Elliot Lee <sopwith@redhat.com> 0.17-15
- Add patch4: netkit-tftp-0.17-defaultport.patch for bug #57562
- Update to tftp-hpa-0.28 (bug #56131)
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- * Sun Jun 24 2001 Elliot Lee <sopwith@redhat.com>
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- use hpa's tftpd.8 man page instead of the netkits one
- * Mon May 07 2001 Helge Deller <hdeller@redhat.de>
- rebuilt in 7.1.x
- * Wed Apr 18 2001 Helge Deller <hdeller@redhat.de>
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- * Wed Apr 4 2001 Jakub Jelinek <jakub@redhat.com>

- don't let configure to guess compiler, it can pick up egcs

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- changed "wait" in xinetd file to "yes" (hpa-tftpd forks and exits) (#26467)
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* Sat Jan 6 2001 Jeff Johnson <jbj@redhat.com>

- fix to permit tftp put's (#18128).
- startup as root with chroot to /tftpboot with early reversion to nobody is preferable to starting as nobody w/o ability to chroot.
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- correct group.

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- change user from root to nobody

* Sat Jul 22 2000 Jeff Johnson <jbj@redhat.com>

- update to tftp-hpa-0.14 (#14003).
- add server_args (#14003).
- remove -D_BSD_SOURCE (#14003).

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- cook up an xinetd config file for tftpd

* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>

- automatic rebuild

* Sun Jun 18 2000 Jeff Johnson <jbj@redhat.com>

- FHS packaging.
- update to 0.17.

* Fri May 5 2000 Matt Wilson <msw@redhat.com>

- use _BSD_SOURCE for hpa's tftpd so we get BSD signal semantics.

* Fri Feb 11 2000 Bill Nottingham <notting@redhat.com>

- fix description

* Wed Feb 9 2000 Jeff Johnson <jbj@redhat.com>

- compress man pages (again).

* Wed Feb 02 2000 Cristian Gafton <gafton@redhat.com>

- man pages are compressed

- fix description and summary

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- split client and server

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- update to 0.16.

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* Wed Apr 7 1999 Jeff Johnson <jbj@redhat.com>

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- auto rebuild in the new build environment (release 22)

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- compile for 6.0.

* Fri Aug 7 1998 Jeff Johnson <jbj@redhat.com>

- build root

* Mon Apr 27 1998 Prospector System <bugs@redhat.com>

- translations modified for de, fr, tr

* Mon Sep 22 1997 Erik Troan <ewt@redhat.com>

- added check for getpwnam() failure

* Tue Jul 15 1997 Erik Troan <ewt@redhat.com>

- initial build

Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp.spec

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Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/MCONFIG.in

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.\" OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
.\" SUCH DAMAGE.
.\"
.\"----- */
```

Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.8.in

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```
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*
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* http://www.openbsd.org/.
*
```

* ----- */

Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/recvfrom.c

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/recvfrom.h

No license file was found, but licenses were detected in source scan.

.\" *- nroff *- ----- *

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.\"----- */

Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/tftp.1.in

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Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.h

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Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/extern.h

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/common/tftpsubs.h

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```

Found in path(s):

```

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.c

```

1.49 moment 2.29.3

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1.50 d-bus 1.13.22

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Mathieu Desnoyers
May 13th, 2009

IBM Corporation allowed LGPLv2.1+ licensing of their contribution to the userspace RCU library in a patch submitted on May 8, 2009 from Paul E. McKenney and reviewed by Steven L. Bennett:

<https://lists.lttng.org/pipermail/lttng-dev/2009-May/012835.html>

I (Mathieu Desnoyers) re-implemented ACCESS_ONCE(), likely(), unlikely() and barrier() from scratch without reference to the original code.

commit id : 2dc5fa0f7cfbfb0a64a7a67b39626650e863f16a

Bert Wesarg <bert.wesarg@googlemail.com> approved LGPL relicensing of his patch in an email dated May 13, 2009 :

<http://lkml.org/lkml/2009/5/13/16>

xchg() primitives has been rewritten from a MIT-licensed cmpxchg for Intel and powerpc. They are MIT-licensed and therefore usable in LGPL code. This cmpxchg code was obtained from the atomic_ops project:

http://www.hpl.hp.com/research/linux/atomic_ops/

I (Mathieu Desnoyers) wrote the remainder of the code.

The license for the library files in this project was therefore changed to LGPLv2.1 on May 13, 2009, as detailed in LICENSE.

1.52 curl 7.83.1

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1.53 beautiful-soup 4.9.3

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1.54 cryptsetup 2.4.3

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1.58 module-init-tools 20

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Mathieu Desnoyers

September 26, 2010

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#

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hello:

\$(CC) -O2 -I. -o hello -lc -llttng-ust hello.c tp.c

.PHONY: clean

clean:

rm -f hello

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hello:

\$(CC) -O2 -I. -o hello -lc -llttng-ust hello.c tp.c

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clean:

rm -f hello

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THANKS

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1.69 libdrm 2.4.39-1

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 * Authors:
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 *
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Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
```

2.4.39/intel/intel_bufmgr.h

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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* Eric Anholt <eric@anholt.net>

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/drmtest.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/tests/setversion.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/getclient.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/drmtest.h

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/tests/updatedraw.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/tests/getversion.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/tests/openclose.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/intel/intel_bufmgr.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/getstats.c

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/* radeon_drm.h -- Public header for the radeon driver -*- linux-c -*-

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* Authors:

* Kevin E. Martin <martin@valinux.com>
* Gareth Hughes <gareth@valinux.com>
* Keith Whitwell <keith@tungstengraphics.com>

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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* GLX Hardware Device Driver common code

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/* dristat.c --

* Created: Mon Jan 15 05:05:07 2001 by faith@acm.org

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* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/libkms/nouveau.c
* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/include/drm/vmwgfx_drm.h
* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/libkms/libkms.h
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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/kmstest/main.c
* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/libkms/api.c
* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/libkms/internal.h

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/radeon/radeon_bo_gem.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/radeon/radeon_bo_gem.h

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/* xf86drmHash.c -- Small hash table support for integer -> integer mapping

* Created: Sun Apr 18 09:35:45 1999 by faith@precisioninsight.com

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* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

*

* DESCRIPTION

*

* This file contains a straightforward implementation of a fixed-sized

* hash table using self-organizing linked lists [Knuth73, pp. 398-399] for

* collision resolution. There are two potentially interesting things

* about this implementation:

*

* 1) The table is power-of-two sized. Prime sized tables are more

* traditional, but do not have a significant advantage over power-of-two

* sized table, especially when double hashing is not used for collision

* resolution.

*

* 2) The hash computation uses a table of random integers [Hanson97,

* pp. 39-41].

*

* FUTURE ENHANCEMENTS

*

* With a table size of 512, the current implementation is sufficient for a
* few hundred keys. Since this is well above the expected size of the
* tables for which this implementation was designed, the implementation of
* dynamic hash tables was postponed until the need arises. A common (and
* naive) approach to dynamic hash table implementation simply creates a
* new hash table when necessary, rehashes all the data into the new table,
* and destroys the old table. The approach in [Larson88] is superior in
* two ways: 1) only a portion of the table is expanded when needed,
* distributing the expansion cost over several insertions, and 2) portions
* of the table can be locked, enabling a scalable thread-safe
* implementation.

*

* REFERENCES

*

* [Hanson97] David R. Hanson. C Interfaces and Implementations:
* Techniques for Creating Reusable Software. Reading, Massachusetts:
* Addison-Wesley, 1997.

*

* [Knuth73] Donald E. Knuth. The Art of Computer Programming. Volume 3:
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*

* [Larson88] Per-Ake Larson. "Dynamic Hash Tables". CACM 31(4), April
* 1988, pp. 446-457.

*

*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/xf86drmHash.c

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/include/drm/Makefile

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/* drmstat.c -- DRM device status and testing program

* Created: Tue Jan 5 08:19:24 1999 by faith@precisioninsight.com

*

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*

* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

*

*/

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/drmstat.c

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/* mga_drm.h -- Public header for the Matrox g200/g400 driver *- linux-c *-

* Created: Tue Jan 25 01:50:01 1999 by jhartmann@precisioninsight.com

*

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/libdrm_lists.h

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/xf86drm.c

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/*

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Found in path(s):

*/opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/xf86drmMode.c
*/opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/xf86drmMode.h

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```
/* xf86drmRandom.c -- "Minimal Standard" PRNG Implementation
 * Created: Mon Apr 19 08:28:13 1999 by faith@precisioninsight.com
 *
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 *
 * Authors: Rickard E. (Rik) Faith <faith@valinux.com>
 *
 * DESCRIPTION
 *
```

* This file contains a simple, straightforward implementation of the Park
* & Miller "Minimal Standard" PRNG [PM88, PMS93], which is a Lehmer
* multiplicative linear congruential generator (MLCG) with a period of
* $2^{31}-1$.

*

* This implementation is intended to provide a reliable, portable PRNG
* that is suitable for testing a hash table implementation and for
* implementing skip lists.

*

* FUTURE ENHANCEMENTS

*

* If initial seeds are not selected randomly, two instances of the PRNG
* can be correlated. [Knuth81, pp. 32-33] describes a shuffling technique
* that can eliminate this problem.

*

* If PRNGs are used for simulation, the period of the current
* implementation may be too short. [LE88] discusses methods of combining
* MLCGs to produce much longer periods, and suggests some alternative
* values for A and M. [LE90 and Sch92] also provide information on
* long-period PRNGs.

*

* REFERENCES

*

* [Knuth81] Donald E. Knuth. The Art of Computer Programming. Volume 2:
* Seminumerical Algorithms. Reading, Massachusetts: Addison-Wesley, 1981.

*

* [LE88] Pierre L'Ecuyer. "Efficient and Portable Combined Random Number
* Generators". CACM 31(6), June 1988, pp. 742-774.

*

* [LE90] Pierre L'Ecuyer. "Random Numbers for Simulation". CACM 33(10),
* October 1990, pp. 85-97.

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* [PM88] Stephen K. Park and Keith W. Miller. "Random Number Generators:
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*

* [Sch92] Bruce Schneier. "Pseudo-Ransom Sequence Generator for 32-Bit
* CPUs". Dr. Dobbs's Journal 17(2), February 1992, pp. 34, 37-38, 40.

*

* [PMS93] Stephen K. Park, Keith W. Miller, and Paul K. Stockmeyer. In
* "Technical Correspondence: Remarks on Choosing and Implementing Random
* Number Generators". CACM 36(7), July 1993, pp. 105-110.

*

*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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* Authors:

* Eric Anholt <eric@anholt.net>

*

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/gem_mmap.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/gem_flink.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/intel/intel_bufmgr_priv.h

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/gem_readwrite.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/gem_basic.c

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AC_PREREQ([2.63])

AC_INIT([libdrm],

[2.4.39],

[https://bugs.freedesktop.org/enter_bug.cgi?product=DRI],

```

[libdrm])

AC_CONFIG_HEADERS([config.h])
AC_CONFIG_SRCDIR([Makefile.am])
AC_CONFIG_MACRO_DIR([m4])
AC_CONFIG_AUX_DIR([build-aux])

AM_INIT_AUTOMAKE([1.10 foreign dist-bzip2])
AM_MAINTAINER_MODE([enable])

# Enable quiet compiles on automake 1.11.
m4_ifdef([AM_SILENT_RULES], [AM_SILENT_RULES([yes]])])

# Check for programs
AC_PROG_CC

AC_USE_SYSTEM_EXTENSIONS
AC_SYS_LARGEFILE
AC_FUNC_ALLOCA

# Initialize libtool
LT_PREREQ([2.2])
LT_INIT([disable-static])

PKG_CHECK_MODULES(PTHREADSTUBS, pthread-stubs)
AC_SUBST(PTHREADSTUBS_CFLAGS)
AC_SUBST(PTHREADSTUBS_LIBS)

pkgconfigdir=${libdir}/pkgconfig
AC_SUBST(pkgconfigdir)
AC_ARG_ENABLE([udev],
    [AS_HELP_STRING([--enable-udev],
        [Enable support for using udev instead of mknod (default: disabled)]),
    [UDEV=$enableval], [UDEV=no])

AC_ARG_ENABLE([libkms],
    [AS_HELP_STRING([--disable-libkms],
        [Disable KMS mm abstraction library (default: auto)]),
    [LIBKMS=$enableval], [LIBKMS=auto])

AC_ARG_ENABLE([intel],
    [AS_HELP_STRING([--disable-intel],
        [Enable support for intel's KMS API (default: auto)]),
    [INTEL=$enableval], [INTEL=auto])

AC_ARG_ENABLE([radeon],
    [AS_HELP_STRING([--disable-radeon],

```

```
[Enable support for radeon's KMS API (default: auto)],  
[RADEON=$enableval], [RADEON=auto])
```

```
AC_ARG_ENABLE(nouveau,  
AS_HELP_STRING([--disable-nouveau],  
[Enable support for nouveau's KMS API (default: auto)]),  
[NOUVEAU=$enableval], [NOUVEAU=auto])
```

```
AC_ARG_ENABLE(vmwgfx-experimental-api,  
AS_HELP_STRING([--enable-vmwgfx-experimental-api],  
[Install vmwgfx's experimental kernel API header (default: disabled)]),  
[VMWGFEX=$enableval], [VMWGFEX=no])
```

```
AC_ARG_ENABLE(omap-experimental-api,  
AS_HELP_STRING([--enable-omap-experimental-api],  
[Enable support for OMAP's experimental API (default: disabled)]),  
[OMAP=$enableval], [OMAP=no])
```

```
AC_ARG_ENABLE(exynos-experimental-api,  
AS_HELP_STRING([--enable-exynos-experimental-api],  
[Enable support for EXYNOS's experimental API (default: disabled)]),  
[EXYNOS=$enableval], [EXYNOS=no])
```

```
dnl =====
```

```
dnl check compiler flags
```

```
AC_DEFUN([LIBDRM_CC_TRY_FLAG], [  
AC_MSG_CHECKING([whether $CC supports $1])
```

```
libdrm_save_CFLAGS="$CFLAGS"  
CFLAGS="$CFLAGS $1"
```

```
AC_COMPILE_IFELSE([ ], [libdrm_cc_flag=yes], [libdrm_cc_flag=no])  
CFLAGS="$libdrm_save_CFLAGS"
```

```
if test "x$libdrm_cc_flag" = "xyes"; then  
  ifelse([$2], , :, [$2])  
else  
  ifelse([$3], , :, [$3])  
fi  
AC_MSG_RESULT([$libdrm_cc_flag])  
])
```

```
dnl We use clock_gettime to check for timeouts in drmWaitVBlank
```

```
AC_CHECK_FUNCS([clock_gettime], [CLOCK_LIB=],  
[AC_CHECK_LIB([rt], [clock_gettime], [CLOCK_LIB=-lrt],  
[AC_MSG_ERROR([Couldn't find clock_gettime])])])  
AC_SUBST([CLOCK_LIB])
```

```
AC_CHECK_FUNCS([open_memstream], [HAVE_OPEN_MEMSTREAM=yes])
```

dnl Use lots of warning flags with with gcc and compatible compilers

dnl Note: if you change the following variable, the cache is automatically
dnl skipped and all flags rechecked. So there's no need to do anything
dnl else. If for any reason you need to force a recheck, just change
dnl MAYBE_WARN in an ignorable way (like adding whitespace)

```
MAYBE_WARN="-Wall -Wextra \  
-Wsign-compare -Werror-implicit-function-declaration \  
-Wpointer-arith -Wwrite-strings -Wstrict-prototypes \  
-Wmissing-prototypes -Wmissing-declarations -Wnested-externs \  
-Wpacked -Wswitch-enum -Wmissing-format-attribute \  
-Wstrict-aliasing=2 -Winit-self \  
-Wdeclaration-after-statement -Wold-style-definition \  
-Wno-missing-field-initializers -Wno-unused-parameter \  
-Wno-attributes -Wno-long-long -Winline"  
  
# invalidate cached value if MAYBE_WARN has changed  
if test "x$libdrm_cv_warn_maybe" != "x$MAYBE_WARN"; then  
  unset libdrm_cv_warn_cflags  
fi  
AC_CACHE_CHECK([for supported warning flags], libdrm_cv_warn_cflags, [  
  echo  
  WARN_CFLAGS=""  
  
  # Some warning options are not supported by all versions of  
  # gcc, so test all desired options against the current  
  # compiler.  
  #  
  # Note that there are some order dependencies  
  # here. Specifically, an option that disables a warning will  
  # have no net effect if a later option then enables that  
  # warnings, (perhaps implicitly). So we put some grouped  
  # options (-Wall and -Wextra) up front and the -Wno options  
  # last.  
  
  for W in $MAYBE_WARN; do  
    LIBDRM_CC_TRY_FLAG([$W], [WARN_CFLAGS="$WARN_CFLAGS $W"])  
  done  
  
  libdrm_cv_warn_cflags=$WARN_CFLAGS  
  libdrm_cv_warn_maybe=$MAYBE_WARN  
  
  AC_MSG_CHECKING([which warning flags were supported])  
  WARN_CFLAGS="$libdrm_cv_warn_cflags"
```

```

if test "x$UDEDEV" = xyes; then
  AC_DEFINE(UDEV, 1, [Have UDEV support])
fi

AC_CANONICAL_HOST
if test "x$LIBKMS" = xauto ; then
  case $host_os in
    linux*) LIBKMS="yes" ;;
    *) LIBKMS="no" ;;
  esac
fi

AM_CONDITIONAL(HAVE_LIBKMS, [test "x$LIBKMS" = xyes])

AM_CONDITIONAL(HAVE_VMWGFX, [test "x$VMWGFX" = xyes])
if test "x$VMWGFX" = xyes; then
  AC_DEFINE(HAVE_VMWGFX, 1, [Have vmwgfx kernel headers])
fi

AM_CONDITIONAL(HAVE_NOUVEAU, [test "x$NOUVEAU" = xyes])
if test "x$NOUVEAU" = xyes; then
  AC_DEFINE(HAVE_NOUVEAU, 1, [Have nouveau (nvidia) support])
fi

AM_CONDITIONAL(HAVE_OMAP, [test "x$OMAP" = xyes])
if test "x$OMAP" = xyes; then
  AC_DEFINE(HAVE_OMAP, 1, [Have OMAP support])
fi

AM_CONDITIONAL(HAVE_EXYNOS, [test "x$EXYNOS" = xyes])
if test "x$EXYNOS" = xyes; then
  AC_DEFINE(HAVE_EXYNOS, 1, [Have EXYNOS support])
fi

PKG_CHECK_MODULES(CAIRO, cairo, [HAVE_CAIRO=yes], [HAVE_CAIRO=no])
if test "x$HAVE_CAIRO" = xyes; then
  AC_DEFINE(HAVE_CAIRO, 1, [Have cairo support])
fi
AM_CONDITIONAL(HAVE_CAIRO, [test "x$HAVE_CAIRO" = xyes])

# For enumerating devices in test case
PKG_CHECK_MODULES(LIBUDEV, libudev, [HAVE_LIBUDEV=yes], [HAVE_LIBUDEV=no])
if test "x$HAVE_LIBUDEV" = xyes; then
  AC_DEFINE(HAVE_LIBUDEV, 1, [Have libudev support])
fi
AM_CONDITIONAL(HAVE_LIBUDEV, [test "x$HAVE_LIBUDEV" = xyes])

```

```

if test "x$INTEL" != "xno" -o "x$RADEON" != "xno" -o "x$NOUVEAU" != "xno" -o "x$OMAP" != "xno"; then
# Check for atomic intrinsics
AC_CACHE_CHECK([for native atomic primitives], drm_cv_atomic_primitives,
[
drm_cv_atomic_primitives="none"

AC_LINK_IFELSE([AC_LANG_PROGRAM([
int atomic_add(int i) { return __sync_fetch_and_add (&i, 1); }
int atomic_cmpxchg(int i, int j, int k) { return __sync_val_compare_and_swap (&i, j, k); }
],[[]]),
[drm_cv_atomic_primitives="Intel"],[])

if test "x$drm_cv_atomic_primitives" = "xnone"; then
AC_CHECK_HEADER([atomic_ops.h], drm_cv_atomic_primitives="libatomic-ops")
fi

# atomic functions defined in <atomic.h> & libc on Solaris
if test "x$drm_cv_atomic_primitives" = "xnone"; then
AC_CHECK_FUNC([atomic_cas_uint],
drm_cv_atomic_primitives="Solaris")
fi

])
if test "x$drm_cv_atomic_primitives" = xIntel; then
AC_DEFINE(HAVE_LIBDRM_ATOMIC_PRIMITIVES, 1,
[Enable if your compiler supports the Intel __sync_* atomic primitives])
fi
if test "x$drm_cv_atomic_primitives" = "xlibatomic-ops"; then
AC_DEFINE(HAVE_LIB_ATOMIC_OPS, 1, [Enable if you have libatomic-ops-dev installed])
fi

if test "x$drm_cv_atomic_primitives" = "xnone"; then
if test "x$INTEL" != "xauto"; then
if test "x$INTEL" != "xno"; then
AC_MSG_ERROR([libdrm_intel depends upon atomic operations, which were not found for your
compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package, or, failing both of those,
disable support for Intel GPUs by passing --disable-intel to ./configure])
fi
else
AC_MSG_WARN([Disabling libdrm_intel. It depends on atomic operations, which were not found for
your compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package.])
INTEL=no
fi
if test "x$RADEON" != "xauto"; then
if test "x$RADEON" != "xno"; then
AC_MSG_ERROR([libdrm_radeon depends upon atomic operations, which were not found for your
compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package, or, failing both of those,
disable support for Radeon support by passing --disable-radeon to ./configure])

```

```

        fi
    else
        AC_MSG_WARN([Disabling libdrm_radeon. It depends on atomic operations, which were not found for
your compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package.])
        RADEON=no
    fi
    if test "x$NOUVEAU" != "xauto"; then
        if test "x$NOUVEAU" != "xno"; then
            AC_MSG_ERROR([libdrm_nouveau depends upon atomic operations, which were not found for your
compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package, or, failing both of those,
disable support for NVIDIA GPUs by passing --disable-nouveau to ./configure])
        fi
    else
        AC_MSG_WARN([Disabling libdrm_nouveau. It depends on atomic operations, which were not found
for your compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package.])
        NOUVEAU=no
    fi
else
    if test "x$INTEL" != "xno"; then
        case $host_cpu in
            i?86|x86_64) INTEL=yes ;;
            *) INTEL=no ;;
        esac
    fi
    if test "x$RADEON" != "xno"; then
        RADEON=yes
    fi
    if test "x$NOUVEAU" != "xno"; then
        NOUVEAU=yes
    fi
fi
fi

if test "x$INTEL" != "xno"; then
    PKG_CHECK_MODULES(PCIAccess, [pciaccess >= 0.10])
fi
AC_SUBST(PCIAccess_CFLAGS)
AC_SUBST(PCIAccess_LIBS)

PKG_CHECK_MODULES(VAlGRIND, [valgrind], [have_valgrind=yes], [have_valgrind=no])
if test "x$have_valgrind" = "xyes"; then
    AC_DEFINE([HAVE_VALGRIND], 1, [Use valgrind intrinsics to suppress false warnings])
fi

AM_CONDITIONAL(HAVE_INTEL, [test "x$INTEL" != "xno"])
AM_CONDITIONAL(HAVE_RADEON, [test "x$RADEON" != "xno"])
AM_CONDITIONAL(HAVE_NOUVEAU, [test "x$NOUVEAU" != "xno"])
if test "x$RADEON" = xyesh; then

```



```
AC_DEFINE(HAVE_RADEON, 1, [Have radeon support])
```

```
fi
```

```
AC_ARG_WITH([kernel-source],  
    [AS_HELP_STRING([--with-kernel-source],  
        [specify path to linux kernel source])],  
    [kernel_source="$with_kernel_source"]  
AC_SUBST(kernel_source)
```

```
AC_SUBST(WARN_CFLAGS)
```

```
AC_CONFIG_FILES([
```

```
    Makefile
```

```
    libkms/Makefile
```

```
    libkms/libkms.pc
```

```
    intel/Makefile
```

```
    intel/libdrm_intel.pc
```

```
    radeon/Makefile
```

```
    radeon/libdrm_radeon.pc
```

```
    nouveau/Makefile
```

```
    nouveau/libdrm_nouveau.pc
```

```
    omap/Makefile
```

```
    omap/libdrm_omap.pc
```

```
    exynos/Makefile
```

```
    exynos/libdrm_exynos.pc
```

```
    tests/Makefile
```

```
    tests/modeprint/Makefile
```

```
    tests/modetest/Makefile
```

```
    tests/kmstest/Makefile
```

```
    tests/radeon/Makefile
```

```
    tests/vbltest/Makefile
```

```
    include/Makefile
```

```
    include/drm/Makefile
```

```
    libdrm.pc])
```

```
AC_OUTPUT
```

```
echo ""
```

```
echo "$PACKAGE_STRING will be compiled with:"
```

```
echo ""
```

```
echo " libkms      $LIBKMS"
```

```
echo " Intel API   $INTEL"
```

```
echo " vmwgfx API  $VMWGFX"
```

```
echo " Radeon API  $RADEON"
```

```
echo " Nouveau API $NOUVEAU"
```

```
echo " OMAP API    $OMAP"
```

```
echo " EXYNOS API  $EXYNOS"
```

```
echo ""
```

```
Found in path(s):
```

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/configure.ac

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/tests/modeprint/modeprint.c

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* Authors:

* Ben Widawsky <ben@bwidawsk.net>

*

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/radeon/bof.h
* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/radeon/bof.c

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*
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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/xf86atomic.h
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/* xf86drmSL.c -- Skip list support

* Created: Mon May 10 09:28:13 1999 by faith@precisioninsight.com

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*
* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

*
* DESCRIPTION

*
* This file contains a straightforward skip list implementation.n

*
* FUTURE ENHANCEMENTS

*
* REFERENCES

*
* [Pugh90] William Pugh. Skip Lists: A Probabilistic Alternative to
* Balanced Trees. CACM 33(6), June 1990, pp. 668-676.

*

*/

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/xf86drmSL.c

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/intel/intel_bufmgr_gem.c

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/radeon/radeon_bo.h

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2.4.39/nouveau/abi16.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/nouveau/nouveau.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/nouveau/bufctx.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/nouveau/pushbuf.c

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* Authors:

* Gareth Hughes <gareth@valinux.com>

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/radeon/radeon_surface.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/radeon/radeon_surface.h

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*/opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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*/opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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* Authors:

* Gareth Hughes <gareth@valinux.com>
* Frank C. Earl <fearl@airmail.net>
* Leif Delgass <ldelgass@retinalburn.net>

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Found in path(s):

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-

2.4.39/include/drm/mach64_drm.h

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* DRM based mode setting test program

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/modetest/buffers.h

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/modetest/modetest.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/tests/vbltest/vbltest.c

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* Inki Dae <inki.dae@samsung.com>

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* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/exynos/exynos_drmif.h

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
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/* exynos_drm.h

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* Rob Clark <rob@ti.com>

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2.4.39/omap/omap_drm.c

* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-
2.4.39/omap/omap_drm.h

```
* /opt/ws_local/PERMITS_SQL/1007122131_1591903596.63/0/libdrm-2-4-39-tar-gz/libdrm-2.4.39/omap/omap_drmif.h
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1.71 @babel/plugin-proposal-class-properties

7.17.12

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1.72 nanopb 0.4.5

1.72.1 Available under license :

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Metadata-Version: 2.1

Name: nanopb

Version: 0.4.5.post1

Summary: Nanopb is a small code-size Protocol Buffers implementation in ansi C. It is especially suitable for use in microcontrollers, but fits any memory restricted system.

Home-page: <https://jpa.kapsi.fi/nanopb/>

License: Zlib

Keywords: protobuf, protoc

Author: Petteri Aimonen

Author-email: jpa@npb.mail.kapsi.fi

Requires-Python: >=2.7

Classifier: License :: OSI Approved

Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: 3.9
Classifier: Topic :: Software Development :: Build Tools
Provides-Extra: grpcio-tools
Requires-Dist: grpcio-tools (>=1.26.0rc1); extra == "grpcio-tools"
Requires-Dist: protobuf (>=3.6)
Project-URL: Documentation, <https://jpa.kapsi.fi/nanopb/docs/index.html>
Project-URL: Repository, <https://github.com/nanopb/nanopb/>
Description-Content-Type: text/markdown

Nanopb - Protocol Buffers for Embedded Systems

=====
[![Build Status](https://travis-ci.com/nanopb/nanopb.svg?branch=master)](https://travis-ci.com/nanopb/nanopb)

Nanopb is a small code-size Protocol Buffers implementation in ansi C. It is especially suitable for use in microcontrollers, but fits any memory restricted system.

* **Homepage:** <https://jpa.kapsi.fi/nanopb/>
* **Documentation:** <https://jpa.kapsi.fi/nanopb/docs/>
* **Downloads:** <https://jpa.kapsi.fi/nanopb/download/>
* **Forum:** <https://groups.google.com/forum/#!forum/nanopb>
* **Nightly builds:** <https://jpa.kapsi.fi/jenkins/job/nanopb/>

Using the nanopb library

To use the nanopb library, you need to do two things:

1. Compile your .proto files for nanopb, using `protoc`.
2. Include `*pb_encode.c*`, `*pb_decode.c*` and `*pb_common.c*` in your project.

The easiest way to get started is to study the project in "examples/simple". It contains a Makefile, which should work directly under most Linux systems. However, for any other kind of build system, see the manual steps in README.txt in that folder.

Generating the headers

Protocol Buffers messages are defined in a `.proto` file, which follows a standard format that is compatible with all Protocol Buffers libraries. To use it with nanopb, you need to generate `.pb.c` and `.pb.h` files from it:

```
python generator/nanopb_generator.py myprotocol.proto # For source checkout
generator-bin/nanopb_generator myprotocol.proto    # For binary package
```

(Note: For instructions for nanopb-0.3.9.x and older, see the documentation of that particular version [here](https://github.com/nanopb/nanopb/blob/maintenance_0.3/README.md))

The binary packages for Windows, Linux and Mac OS X should contain all necessary dependencies, including Python, python-protobuf library and protoc. If you are using a git checkout or a plain source distribution, you will need to install Python separately. Once you have Python, you can install the other dependencies with `pip install protobuf grpcio-tools`.

You can further customize the header generation by creating an `.options` file. See [documentation](<https://jpa.kapsi.fi/nanopb/docs/concepts.html#modifying-generator-behaviour>) for details.

Running the tests

If you want to perform further development of the nanopb core, or to verify its functionality using your compiler and platform, you'll want to run the test suite. The build rules for the test suite are implemented using Scons, so you need to have that installed (ex: `sudo apt install scons` or `pip install scons`). To run the tests:

```
cd tests
scons
```

This will show the progress of various test cases. If the output does not end in an error, the test cases were successful.

Note: Mac OS X by default aliases 'clang' as 'gcc', while not actually supporting the same command line options as gcc does. To run tests on Mac OS X, use: `scons CC=clang CXX=clang`. Same way can be used to run tests with different compilers on any platform.

For embedded platforms, there is currently support for running the tests on STM32 discovery board and [simavr](<https://github.com/buserror/simavr>) AVR simulator. Use `scons PLATFORM=STM32` and `scons PLATFORM=AVR` to run these tests.

Build systems and integration

Nanopb C code itself is designed to be portable and easy to build

on any platform. Often the bigger hurdle is running the generator which takes in the `.proto` files and outputs `.pb.c` definitions.

There exist build rules for several systems:

- * **Makefiles***: `extra/nanopb.mk`, see `examples/simple`
- * **CMake***: `extra/FindNanopb.cmake`, see `examples/cmake`
- * **SCons***: `tests/site_scons` (generator only)
- * **Bazel***: `BUILD` in source root
- * **Conan***: `conanfile.py` in source root
- * **PlatformIO***: <https://platformio.org/lib/show/431/Nanopb>
- * **PyPI/pip***: <https://pypi.org/project/nanopb/>

And also integration to platform interfaces:

- * **Arduino***: <http://platformio.org/lib/show/1385/nanopb-arduino>

Building nanopb - Using vcpkg

You can download and install nanopb using the [vcpkg](<https://github.com/Microsoft/vcpkg>) dependency manager:

```
git clone https://github.com/Microsoft/vcpkg.git
cd vcpkg
./bootstrap-vcpkg.sh
./vcpkg integrate install
./vcpkg install nanopb
```

The nanopb port in vcpkg is kept up to date by Microsoft team members and community contributors. If the version is out of date, please [create an issue or pull request](<https://github.com/Microsoft/vcpkg>) on the vcpkg repository.

Found in path(s):

- * /opt/cola/permits/1176040500_1625608205.61/0/nanopb-0-4-5-post1-tar-gz/nanopb-0.4.5.post1/PKG-INFO

No license file was found, but licenses were detected in source scan.

This function is under the MIT license.

Found in path(s):

- * /opt/cola/permits/1176040500_1625608205.61/0/nanopb-0-4-5-post1-tar-gz/nanopb-0.4.5.post1/nanopb/generator/nanopb_generator.py

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```

```
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// this software without specific prior written permission.
```

Found in path(s):

```
* /opt/cola/permits/1176040500_1625608205.61/0/nanopb-0-4-5-post1-tar-gz/nanopb-
0.4.5.post1/nanopb/generator/proto/google/protobuf/descriptor.proto
```

1.73 e2fsprogs 1.42.13

1.73.1 Available under license :

Index: tdbsa/tdb.c

```
-----
--- tdbsa.orig/tdb.c
```

```
+++ tdbsa/tdb.c
```

```
@@ -4,11 +4,11 @@ Rev: 23371
```

```
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
```

```
*/
```

```
/*
```

```
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version
```

```
- trivial database library - private includes
```

```
-
```

```
- Copyright (C) Andrew Tridgell      2005
+ Copyright (C) Andrew Tridgell      1999-2005
+ Copyright (C) Jeremy Allison      2000-2006
+ Copyright (C) Paul `Rusty' Russell  2000
```

```
** NOTE! The following LGPL license applies to the tdb
** library. This does NOT imply that all of Samba is released
This is the Debian GNU/Linux prepackaged version of the ss
command-line interface parsing library library. It is currently
distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".
```

This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
tsx-11.mit.edu/pub/linux/packages/ext2fs/

From the original distribution:

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It is part of the main e2fsprogs distribution, which can be found at:

<http://sourceforge.net/projects/e2fsprogs>

Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from <http://sourceforge.net/projects/e2fsprogs>

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This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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#

This is a Makefile stub which handles the creation of BSD shared libraries.

#

In order to use this stub, the following makefile variables must be defined.

#

BSDLIB_VERSION = 1.0

BSDLIB_IMAGE = libce

BSDLIB_MYDIR = et

BSDLIB_INSTALL_DIR = \$(SHLIBDIR)

#

all:: image

real-subdirs:: Makefile

@echo " MKDIR pic"

@mkdir -p pic

BSD_LIB = \$(BSDLIB_IMAGE).so.\$(BSDLIB_VERSION)

BSDLIB_PIC_FLAG = -fpic

image: \$(BSD_LIB)

\$(BSD_LIB): \$(OBS)

(cd pic; ld -Bshareable -o \$(BSD_LIB) \$(LD_FLAGS) \$(OBS))

\$(MV) pic/\$(BSD_LIB) .

\$(RM) -f ../\$(BSD_LIB)

(cd ..; \$(LN) \$(LINK_BUILD_FLAGS) \

`echo \$(my_dir) | sed -e 's/lib/;`/\$(BSD_LIB) \$(BSD_LIB))

install-shlibs install:: \$(BSD_LIB)

@echo " INSTALL_PROGRAM \$(BSDLIB_INSTALL_DIR)/\$(BSD_LIB)"

@\$(INSTALL_PROGRAM) \$(BSD_LIB) \

\$(DESTDIR)\$ (BSDLIB_INSTALL_DIR)/\$(BSD_LIB)

@-\$(LD_CONFIG)

install-strip: install

install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::

\$(RM) -f \$(DESTDIR)\$ (BSDLIB_INSTALL_DIR)/\$(BSD_LIB)

clean::

\$(RM) -rf pic

\$(RM) -f \$(BSD_LIB)

\$(RM) -f ../\$(BSD_LIB)

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Theodore Ts'o
23-June-2007

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```

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```
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```

```
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1.80 libunwind v1.6.2

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1.81 libevent 2.1.12

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1.82 libnl3 3.2.24

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1.83 pyalsaaudio 0.8.4

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1.84 netlink-protocol-library-suite-libnl 3.2.21

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1.87 core-js 3.22.8

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1.88 dav1d 1.0.0

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1.92 zlib 1.2.11

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1.93 libxslt 1.1.35

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1.94 base64-arraybuffer 1.0.2

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1.95 pciutils 3.7.0

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1.96 dlib 19.23

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1.97 pvr-omap4 1.9.0.8.1.1

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

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```
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```

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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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1.100 google-c-testing-framework 1.7.0

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1.101 opusfile 0.11

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1.102 libsrtp 2.5.0

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1.103 pillow 8.1.0

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Name: custompalette

Columns: 4

#

0 0 0 Index 3

65 38 30 Index 4

103 62 49 Index 6

79 73 72 Index 7

114 101 97 Index 8

208 127 100 Index 9

151 144 142 Index 10

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Name: badpaletteentry

Columns: 4

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0 0 0 Index 3

65 38

103 62 49 Index 6

79 73 72 Index 7

114 101 97 Index 8

208 127 100 Index 9

151 144 142 Index 10

221 207 199 Index 11

1.104 iso-codes-dev 3.79

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*/opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tegra/tegra.c
*/opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tegra/private.h
*/opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tegra/tegra.h
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```
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* Authors:

* Kevin E. Martin <martin@valinux.com>

* Gareth Hughes <gareth@valinux.com>

* Keith Whitwell <keith@tungstengraphics.com>

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/include/drm/amdgpu_drm.h

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```
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*
* Authors: Rickard E. (Rik) Faith <faith@valinux.com>
*
* DESCRIPTION
*
* This file contains a simple, straightforward implementation of the Park
* & Miller "Minimal Standard" PRNG [PM88, PMS93], which is a Lehmer
* multiplicative linear congruential generator (MLCG) with a period of
*  $2^{31}-1$ .
*
* This implementation is intended to provide a reliable, portable PRNG
* that is suitable for testing a hash table implementation and for
* implementing skip lists.
*
* FUTURE ENHANCEMENTS
*
* If initial seeds are not selected randomly, two instances of the PRNG
* can be correlated. [Knuth81, pp. 32-33] describes a shuffling technique
* that can eliminate this problem.
*
* If PRNGs are used for simulation, the period of the current
```


* implementation may be too short. [LE88] discusses methods of combining
* MLCGs to produce much longer periods, and suggests some alternative
* values for A and M. [LE90 and Sch92] also provide information on
* long-period PRNGs.

*

* REFERENCES

*

* [Knuth81] Donald E. Knuth. The Art of Computer Programming. Volume 2:
* Seminumerical Algorithms. Reading, Massachusetts: Addison-Wesley, 1981.

*

* [LE88] Pierre L'Ecuyer. "Efficient and Portable Combined Random Number
* Generators". CACM 31(6), June 1988, pp. 742-774.

*

* [LE90] Pierre L'Ecuyer. "Random Numbers for Simulation". CACM 33(10),
* October 1990, pp. 85-97.

*

* [PM88] Stephen K. Park and Keith W. Miller. "Random Number Generators:
* Good Ones are Hard to Find". CACM 31(10), October 1988, pp. 1192-1201.

*

* [Sch92] Bruce Schneier. "Pseudo-Ransom Sequence Generator for 32-Bit
* CPUs". Dr. Dobbs's Journal 17(2), February 1992, pp. 34, 37-38, 40.

*

* [PMS93] Stephen K. Park, Keith W. Miller, and Paul K. Stockmeyer. In
* "Technical Correspondence: Remarks on Choosing and Implementing Random
* Number Generators". CACM 36(7), July 1993, pp. 105-110.

*

*/

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/xf86drmRandom.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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```
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2.4.92/amdgpu/util_hash.c  
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-  
2.4.92/amdgpu/util_hash.h
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/intel/intel_decode.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/android/gralloc_handle.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/msm/msm_priv.h
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/kgsl/kgsl_bo.c
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/kgsl/kgsl_priv.h
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/kgsl/kgsl_device.c
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/msm/msm_pipe.c
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/msm/msm_bo.c
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/kgsl/kgsl_pipe.c
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/msm/msm_device.c
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/kgsl/kgsl_ringbuffer.c
 * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/msm/msm_ringbuffer.c

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```
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/util/common.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/util/pattern.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/util/kms.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/util/format.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/util/format.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/util/pattern.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/util/kms.h
```

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- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/man/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/etnaviv/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/data/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/amdgpu/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/etnaviv/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/exynos/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/proptest/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/radeon/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/exynos/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/modetest/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/meson_options.txt
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/vbltest/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/kms/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/modeprint/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/vc4/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/nouveau/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/omap/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/tegra/meson.build
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/kmstest/meson.build

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/intel/meson.build
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/radeon/meson.build
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tegra/meson.build
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/nouveau/meson.build
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/meson.build
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/util/meson.build

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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2.4.92/tests/etnaviv/write_bmp.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/etnaviv/write_bmp.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/util_hash_table.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/xf86drmMode.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/xf86drmMode.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/vbltest/vbltest.c

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* Authors: Ben Skeggs

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/nouveau/abi16.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/nouveau/bufctx.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/nouveau/pushbuf.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/nouveau/nouveau.c

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* Christian Gmeiner <christian.gmeiner@gmail.com>

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2.4.92/tests/etnaviv/etnaviv_2d_test.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/etnaviv/etnaviv_priv.h

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/etnaviv/etnaviv_pipe.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/etnaviv/etnaviv_drmif.h

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-

2.4.92/etnaviv/etnaviv_cmd_stream.c

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* Authors:

* Chris Wilson <chris@chris-wilson.co.uk>

*

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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/* exynos_drm.h

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* Authors:

* Inki Dae <inki.dae@samsung.com>

* Joonyoung Shim <jy0922.shim@samsung.com>

* Seung-Woo Kim <sw0312.kim@samsung.com>

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2.4.92/radeon/radeon_bo_gem.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/radeon/radeon_bo.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/radeon/radeon_bo_gem.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/etnaviv/etnaviv_gpu.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/man/drm-kms.xml

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/man/drmModeGetResources.xml

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/man/drm-memory.xml

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/man/drmAvailable.xml

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/man/drmHandleEvent.xml

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* Authors:

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/amdgpu/uvd_enc_tests.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/amdgpu/vcn_tests.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/amdgpu/deadlock_tests.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/amdgpu/uve_ib.h

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* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/tegra/openclose.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/libkms/exynos.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/include/drm/i915_drm.h

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 * Authors:
 * Gareth Hughes <gareth@valinux.com>
 * Frank C. Earl <fearl@airmail.net>
 * Leif Delgass <ldelgass@retinalburn.net>
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/include/drm/mach64_drm.h

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Found in path(s):

- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/ttmtest/src/xf86distr.h
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/ttmtest/src/xf86dri.h
- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/ttmtest/src/xf86dri.c

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- * /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/include/drm/via_drm.h

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<http://0x04.net/cgit/index.cgi/rules-ng-ng>

git clone git://0x04.net/rules-ng-ng

The rules-ng-ng source files this header was generated from are:

- state.xml (18940 bytes, from 2016-09-06 14:14:12)
- common.xml (20583 bytes, from 2016-09-06 14:14:12)
- state_hi.xml (25653 bytes, from 2016-09-06 14:45:17)
- copyright.xml (1597 bytes, from 2016-09-06 14:44:16)
- state_2d.xml (51552 bytes, from 2016-09-06 14:44:16)
- state_3d.xml (54603 bytes, from 2016-09-06 14:44:16)
- state_vg.xml (5975 bytes, from 2016-09-06 14:44:16)

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/etnaviv/state.xml.h

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/etnaviv/state_2d.xml.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/radeon/radeon_bo.h

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/radeon/radeon_cs_gem.c

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```

```
AC_PREREQ([2.63])
AC_INIT([libdrm],
        [2.4.92],
        [https://bugs.freedesktop.org/enter_bug.cgi?product=DRI],
        [libdrm])
```

```
AC_CONFIG_HEADERS([config.h])
AC_CONFIG_SRCDIR([Makefile.am])
AC_CONFIG_MACRO_DIR([m4])
AC_CONFIG_AUX_DIR([build-aux])
PKG_PROG_PKG_CONFIG
```

```
# Require xorg-macros minimum of 1.12 for XORG_WITH_XSLTPROC
m4_ifndef([XORG_MACROS_VERSION],
          [m4_fatal([must install xorg-macros 1.12 or later before running autoconf/autogen]])
XORG_MACROS_VERSION(1.12)
XORG_WITH_XSLTPROC
XORG_MANPAGE_SECTIONS
```

```
AM_INIT_AUTOMAKE([1.10 foreign dist-bzip2])
```

```
# Enable quiet compiles on automake 1.11.
m4_ifdef([AM_SILENT_RULES], [AM_SILENT_RULES([yes]])]
```

```
# Check for programs
AC_PROG_CC
AC_PROG_CC_C99
AC_PROG_NM
```

```
if test "x$ac_cv_prog_cc_c99" = xno; then
  AC_MSG_ERROR([Building libdrm requires C99 enabled compiler])
fi
```

```
AC_USE_SYSTEM_EXTENSIONS
AC_SYS_LARGEFILE
AC_FUNC_ALLOCA
```

```
save_CFLAGS="$CFLAGS"
export CFLAGS="$CFLAGS -Werror"
AC_HEADER_MAJOR
CFLAGS="$save_CFLAGS"
```

```

AC_CHECK_HEADERS([sys/sysctl.h sys/select.h])

# Initialize libtool
LT_PREREQ([2.2])
LT_INIT([disable-static])

dnl pthread-stubs is mandatory on some BSD platforms, due to the nature of the
dnl project. Even then there's a notable issue as described in the project README
case "$host_os" in
linux* | cygwin* | darwin* | solaris* | *-gnu* | gnu* | openbsd*)
    pthread_stubs_possible="no"
    ;;
* )
    pthread_stubs_possible="yes"
    ;;
esac

if test "x$pthread_stubs_possible" = xyes; then
    PKG_CHECK_MODULES(PTHREADSTUBS, pthread-stubs >= 0.4)
    AC_SUBST(PTHREADSTUBS_CFLAGS)
    AC_SUBST(PTHREADSTUBS_LIBS)
fi

pkgconfigdir=${libdir}/pkgconfig
AC_SUBST(pkgconfigdir)
libdrmdatadir=${datadir}/libdrm
AC_SUBST(libdrmdatadir)

AC_ARG_ENABLE([udev],
    [AS_HELP_STRING([--enable-udev],
        [Enable support for using udev instead of mknod (default: disabled)]),
    [UDEV=$enableval], [UDEV=no])

AC_ARG_ENABLE([libkms],
    [AS_HELP_STRING([--disable-libkms],
        [Disable KMS mm abstraction library (default: auto, enabled on supported platforms)]),
    [LIBKMS=$enableval], [LIBKMS=auto])

AC_ARG_ENABLE([intel],
    [AS_HELP_STRING([--disable-intel],
        [Enable support for intel's KMS API (default: auto, enabled on x86)]),
    [INTEL=$enableval], [INTEL=auto])

AC_ARG_ENABLE([radeon],
    [AS_HELP_STRING([--disable-radeon],
        [Enable support for radeon's KMS API (default: auto)]),
    [RADEON=$enableval], [RADEON=auto])

```

AC_ARG_ENABLE(amdgpu,
AS_HELP_STRING([--disable-amdgpu],
[Enable support for amdgpu's KMS API (default: auto)]),
[AMDGPU=\$enableval], [AMDGPU=auto])

AC_ARG_ENABLE(nouveau,
AS_HELP_STRING([--disable-nouveau],
[Enable support for nouveau's KMS API (default: auto)]),
[NOUVEAU=\$enableval], [NOUVEAU=auto])

AC_ARG_ENABLE(vmwgfx,
AS_HELP_STRING([--disable-vmwgfx],
[Enable support for vmwgfx's KMS API (default: yes)]),
[VMWGFYX=\$enableval], [VMWGFYX=yes])

AC_ARG_ENABLE(omap-experimental-api,
AS_HELP_STRING([--enable-omap-experimental-api],
[Enable support for OMAP's experimental API (default: disabled)]),
[OMAP=\$enableval], [OMAP=no])

AC_ARG_ENABLE(exynos-experimental-api,
AS_HELP_STRING([--enable-exynos-experimental-api],
[Enable support for EXYNOS's experimental API (default: disabled)]),
[EXYNOS=\$enableval], [EXYNOS=no])

AC_ARG_ENABLE(freedreno,
AS_HELP_STRING([--disable-freedreno],
[Enable support for freedreno's KMS API (default: auto, enabled on arm)]),
[FREEDRENO=\$enableval], [FREEDRENO=auto])

AC_ARG_ENABLE(freedreno-kgsl,
AS_HELP_STRING([--enable-freedreno-kgsl],
[Enable support for freedreno's to use downstream android kernel API (default: disabled)]),
[FREEDRENO_KGSL=\$enableval], [FREEDRENO_KGSL=no])

AC_ARG_ENABLE(tegra-experimental-api,
AS_HELP_STRING([--enable-tegra-experimental-api],
[Enable support for Tegra's experimental API (default: disabled)]),
[TEGRA=\$enableval], [TEGRA=no])

AC_ARG_ENABLE(vc4,
AS_HELP_STRING([--disable-vc4],
[Enable support for vc4's API (default: auto, enabled on arm)]),
[VC4=\$enableval], [VC4=auto])

AC_ARG_ENABLE(etnaviv-experimental-api,
AS_HELP_STRING([--enable-etnaviv-experimental-api],


```
[Enable support for etnaviv's experimental API (default: disabled)],
[ETNAVIV=$enableval], [ETNAVIV=no])
```

```
AC_ARG_ENABLE(install-test-programs,
  AS_HELP_STRING([--enable-install-test-programs],
  [Install test programs (default: no)]),
  [INSTALL_TESTS=$enableval], [INSTALL_TESTS=no])
```

```
dnl =====
```

```
dnl check compiler flags
```

```
AC_DEFUN([LIBDRM_CC_TRY_FLAG], [
AC_MSG_CHECKING([whether $CC supports $1])
```

```
libdrm_save_CFLAGS="$CFLAGS"
CFLAGS="$CFLAGS $1"
```

```
AC_COMPILE_IFELSE([AC_LANG_SOURCE([ ])], [libdrm_cc_flag=yes], [libdrm_cc_flag=no])
CFLAGS="$libdrm_save_CFLAGS"
```

```
if test "x$libdrm_cc_flag" = "xyes"; then
```

```
  ifelse([$2], , :, [$2])
```

```
else
```

```
  ifelse([$3], , :, [$3])
```

```
fi
```

```
AC_MSG_RESULT([$libdrm_cc_flag])
```

```
)
```

```
dnl We use clock_gettime to check for timeouts in drmWaitVBlank
```

```
AC_CHECK_FUNCS([clock_gettime], [CLOCK_LIB=],
  [AC_CHECK_LIB([rt], [clock_gettime], [CLOCK_LIB=-lrt],
  [AC_MSG_ERROR([Couldn't find clock_gettime])])])
AC_SUBST([CLOCK_LIB])
```

```
AC_CHECK_FUNCS([open_memstream],
  [AC_DEFINE([HAVE_OPEN_MEMSTREAM], 1, [Have open_memstream()])],
  [AC_DEFINE([HAVE_OPEN_MEMSTREAM], 0)])
```

```
dnl Use lots of warning flags with gcc and compatible compilers
```

```
dnl Note: if you change the following variable, the cache is automatically
dnl skipped and all flags rechecked. So there's no need to do anything
dnl else. If for any reason you need to force a recheck, just change
dnl MAYBE_WARN in an ignorable way (like adding whitespace)
```

```
MAYBE_WARN="-Wall -Wextra -Werror=undef \
-Wsign-compare -Werror-implicit-function-declaration \
-Wpointer-arith -Wwrite-strings -Wstrict-prototypes \
```

```

-Wmissing-prototypes -Wmissing-declarations -Wnested-externs \
-Wpacked -Wswitch-enum -Wmissing-format-attribute \
-Wstrict-aliasing=2 -Winit-self \
-Wdeclaration-after-statement -Wold-style-definition \
-Wno-unused-parameter \
-Wno-attributes -Wno-long-long -Winline -Wshadow \
-Wno-missing-field-initializers"

# invalidate cached value if MAYBE_WARN has changed
if test "x$libdrm_cv_warn_maybe" != "x$MAYBE_WARN"; then
  unset libdrm_cv_warn_cflags
fi
AC_CACHE_CHECK([for supported warning flags], libdrm_cv_warn_cflags, [
  echo
  WARN_CFLAGS=""

  # Some warning options are not supported by all versions of
  # gcc, so test all desired options against the current
  # compiler.
  #
  # Note that there are some order dependencies
  # here. Specifically, an option that disables a warning will
  # have no net effect if a later option then enables that
  # warnings, (perhaps implicitly). So we put some grouped
  # options (-Wall and -Wextra) up front and the -Wno options
  # last.

  for W in $MAYBE_WARN; do
    LIBDRM_CC_TRY_FLAG([$W], [WARN_CFLAGS="$WARN_CFLAGS $W"])
  done

  libdrm_cv_warn_cflags=$WARN_CFLAGS
  libdrm_cv_warn_maybe=$MAYBE_WARN

  AC_MSG_CHECKING([which warning flags were supported])
  WARN_CFLAGS="$libdrm_cv_warn_cflags"

  # Check for atomic intrinsics
  AC_CACHE_CHECK([for native atomic primitives], drm_cv_atomic_primitives, [
    drm_cv_atomic_primitives="none"

    AC_LINK_IFELSE([AC_LANG_PROGRAM([
      int atomic_add(int *i) { return __sync_add_and_fetch (i, 1); }
      int atomic_cmpxchg(int *i, int j, int k) { return __sync_val_compare_and_swap (i, j, k); }
    ]],[[]]), [drm_cv_atomic_primitives="Intel"],[])

    if test "x$drm_cv_atomic_primitives" = "xnone"; then
      AC_CHECK_HEADER([atomic_ops.h], drm_cv_atomic_primitives="libatomic-ops")
    fi
  ])

```

fi

```
# atomic functions defined in <atomic.h> & libc on Solaris
if test "x$drm_cv_atomic_primitives" = "xnone"; then
  AC_CHECK_FUNC([atomic_cas_uint], drm_cv_atomic_primitives="Solaris")
fi
)
```

```
if test "x$drm_cv_atomic_primitives" = xIntel; then
  AC_DEFINE(HAVE_LIBDRM_ATOMIC_PRIMITIVES, 1,
    [Enable if your compiler supports the Intel __sync_* atomic primitives])
else
  AC_DEFINE(HAVE_LIBDRM_ATOMIC_PRIMITIVES, 0)
fi
if test "x$drm_cv_atomic_primitives" = "xlibatomic-ops"; then
  AC_DEFINE(HAVE_LIB_ATOMIC_OPS, 1, [Enable if you have libatomic-ops-dev installed])
else
  AC_DEFINE(HAVE_LIB_ATOMIC_OPS, 0)
fi
```

dnl Print out the appropriate message considering the value set be the
dnl respective in \$1.

dnl \$1 - value to be evaluated. Eg. \$INTEL, \$NOUVEAU, ...

dnl \$2 - libdrm shortname. Eg. intel, freedreno, ...

dnl \$3 - GPU name/brand. Eg. Intel, NVIDIA Tegra, ...

dnl \$4 - Configure switch. Eg. intel, omap-experimental-api, ...

```
AC_DEFUN([LIBDRM_ATOMICS_NOT_FOUND_MSG], [
  case "x$1" in
```

```
    xyes) AC_MSG_ERROR([libdrm_$2 depends upon atomic operations, which were not found for your compiler/cpu.
  Try compiling with -march=native, or install the libatomics-op-dev package, or, failing both of those, disable
  support for $3 GPUs by passing --disable-$4 to ./configure]) ;;
```

```
    xauto) AC_MSG_WARN([Disabling $2. It depends on atomic operations, which were not found for your
  compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package.]) ;;
```

```
    *) ;;
```

```
  esac
```

```
])
```

```
if test "x$drm_cv_atomic_primitives" = "xnone"; then
  LIBDRM_ATOMICS_NOT_FOUND_MSG($INTEL, intel, Intel, intel)
  INTEL=no
```

```
  LIBDRM_ATOMICS_NOT_FOUND_MSG($RADEON, radeon, Radeon, radeon)
  RADEON=no
```

```
  LIBDRM_ATOMICS_NOT_FOUND_MSG($AMDGPU, amdgpu, AMD, amdgpu)
  AMDGPU=no
```

```
  LIBDRM_ATOMICS_NOT_FOUND_MSG($NOUVEAU, nouveau, NVIDIA, nouveau)
```

NOUVEAU=no

LIBDRM_ATOMICS_NOT_FOUND_MSG(\$OMAP, omap, OMAP, omap-experimental-api)
OMAP=no

LIBDRM_ATOMICS_NOT_FOUND_MSG(\$FREEDRENO, freedreno, Qualcomm Adreno, freedreno)
FREEDRENO=no

LIBDRM_ATOMICS_NOT_FOUND_MSG(\$TEGRA, tegra, NVIDIA Tegra, tegra-experimental-api)
TEGRA=no

LIBDRM_ATOMICS_NOT_FOUND_MSG(\$ETNAVIV, etnaviv, Vivante, etnaviv-experimental-api)
ETNAVIV=no

else

if test "x\$INTEL" = xauto; then

case \$host_cpu in

i?86|x86_64) INTEL=yes ;;

*) INTEL=no ;;

esac

fi

if test "x\$RADEON" = xauto; then

RADEON=yes

fi

if test "x\$AMDGPU" = xauto; then

AMDGPU=yes

fi

if test "x\$NOUVEAU" = xauto; then

NOUVEAU=yes

fi

if test "x\$FREEDRENO" = xauto; then

case \$host_cpu in

arm*|aarch64) FREEDRENO=yes ;;

*) FREEDRENO=no ;;

esac

fi

if test "x\$VC4" = xauto; then

case \$host_cpu in

arm*|aarch64) VC4=yes ;;

*) VC4=no ;;

esac

fi

fi

if test "x\$INTEL" != "xno"; then

PKG_CHECK_MODULES(PCIAccess, [pciaccess >= 0.10])

fi

AC_SUBST(PCIAccess_CFLAGS)

AC_SUBST(PCIAccess_LIBS)

```

if test "x$UDEDEV" = xyes; then
  AC_DEFINE(UDEV, 1, [Have UDEV support])
else
  AC_DEFINE(UDEV, 0)
fi

AC_CANONICAL_HOST
if test "x$LIBKMS" = xauto ; then
  case $host_os in
    linux*) LIBKMS="yes" ;;
    freebsd* | kfreebsd*-gnu)
      LIBKMS="yes" ;;
    dragonfly*) LIBKMS="yes" ;;
    *) LIBKMS="no" ;;
  esac
fi

AM_CONDITIONAL(HAVE_LIBKMS, [test "x$LIBKMS" = xyes])

AM_CONDITIONAL(HAVE_INTEL, [test "x$INTEL" = xyes])
if test "x$INTEL" = xyes; then
  AC_DEFINE(HAVE_INTEL, 1, [Have intel support])
else
  AC_DEFINE(HAVE_INTEL, 0)
fi

AM_CONDITIONAL(HAVE_VMWGFX, [test "x$VMWGFX" = xyes])
if test "x$VMWGFX" = xyes; then
  AC_DEFINE(HAVE_VMWGFX, 1, [Have vmwgfx kernel headers])
else
  AC_DEFINE(HAVE_VMWGFX, 0)
fi

AM_CONDITIONAL(HAVE_NOUVEAU, [test "x$NOUVEAU" = xyes])
if test "x$NOUVEAU" = xyes; then
  AC_DEFINE(HAVE_NOUVEAU, 1, [Have nouveau (nvidia) support])
else
  AC_DEFINE(HAVE_NOUVEAU, 0)
fi

AM_CONDITIONAL(HAVE_OMAP, [test "x$OMAP" = xyes])

AM_CONDITIONAL(HAVE_EXYNOS, [test "x$EXYNOS" = xyes])
if test "x$EXYNOS" = xyes; then
  AC_DEFINE(HAVE_EXYNOS, 1, [Have EXYNOS support])
else
  AC_DEFINE(HAVE_EXYNOS, 0)

```

fi

```
AM_CONDITIONAL(HAVE_FREEDRENO, [test "x$FREEDRENO" = xyes])
```

```
if test "x$FREEDRENO_KGSL" = xyes; then
```

```
if test "x$FREEDRENO" != xyes; then
```

```
AC_MSG_ERROR([Cannot enable freedreno KGSL interface if freedreno is disabled])
```

```
fi
```

```
fi
```

```
AM_CONDITIONAL(HAVE_FREEDRENO_KGSL, [test "x$FREEDRENO_KGSL" = xyes])
```

```
if test "x$FREEDRENO_KGSL" = xyes; then
```

```
AC_DEFINE(HAVE_FREEDRENO_KGSL, 1, [Have freedreno support for KGSL kernel interface])
```

```
else
```

```
AC_DEFINE(HAVE_FREEDRENO_KGSL, 0)
```

```
fi
```

```
AM_CONDITIONAL(HAVE_RADEON, [test "x$RADEON" = xyes])
```

```
if test "x$RADEON" = xyes; then
```

```
AC_DEFINE(HAVE_RADEON, 1, [Have radeon support])
```

```
else
```

```
AC_DEFINE(HAVE_RADEON, 0)
```

```
fi
```

```
if test "x$AMDGPU" != xno; then
```

```
# Detect cunit library
```

```
PKG_CHECK_MODULES([CUNIT], [cunit >= 2.1], [have_cunit=yes], [have_cunit=no])
```

```
# If pkg-config does not find cunit, check it using AC_CHECK_LIB. We
```

```
# do this because Debian (Ubuntu) lacks pkg-config file for cunit.
```

```
# fixed in 2.1-2.dfsg-3: http://anonscm.debian.org/cgit/collab-maint/cunit.git/commit/?h=debian
```

```
if test "x${have_cunit}" = "xno"; then
```

```
AC_CHECK_LIB([cunit], [CU_initialize_registry], [have_cunit=yes], [have_cunit=no])
```

```
if test "x${have_cunit}" = "xyes"; then
```

```
CUNIT_LIBS="-lcunit"
```

```
CUNIT_CFLAGS=""
```

```
AC_SUBST([CUNIT_LIBS])
```

```
AC_SUBST([CUNIT_CFLAGS])
```

```
fi
```

```
fi
```

```
else
```

```
have_cunit=no
```

```
fi
```

```
AM_CONDITIONAL(HAVE_CUNIT, [test "x$have_cunit" != "xno"])
```

```
AM_CONDITIONAL(HAVE_AMDGPU, [test "x$AMDGPU" = xyes])
```

```
if test "x$AMDGPU" = xyes; then
```

```
AC_DEFINE(HAVE_AMDGPU, 1, [Have amdgpu support])
```

```
if test "x$have_cunit" = "xno"; then
```

```

AC_MSG_WARN([Could not find cunit library. Disabling amdgpu tests])
fi
else
AC_DEFINE(HAVE_AMDGPU, 0)
fi

AM_CONDITIONAL(HAVE_TEGRA, [test "x$TEGRA" = xyes])

AM_CONDITIONAL(HAVE_VC4, [test "x$VC4" = xyes])
if test "x$VC4" = xyes; then
AC_DEFINE(HAVE_VC4, 1, [Have VC4 support])
else
AC_DEFINE(HAVE_VC4, 0)
fi

AM_CONDITIONAL(HAVE_ETNAVIV, [test "x$ETNAVIV" = xyes])

AM_CONDITIONAL(HAVE_INSTALL_TESTS, [test "x$INSTALL_TESTS" = xyes])

AC_ARG_ENABLE([cairo-tests],
  [AS_HELP_STRING([--enable-cairo-tests],
    [Enable support for Cairo rendering in tests (default: auto)]),
  [CAIRO=$enableval], [CAIRO=auto])
if test "x$CAIRO" != xno; then
PKG_CHECK_MODULES(CAIRO, cairo, [HAVE_CAIRO=yes], [HAVE_CAIRO=no])
fi
AC_MSG_CHECKING([whether to enable Cairo tests])
if test "x$CAIRO" = xauto; then
CAIRO="$HAVE_CAIRO"
fi
if test "x$CAIRO" = xyes; then
if ! test "x$HAVE_CAIRO" = xyes; then
AC_MSG_ERROR([Cairo support required but not present])
fi
AC_DEFINE(HAVE_CAIRO, 1, [Have Cairo support])
else
AC_DEFINE(HAVE_CAIRO, 0)
fi
AC_MSG_RESULT([$CAIRO])
AM_CONDITIONAL(HAVE_CAIRO, [test "x$CAIRO" = xyes])

# xsltproc for docbook manpages
AC_ARG_ENABLE([manpages],
  AS_HELP_STRING([--enable-manpages], [enable manpages @<:@default=auto@:>@]),
  [MANS=$enableval], [MANS=auto])
AM_CONDITIONAL([BUILD_MANPAGES], [test "x$XSLTPROC" != "x" -a "x$MANS" != "xno"])

# check for offline man-pages stylesheet

```

```

AC_MSG_CHECKING([for docbook manpages stylesheet])
MANPAGES_STYLESHEET="http://docbook.sourceforge.net/release/xsl/current/manpages/docbook.xsl"
AC_PATH_PROGS_FEATURE_CHECK([XSLTPROC_TMP], [xsltproc],
    AS_IF([ "$ac_path_XSLTPROC_TMP" --nonet "$MANPAGES_STYLESHEET" > /dev/null
2>&1 ],
        [HAVE_MANPAGES_STYLESHEET=yes]))
if test "x$HAVE_MANPAGES_STYLESHEET" = "xyes"; then
    AC_SUBST(MANPAGES_STYLESHEET)
    AC_MSG_RESULT([yes])
else
    AC_MSG_RESULT([no])
fi
AM_CONDITIONAL([HAVE_MANPAGES_STYLESHEET], [test "x$HAVE_MANPAGES_STYLESHEET" =
"xyes"])

AC_ARG_ENABLE(valgrind,
    [AS_HELP_STRING([--enable-valgrind],
        [Build libdrm with valgrind support (default: auto)]),
    [VALGRIND=$enableval], [VALGRIND=auto])
if test "x$VALGRIND" != xno; then
    PKG_CHECK_MODULES(VLGRIND, [valgrind], [have_valgrind=yes], [have_valgrind=no])
fi
AC_MSG_CHECKING([whether to enable Valgrind support])
if test "x$VALGRIND" = xauto; then
    VALGRIND="$have_valgrind"
fi

if test "x$VALGRIND" = "xyes"; then
    if ! test "x$have_valgrind" = xyes; then
        AC_MSG_ERROR([Valgrind support required but not present])
    fi
    AC_DEFINE([HAVE_VALGRIND], 1, [Use valgrind intrinsics to suppress false warnings])
else
    AC_DEFINE([HAVE_VALGRIND], 0)
fi

AC_MSG_RESULT([$VALGRIND])

AC_ARG_WITH([kernel-source],
    [AS_HELP_STRING([--with-kernel-source],
        [specify path to linux kernel source]),
    [kernel_source="$with_kernel_source"])
AC_SUBST(kernel_source)

AC_MSG_CHECKING([whether $CC supports __attribute__(("hidden"))])
AC_LINK_IFELSE([AC_LANG_PROGRAM([
    int foo_hidden( void ) __attribute__((visibility("hidden")));
]), HAVE_ATTRIBUTE_VISIBILITY="yes"; AC_MSG_RESULT([yes]), AC_MSG_RESULT([no]);

```



```
if test "x$HAVE_ATTRIBUTE_VISIBILITY" = xyees; then
  AC_DEFINE(HAVE_VISIBILITY, 1, [Compiler supports __attribute__(("hidden"))])
else
  AC_DEFINE(HAVE_VISIBILITY, 0)
fi
```

```
CFLAGS="$CFLAGS -include config.h"
```

```
AC_SUBST(WARN_CFLAGS)
```

```
AC_CONFIG_FILES([
```

```
  Makefile
```

```
  data/Makefile
```

```
  libkms/Makefile
```

```
  libkms/libkms.pc
```

```
  intel/Makefile
```

```
  intel/libdrm_intel.pc
```

```
  radeon/Makefile
```

```
  radeon/libdrm_radeon.pc
```

```
  amdgpu/Makefile
```

```
  amdgpu/libdrm_amdgpu.pc
```

```
  nouveau/Makefile
```

```
  nouveau/libdrm_nouveau.pc
```

```
  omap/Makefile
```

```
  omap/libdrm_omap.pc
```

```
  exynos/Makefile
```

```
  exynos/libdrm_exynos.pc
```

```
  freedreno/Makefile
```

```
  freedreno/libdrm_freedreno.pc
```

```
  tegra/Makefile
```

```
  tegra/libdrm_tegra.pc
```

```
  vc4/Makefile
```

```
  vc4/libdrm_vc4.pc
```

```
  etnaviv/Makefile
```

```
  etnaviv/libdrm_etnaviv.pc
```

```
  tests/Makefile
```

```
  tests/modeprint/Makefile
```

```
  tests/modetest/Makefile
```

```
  tests/kms/Makefile
```

```
  tests/kmstest/Makefile
```

```
  tests/proptest/Makefile
```

```
  tests/radeon/Makefile
```

```
  tests/amdgpu/Makefile
```

```
  tests/vbltest/Makefile
```

```
  tests/exynos/Makefile
```

```
  tests/tegra/Makefile
```

```
  tests/nouveau/Makefile
```

```
  tests/etnaviv/Makefile
```

```
tests/util/Makefile
man/Makefile
libdrm.pc])
AC_OUTPUT
```

```
echo ""
echo "$PACKAGE_STRING will be compiled with:"
echo ""
echo " libkms    $LIBKMS"
echo " Intel API  $INTEL"
echo " vmwgfx API  $VMWGFY"
echo " Radeon API  $RADEON"
echo " AMDGPU API  $AMDGPU"
echo " Nouveau API $NOUVEAU"
echo " OMAP API    $OMAP"
echo " EXYNOS API  $EXYNOS"
echo " Freedreno API $FREEDRENO (kgs!l: $FREEDRENO_KGSL)"
echo " Tegra API   $TEGRA"
echo " VC4 API     $VC4"
echo " Etnaviv API  $ETNAVIV"
echo ""
```

Found in path(s):

```
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/configure.ac
```

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```
/*
```

```
* Copyright (C) 2015 Etnaviv Project
```

```
*
```

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```

```
*/
```

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```
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/etnaviv/etnaviv_drm.h
```

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```

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```
*/opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/intel/mm.c
```

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```
/* xf86drmSL.c -- Skip list support
* Created: Mon May 10 09:28:13 1999 by faith@precisioninsight.com
*
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*

* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

*

* DESCRIPTION

*

* This file contains a straightforward skip list implementation.n

*

* FUTURE ENHANCEMENTS

*

* REFERENCES

*

* [Pugh90] William Pugh. Skip Lists: A Probabilistic Alternative to

* Balanced Trees. CACM 33(6), June 1990, pp. 668-676.

*

*/

Found in path(s):

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/xf86drmSL.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/include/drm/qxl_drm.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/include/drm/virtgpu_drm.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/amdgpu_internal.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/amdgpu_bo.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/amdgpu_gpu_info.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/intel/mm.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/vc4/vc4_packet.h

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/vc4/vc4_qpu_defines.h

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* Authors:
* Inki Dae <inki.dae@samsung.com>
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Found in path(s):

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/exynos/exynos_drmif.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/exynos/exynos_drm.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/radeon/radeon_surface.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/radeon/radeon_cs_space.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/dumb.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/radeon.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/internal.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/intel.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/linux.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/vmwgfx.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/api.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/libkms.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/libkms/nouveau.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/kmstest/main.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/util/Android.mk
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/intel/Android.mk
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/Android.mk

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/vce_ib.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/vce_tests.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/frame.h

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```

/* mga_drm.h -- Public header for the Matrox g200/g400 driver -*- linux-c -*-

```

```

* Created: Tue Jan 25 01:50:01 1999 by jhartmann@precisioninsight.com

```

```

*

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Found in path(s):

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/include/drm/mga_drm.h

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The rules-ng-ng source files this header was generated from are:

- cmdstream.xml (12621 bytes, from 2016-09-06 14:44:16)

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- common.xml (20583 bytes, from 2016-09-06 14:14:12)

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/radeon/rbo.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/radeon/radeon_ttm.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/radeon/rbo.c

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2.4.92/freedreno/freedreno_ringbuffer.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/freedreno/freedreno_bo.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/freedreno_pipe.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/freedreno_device.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/freedreno_drmif.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/freedreno_ringbuffer.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/freedreno/freedreno_priv.h

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/* drmsl.c -- Skip list test

* Created: Mon May 10 09:28:13 1999 by faith@precisioninsight.com

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* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

*

* DESCRIPTION

*

* This file contains a straightforward skip list implementation.n

*

* FUTURE ENHANCEMENTS

*

* REFERENCES

*

* [Pugh90] William Pugh. Skip Lists: A Probabilistic Alternative to

* Balanced Trees. CACM 33(6), June 1990, pp. 668-676.

*
*/

Found in path(s):

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/drmsl.c

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2.4.92/tests/kms/libkms-test-plane.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/kms/libkms-test.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/kms/kms-steal-crtc.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/kms/libkms-test-crtc.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/kms/libkms-test-screen.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/kms/libkms-test-framebuffer.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/kms/kms-universal-planes.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/amdgpu/amdgpu_vm.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/decode_messages.h

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* Authors:

* Christian Gmeiner <christian.gmeiner@gmail.com>

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2.4.92/etnaviv/etnaviv_perfmon.c

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* DRM based mode setting test program

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/radeon/bof.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/bo_tests.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/amdgpu_test.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/basic_tests.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/cs_tests.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/amdgpu/amdgpu_test.c

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2.4.92/exynos/exynos_fimg2d.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/tests/exynos/exynos_fimg2d_test.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/exynos/fimg2d_reg.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/exynos/exynos_fimg2d.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/etnaviv/etnaviv_bo_cache_test.c
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*
* Authors:
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* Gareth Hughes <gareth@valinux.com>
* Keith Whitwell <keith@tungstengraphics.com>
*/

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/include/drm/radeon_drm.h

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/intel/test_decode.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/exynos/exynos_fimg2d_event.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/exynos/exynos_fimg2d_perf.c

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/xf86drm.h
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/amdgpu_device.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/amdgpu.h
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/amdgpu_cs.c
* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/amdgpu/amdgpu_vamgr.c

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* Jakob Bornecrantz <jakob@tungstengraphics.com>
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/modetest/modetest.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/modetest/buffers.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/modetest/buffers.h

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* Authors:

* Rob Clark <rob@ti.com>

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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
2.4.92/omap/omap_drm.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-
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* Authors:

* Eric Anholt <eric@anholt.net>

*
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* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/intel/intel_bufmgr_priv.h

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/* xf86drmHash.c -- Small hash table support for integer -> integer mapping

* Created: Sun Apr 18 09:35:45 1999 by faith@precisioninsight.com

*

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* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

*

* DESCRIPTION

*

* This file contains a straightforward implementation of a fixed-sized

* hash table using self-organizing linked lists [Knuth73, pp. 398-399] for

* collision resolution. There are two potentially interesting things

* about this implementation:

*

* 1) The table is power-of-two sized. Prime sized tables are more

* traditional, but do not have a significant advantage over power-of-two

* sized table, especially when double hashing is not used for collision

* resolution.

*

* 2) The hash computation uses a table of random integers [Hanson97,

* pp. 39-41].

*

* FUTURE ENHANCEMENTS

*

* With a table size of 512, the current implementation is sufficient for a few hundred keys. Since this is well above the expected size of the tables for which this implementation was designed, the implementation of dynamic hash tables was postponed until the need arises. A common (and naive) approach to dynamic hash table implementation simply creates a new hash table when necessary, rehashes all the data into the new table, and destroys the old table. The approach in [Larson88] is superior in two ways: 1) only a portion of the table is expanded when needed, distributing the expansion cost over several insertions, and 2) portions of the table can be locked, enabling a scalable thread-safe implementation.

*

* REFERENCES

*

* [Hanson97] David R. Hanson. C Interfaces and Implementations: Techniques for Creating Reusable Software. Reading, Massachusetts: Addison-Wesley, 1997.

*

* [Knuth73] Donald E. Knuth. The Art of Computer Programming. Volume 3: Sorting and Searching. Reading, Massachusetts: Addison-Wesley, 1973.

*

* [Larson88] Per-Ake Larson. "Dynamic Hash Tables". CACM 31(4), April 1988, pp. 446-457.

*

*/

Found in path(s):

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/tests/hash.c

* /opt/cola/permits/1340402065_1654781407.4248667/0/drm-libdrm-2-4-92-tar-bz2/drm-libdrm-2.4.92/xf86drmHash.c

1.108 keyutils 1.6.1

1.108.1 Available under license :

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Version 2, June 1991

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1.109 ncurses 6.3-20220507

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1.110 eglexternalplatform 1.1

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1.111 pam 1.3.1

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1.112 libcgroup 0.41

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1.113 jansson 2.7

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1.114 vx-gradient 0.0.199

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1.115 systemd 249-2

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1.116 nghttp2 1.47.0

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set yrange [0:]

set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024

set xtics rotate by -45

set style histogram errorbars gap 2 lw 1

set style fill solid border -1

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1.117 nss 3.73

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

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Appendix: How to Apply These Terms to Your New Libraries

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/* nicstar.c v0.22 Jawaid Bazyar (bazyar@hypermall.com)

* nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)

*

* Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.

* <http://www.hypermall.com/>

* 10/1/97 - commented out CFG_PHYIE bit - we don't care when the PHY

* interrupts us (except possibly for removal/insertion of the cable?)

* 10/4/97 - began heavy inline documentation of the code. Corrected typos

* and spelling mistakes.

* 10/5/97 - added code to handle PHY interrupts, disable PHY on

* loss of link, and correctly re-enable PHY when link is

* re-established. (put back CFG_PHYIE)

*

* Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.

*

* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997

*

* Linux driver for the IDT77201 NICStAR PCI ATM controller.

* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;

* see init_nicstar() for PHY initialization to change this. This driver

* expects the Linux ATM stack to support scatter-gather lists

* (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.

*

* Implementing minimal-copy of received data:

* IDT always receives data into a small buffer, then large buffers

* as needed. This means that data must always be copied to create

* the linear buffer needed by most non-ATM protocol stacks (e.g. IP)

* Fix is simple: make large buffers large enough to hold entire

* SDU, and leave <small_buffer_data> bytes empty at the start. Then

* copy small buffer contents to head of large buffer.

* Trick is to avoid fragmenting Linux, due to need for a lot of large

* buffers. This is done by 2 things:

```

* 1) skb->destructor / skb->atm.recycle_buffer
*     combined, allow nicstar_free_rx_skb to be called to
*     recycle large data buffers
* 2) skb_clone of received buffers
* See nicstar_free_rx_skb and linearize_buffer for implementation
* details.
*
*
*
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* Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
*
* M. Welsh, 6 July 1996
*
*
*/

```

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for their continuing work on the DVB driver

Michael Holz <kju@debian.org>
for his contributions to the dvb-net driver

Diego Picciani <d.picciani@novacompt.it>
for CyberLogin for Linux which allows logging onto EON
(in case you are wondering where CyberLogin is, EON changed its login
procedure and CyberLogin is no longer used.)

Martin Schaller <martin@smurf.franken.de>
for patching the cable card decoder driver

Klaus Schmidinger <Klaus.Schmidinger@cadsoft.de>
for various fixes regarding tuning, OSD and CI stuff and his work on VDR

Steve Brown <sbrown@cortland.com>
for his AFC kernel thread

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for all the work for the FlexCopII chipset by B2C2,Inc.

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for his work on the budget drivers, the demux code, the module unloading problems, ...

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for his work on calculating and checking the crc's for the TechnoTrend/Hauppage DEC driver firmware

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for the nxt2004 frontend driver

Kirk Lapray <kirk.lapray@gmail.com>
for the or51211 and or51132 frontend drivers, and
for merging the nxt2002 and nxt2004 modules into a
single nxt200x frontend driver.

(If you think you should be in this list, but you are not, drop a
line to the DVB mailing list)

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1.127 libinput 1.20.1

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1.128 libhangul 0.1.0

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1.130 protobuf 3.7.1

1.131 libffi 3.4.2

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1.132 sysv-init 3.02

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1.133 ipcalc 1.3

1.134 keyutils-libs 1.5.8

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1.136 tcpdump 4.99.1

1.136.1 Available under license :

```
# -*- perl -*-
```

```
$testlist = [  
  # This specific test fails on OpenBSD because the .pcap file uses DLT_RAW,  
  # which OpenBSD treats as DLT_LOOP. The macro is set on all three BSDs.  
  {  
    config_unset => 'HAVE_NET_IF_PFLOG_H',  
    name => 'heap-overflow-1',  
    input => 'heap-overflow-1.pcap',  
    output => 'heap-overflow-1.out',  
    args => '-v'  
  },  
]
```

];

1;

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1.137 zlib 1.2.8

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1.138 jsonformodernc++ v3.9.0

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1.139 readline 5.2

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1.143 jpeg 9d

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This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard.

The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one.

Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:

A "component" means a color channel, e.g., Red or Luminance.

A "sample" is a single component value (i.e., one number in the image data).

A "coefficient" is a frequency coefficient (a DCT transform output number).

A "block" is an array of samples or coefficients.

An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.

We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

*** System features ***

The IJG distribution contains two parts:

- * A subroutine library for JPEG compression and decompression.
- * cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. The library does not support the hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.
2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.
3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled

to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:

- * Color space conversion (e.g., RGB to YCbCr).
- * Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:

- * MCU assembly, DCT, quantization.
- * Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to `fwrite()`, but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:

- * Entropy decoding (sequential or progressive, Huffman or arithmetic).
- * Dequantization, inverse DCT, MCU disassembly.

Postprocessing:

- * Upsampling. Optionally, this step may be able to do more general rescaling of the image.
- * Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [currently it does not].
- * Optional color quantization (e.g., reduction to 256 colors).
- * Optional color precision reduction (e.g., 24-bit to 15-bit color).
[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module. The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (block_size-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate

a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see `jdatadst.c`, which implements the external interface specified by struct `jpeg_destination_mgr`, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

1A. Startup initialization at the beginning of image processing.

The individual processing modules to be used in this run are selected and given initialization calls.

1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself

appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:

```
input data => processing step A => buffer => processing step B => output data
      |           |           |
      ----- controller -----
```

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

- * Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)

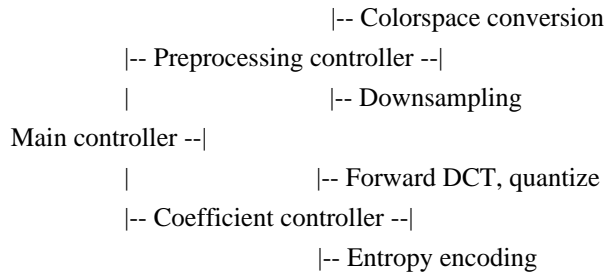
- * In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required.

The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:



This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

- * Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.
- * Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colospace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.
- * Colospace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.
- * Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as V_{max} pixel rows of each component before downsampling, and V_k sample rows afterwards (remember V_k differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of `block_size` samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of `block_size` rows).
- * Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this

controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

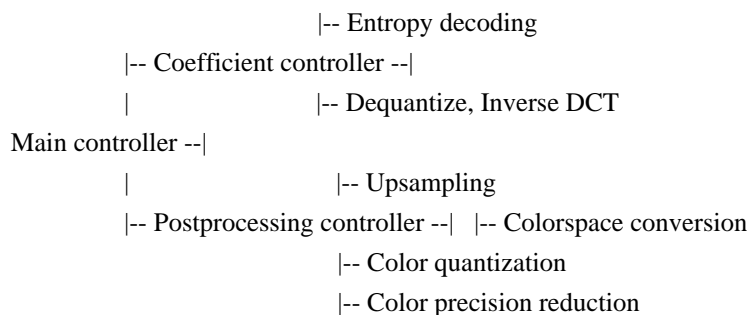
The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects

are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:



As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons.

When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

- * Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.
- * Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.
- * Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.
- * Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.
- * Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

- * Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: `jdinput.c` controls only input-side processing, while `jdmaster.c` handles overall initialization and output-side control.

- * Marker reading: decodes JPEG markers (except for RSTn).

- * Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

- * Memory manager: same as for compression library.

- * Error handler: same as for compression library.

- * Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls `jpeg_consume_input()`; otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See `libjpeg.txt` for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. `jpeg_consume_input()` is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the `cinfo` data structure. Each variable that can change during the course of decompression must be

classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

```
typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be ≥ 0 . This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

- * Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work

in an array that's wider than the logical picture width.

- * Indexing doesn't require multiplication; this is a performance win on many machines.
- * Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
- * The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```
typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks, corresponding to block_size rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKS, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to **improved** performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does **not** cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling `jpeg_finish_compress()` will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever malloc/free are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

- * JPOOL_PERMANENT lasts until master record is destroyed
- * JPOOL_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:

1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:
 - * On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
 - * Pool allocation heuristics may differ for large and small objects.Note that individual "large" objects cannot exceed the size allowed by type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKS (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image

lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'etre is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their `jinit_xxx` routines.
 2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
 3. `realize_virt_arrays` will be called at the completion of initial setup.
- The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the `realize_virt_arrays` computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing `realize_virt_arrays` to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in `jdcoefct.c` for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify

the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines
(or their equivalents)

jpeg_get_large, jpeg_free_large interface to FAR malloc/free in MSDOS machines;
else usually the same as
jpeg_get_small/jpeg_free_small

jpeg_mem_available estimate available memory

jpeg_open_backing_store create a backing-store object

read_backing_store, manipulate a backing-store object
write_backing_store,
close_backing_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg_open_backing_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self_destruct (typically via jpeg_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's

ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance). In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:

1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.

This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:

1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a

separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/structure.txt

No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemdosa.asm

No license file was found, but licenses were detected in source scan.

/*

* jdmainct.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2002-2016 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the main buffer controller for decompression.

* The main buffer lies between the JPEG decompressor proper and the

* post-processor; it holds downsampled data in the JPEG colorspace.

*

* Note that this code is bypassed in raw-data mode, since the application

* supplies the equivalent of the main buffer in that case.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmainct.c

No license file was found, but licenses were detected in source scan.

/*

* jaricom.c

*

* Developed 1997-2011 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains probability estimation tables for common use in
* arithmetic entropy encoding and decoding routines.
*
* This data represents Table D.3 in the JPEG spec (D.2 in the draft),
* ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24
* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jaricom.c

No license file was found, but licenses were detected in source scan.

/*

* jerror.h

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 1997-2018 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file defines the error and message codes for the JPEG library.

* Edit this file to add new codes, or to translate the message strings to

* some other language.

* A set of error-reporting macros are defined too. Some applications using

* the JPEG library may wish to include this file to get the error codes

* and/or the macros.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jerror.h

No license file was found, but licenses were detected in source scan.

/*

* jdct.h

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2002-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This include file contains common declarations for the forward and

* inverse DCT modules. These declarations are private to the DCT managers

* (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.

* The individual DCT algorithms are kept in separate files to ease

* machine-dependent tuning (e.g., assembly coding).

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdct.h

No license file was found, but licenses were detected in source scan.

/*

* jccolor.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2011-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains input colorspace conversion routines.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrc-v9d-tar-gz/jpeg-9d/jccolor.c

No license file was found, but licenses were detected in source scan.

/*

* jmemname.c

*

* Copyright (C) 1992-1997, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file provides a generic implementation of the system-dependent

* portion of the JPEG memory manager. This implementation assumes that

* you must explicitly construct a name for each temp file.

* Also, the problem of determining the amount of memory available

* is shoved onto the user.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemname.c

No license file was found, but licenses were detected in source scan.

/*

* cderror.h

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2009-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file defines the error and message codes for the cjpeg/djpeg

* applications. These strings are not needed as part of the JPEG library

* proper.

* Edit this file to add new codes, or to translate the message strings to

* some other language.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cderror.h

No license file was found, but licenses were detected in source scan.

/*

* jcmaster.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2003-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains master control logic for the JPEG compressor.

* These routines are concerned with parameter validation, initial setup,

* and inter-pass control (determining the number of passes and the work

* to be done in each pass).

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmaster.c

No license file was found, but licenses were detected in source scan.

/*

* jfdctint.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modification developed 2003-2018 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a slow-but-accurate integer implementation of the

* forward DCT (Discrete Cosine Transform).

*

* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT

* on each column. Direct algorithms are also available, but they are

* much more complex and seem not to be any faster when reduced to code.

*

* This implementation is based on an algorithm described in

* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT

* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,

* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.

* The primary algorithm described there uses 11 multiplies and 29 adds.

* We use their alternate method with 12 multiplies and 32 adds.

* The advantage of this method is that no data path contains more than one

* multiplication; this allows a very simple and accurate implementation in

* scaled fixed-point arithmetic, with a minimal number of shifts.
 *
 * We also provide FDCT routines with various input sample block sizes for
 * direct resolution reduction or enlargement and for direct resolving the
 * common 2x1 and 1x2 subsampling cases without additional resampling: NxN
 * (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
 *
 * For N<8 we fill the remaining block coefficients with zero.
 * For N>8 we apply a partial N-point FDCT on the input samples, computing
 * just the lower 8 frequency coefficients and discarding the rest.
 *
 * We must scale the output coefficients of the N-point FDCT appropriately
 * to the standard 8-point FDCT level by 8/N per 1-D pass. This scaling
 * is folded into the constant multipliers (pass 2) and/or final/initial
 * shifting.
 *
 * CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
 * since there would be too many additional constants to pre-calculate.
 */

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctint.c

No license file was found, but licenses were detected in source scan.

/*

* wrtle.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2017-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to write output images in RLE format.

* The Utah Raster Toolkit library is required (version 3.1 or later).

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume output to

* an ordinary stdio stream.

*

* Based on code contributed by Mike Lijewski,

* with updates from Robert Hutchinson.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrtle.c

No license file was found, but licenses were detected in source scan.

/*

```
* transupp.h
*
* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains declarations for image transformation routines and
* other utility code used by the jpegtran sample application. These are
* NOT part of the core JPEG library. But we keep these routines separate
* from jpegtran.c to ease the task of maintaining jpegtran-like programs
* that have other user interfaces.
*
* NOTE: all the routines declared here have very specific requirements
* about when they are to be executed during the reading and writing of the
* source and destination files. See the comments in transupp.c, or see
* jpegtran.c for an example of correct usage.
*/
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/transupp.h
No license file was found, but licenses were detected in source scan.
```

```
/*
* transupp.c
*
* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains image transformation routines and other utility code
* used by the jpegtran sample application. These are NOT part of the core
* JPEG library. But we keep these routines separate from jpegtran.c to
* ease the task of maintaining jpegtran-like programs that have other user
* interfaces.
*/
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/transupp.c
No license file was found, but licenses were detected in source scan.
```

USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application

program. Read it if you want to write a program that uses the library.

The file `example.c` provides heavily commented skeleton code for calling the JPEG library. Also see `jpeglib.h` (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

TABLE OF CONTENTS

Overview:

- Functions provided by the library

- Outline of typical usage

Basic library usage:

- Data formats

- Compression details

- Decompression details

- Mechanics of usage: include files, linking, etc

Advanced features:

- Compression parameter selection

- Decompression parameter selection

- Special color spaces

- Error handling

- Compressed data handling (source and destination managers)

- I/O suspension

- Progressive JPEG support

- Buffered-image mode

- Abbreviated datastreams and multiple images

- Special markers

- Raw (downsampled) image data

- Really raw data: DCT coefficients

- Progress monitoring

- Memory management

- Memory usage

- Library compile-time options

- Portability considerations

- Notes for MS-DOS implementors

You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read

if and when you need them.

OVERVIEW

=====

Functions provided by the library

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions **not** provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

- * Hierarchical storage
- * Lossless JPEG
- * DNL marker
- * Nonintegral subsampling ratios

We support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that

are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage

The rough outline of a JPEG compression operation is:

```
Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
    jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object
```

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to `jpeg_write_scanlines()` from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

```
Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
    jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object
```

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application

selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to `jpeg_read_scanlines()`.

It is possible to abort an incomplete compression or decompression operation by calling `jpeg_abort()`; or, if you do not need to retain the JPEG object, simply release it by calling `jpeg_destroy()`.

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as `jpeg_destroy()` can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

BASIC LIBRARY USAGE

=====

Data formats

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel).

PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE.

A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped,

because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 9 to 12. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel; its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel value (map index) j. Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (ie, at most 256 colors for an 8-bit JPEG library).

Compression details

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg_error_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg_error_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg_create_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
```

```
fprintf(stderr, "can't open %s\n", filename);
exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

WARNING: it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg_start_compress() and jpeg_finish_compress().

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

```
image_width  Width of image, in pixels
image_height Height of image, in pixels
input_components Number of color channels (samples per pixel)
in_color_space Color space of source image
```

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in_color_space field must be assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```
cinfo.image_width = Width; /* image width and height, in pixels */
cinfo.image_height = Height;
cinfo.input_components = 3; /* # of color components per pixel */
cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

jpeg_set_defaults(&cinfo);
/* Make optional parameter settings here */
```

4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```
jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called jpeg_start_compress(), you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)

```
jpeg_write_scanlines(...);
```

Now write all the required image data by calling jpeg_write_scanlines() one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently.

Examples of this can be found in the sample application `cjpeg`.

The library maintains a count of the number of scanlines written so far in the `next_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like `"while (cinfo.next_scanline < cinfo.image_height)"`.

Code for this step depends heavily on the way that you store the source data. `example.c` shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```

`jpeg_write_scanlines()` returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:

- * If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
- * If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of `next_scanline`.

6. `jpeg_finish_compress(...)`;

After all the image data has been written, call `jpeg_finish_compress()` to complete the compression cycle. This step is **ESSENTIAL** to ensure that the last bufferload of data is written to the data destination.

`jpeg_finish_compress()` also releases working memory associated with the JPEG object.

Typical code:

```
jpeg_finish_compress(&cinfo);
```

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, `jpeg_finish_compress()` will perform the additional passes using data buffered by the first pass. In this case `jpeg_finish_compress()` may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call `jpeg_finish_compress()` before writing the necessary total number of scanlines. If you wish to abort compression, call `jpeg_abort()` as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call `jpeg_set_defaults()` to adjust for the new colorspace; and then you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling `jpeg_destroy_compress()`. This will free all subsidiary memory (regardless of the previous state of the object). Or you can call `jpeg_destroy()`, which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, `jpeg_destroy()` should be passed a `j_common_ptr`.)

If you allocated the `jpeg_compress_struct` structure from `malloc()`, freeing it is your responsibility --- `jpeg_destroy()` won't. Ditto for the error handler structure.

Typical code:

```
jpeg_destroy_compress(&cinfo);
```

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

* If you don't need the JPEG object any more, just call

jpeg_destroy_compress() or jpeg_destroy() to release memory. This is legitimate at any point after calling jpeg_create_compress() --- in fact, it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call jpeg_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call term_destination(). (See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

Decompression details

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

Typical code:

```
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);
```

where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See `cjpeg.c` and `djpeg.c` for code that has been found to work on many systems.

You may not change the data source between calling `jpeg_read_header()` and `jpeg_finish_decompress()`. If you wish to read a series of JPEG images from a single source file, you should repeat the `jpeg_read_header()` to `jpeg_finish_decompress()` sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call `jpeg_read_header()` to obtain image info.

Typical code for this step is just

```
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if

- * A suspending data source is used --- in that case `jpeg_read_header()` may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
- * Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call `jpeg_destroy()` when you are done with the JPEG object, or call `jpeg_abort()` to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

`jpeg_read_header()` sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to `jpeg_read_header()`. If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

5. `jpeg_start_decompress(...)`;

Once the parameter values are satisfactory, call `jpeg_start_decompress()` to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

```
jpeg_start_decompress(&cinfo);
```

If you have requested a multi-pass operating mode, such as 2-pass color quantization, `jpeg_start_decompress()` will do everything needed before data output can begin. In this case `jpeg_start_decompress()` may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; `jpeg_start_decompress()` will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

```
output_width  image width and height, as scaled  
output_height
```


out_color_components # of color components in out_color_space
output_components # of color components returned per pixel
colormap the selected colormap, if any
actual_number_of_colors number of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it equals out_color_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output_width * output_components JSAMPLEs per scanline in your output buffer, and a total of output_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the relevant parameters (scaling, output color space, and quantization flag).

```
6. while (scan lines remain to be read)
    jpeg_read_scanlines(...);
```

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output_scanline < cinfo.output_height)". (Note that the test should NOT be against image_height, unless you never use scaling. The image_height field is the height of the original unscaled image.) The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that jpeg_read_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that `jpeg_read_scanlines()` fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls `jpeg_read_scanlines()` repeatedly until the whole image has been read.

7. `jpeg_finish_decompress(...)`;

After all the image data has been read, call `jpeg_finish_decompress()` to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

```
jpeg_finish_decompress(&cinfo);
```

If using the stdio source manager, don't forget to close the source stdio stream if necessary.

It is an error to call `jpeg_finish_decompress()` before reading the correct total number of scanlines. If you wish to abort decompression, call `jpeg_abort()` as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling `jpeg_destroy_decompress()` or `jpeg_destroy()`. The previous discussion of destroying compression objects applies here too.

Typical code:

```
jpeg_destroy_decompress(&cinfo);
```

9. Aborting.

You can abort a decompression cycle by calling `jpeg_destroy_decompress()` or `jpeg_destroy()` if you don't need the JPEG object any more, or `jpeg_abort_decompress()` or `jpeg_abort()` if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file `jpeglib.h` to obtain declarations of data types and routines. Before including `jpeglib.h`, include system headers that define at least the typedefs `FILE` and `size_t`. On ANSI-conforming systems, including `<stdio.h>` is sufficient; on older Unix systems, you may need `<sys/types.h>` to define `size_t`.

If the application needs to refer to individual JPEG library error codes, also include `jerror.h` to define those symbols.

`jpeglib.h` indirectly includes the files `jconfig.h` and `jmorecfg.h`. If you are installing the JPEG header files in a system directory, you will want to install all four files: `jpeglib.h`, `jerror.h`, `jconfig.h`, `jmorecfg.h`.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("`libjpeg.a`", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build `libjpeg.a` automatically (see `install.txt`).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is **not** guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the `jmemdos.c` memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See `cjpeg.c` or `djpeg.c` for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use `jmemnobs.c` (or another memory manager of your own devising). More info about the minimum system library requirements may be found in `jininclude.h`.

ADVANCED FEATURES

=====

Compression parameter selection

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call `jpeg_set_defaults()` first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling `cinfo` fields directly.

The helper routines are:

`jpeg_set_defaults (j_compress_ptr cinfo)`

This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field `in_color_space`, which must already be set in `cinfo`). Many applications will only need to use this routine and perhaps `jpeg_set_quality()`.

`jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)`

Sets the JPEG file's colorspace (field `jpeg_color_space`) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call `jpeg_set_colorspace()` before rather than after.

`jpeg_default_colorspace (j_compress_ptr cinfo)`

Selects an appropriate JPEG colorspace based on `cinfo->in_color_space`, and calls `jpeg_set_colorspace()`. This is actually a subroutine of `jpeg_set_defaults()`. It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

`jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)`

Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine).

Note that the exact mapping from quality values to tables may change

in future IJG releases as more is learned about DCT quantization. If the `force_baseline` parameter is `TRUE`, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when `force_baseline` is `FALSE`, but other decoders may not be.

`jpeg_set_linear_quality` (`j_compress_ptr` cinfo, `int` scale_factor,
 `boolean` force_baseline)

Same as `jpeg_set_quality()` except that the generated tables are the sample tables given in the JPEG spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus `scale_factor = 100` reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. `force_baseline` again constrains the computed table entries to 1..255.

`int` `jpeg_quality_scaling` (`int` quality)

Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

`jpeg_default_qtables` (`j_compress_ptr` cinfo, `boolean` force_baseline)
Set default quantization tables with linear `q_scale_factor[]` values (see below).

`jpeg_add_quant_table` (`j_compress_ptr` cinfo, `int` which_tbl,
 `const unsigned int` *basic_table,
 `int` scale_factor, `boolean` force_baseline)

Allows an arbitrary quantization table to be created. `which_tbl` indicates which table slot to fill. `basic_table` points to an array of 64 unsigned ints given in normal array order. These values are multiplied by `scale_factor/100` and then clamped to the range 1..65535 (or to 1..255 if `force_baseline` is `TRUE`).

CAUTION: prior to library version 6a, `jpeg_add_quant_table` expected the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this routine, you must check the library version number. Something like `"#if JPEG_LIB_VERSION >= 61"` is the right test.

`jpeg_simple_progression` (`j_compress_ptr` cinfo)

Generates a default scan script for writing a progressive-JPEG file.

This is the recommended method of creating a progressive file,

unless you want to make a custom scan sequence. You must ensure that the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

boolean arith_code

If TRUE, use arithmetic coding.

If FALSE, use Huffman coding.

int block_size

Set DCT block size. All N from 1 to 16 are possible.

Default is 8 (baseline format).

Larger values produce higher compression,
smaller values produce higher quality.

An exact DCT stage is possible with 1 or 2.

With the default quality of 75 and default Luminance qtable
the DCT+Quantization stage is lossless for value 1.

Note that values other than 8 require a SmartScale capable decoder,
introduced with IJG JPEG 8. Setting the block_size parameter for
compression works with version 8c and later.

J_DCT_METHOD dct_method

Selects the algorithm used for the DCT step. Choices are:

JDCT_ISLOW: slow but accurate integer algorithm

JDCT_IFAST: faster, less accurate integer method

JDCT_FLOAT: floating-point method

JDCT_DEFAULT: default method (normally JDCT_ISLOW)

JDCT_FASTEST: fastest method (normally JDCT_IFAST)

The FLOAT method is very slightly more accurate than the ISLOW method,
but may give different results on different machines due to varying
roundoff behavior. The integer methods should give the same results
on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The IFAST method is
considerably less accurate than the other two; its use is not
recommended if high quality is a concern. JDCT_DEFAULT and
JDCT_FASTEST are macros configurable by each installation.

unsigned int scale_num, scale_denom

Scale the image by the fraction scale_num/scale_denom. Default is
1/1, or no scaling. Currently, the supported scaling ratios are
M/N with all N from 1 to 16, where M is the destination DCT size,
which is 8 by default (see block_size parameter above).

(The library design allows for arbitrary scaling ratios but this
is not likely to be implemented any time soon.)

J_COLOR_SPACE jpeg_color_space

int num_components

The JPEG color space and corresponding number of components; see "Special color spaces", below, for more info. We recommend using `jpeg_set_colorspace()` if you want to change these.

`J_COLOR_TRANSFORM` `color_transform`

Internal color transform identifier, writes LSE marker if nonzero (requires decoder with inverse color transform support, introduced with IJG JPEG 9).

Two values are currently possible: `JCT_NONE` and `JCT_SUBTRACT_GREEN`.

Set this value for lossless RGB application *before* calling `jpeg_set_colorspace()`, because entropy table assignment in `jpeg_set_colorspace()` depends on `color_transform`.

boolean `optimize_coding`

`TRUE` causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is `FALSE`, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent of file size compared to the default tables. Note that when this is `TRUE`, you need not supply Huffman tables at all, and any you do supply will be overwritten.

unsigned int `restart_interval`

int `restart_in_rows`

To emit restart markers in the JPEG file, set one of these nonzero.

Set `restart_interval` to specify the exact interval in MCU blocks.

Set `restart_in_rows` to specify the interval in MCU rows. (If `restart_in_rows` is not 0, then `restart_interval` is set after the image width in MCUs is computed.) Defaults are zero (no restarts).

One restart marker per MCU row is often a good choice.

NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs.

If you use restarts, you may want to use larger intervals in those cases.

const `jpeg_scan_info` * `scan_info`

int `num_scans`

By default, `scan_info` is `NULL`; this causes the compressor to write a single-scan sequential JPEG file. If not `NULL`, `scan_info` points to an array of scan definition records of length `num_scans`. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (`jpeg_simple_progression` creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

boolean do_fancy_downsampling

If TRUE, use direct DCT scaling with DCT size > 8 for downsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate downsampling.

Default is TRUE.

For better image stability in multiple generation compression cycles

it is preferable that this value matches the corresponding

do_fancy_upsampling value in decompression.

int smoothing_factor

If non-zero, the input image is smoothed; the value should be 1 for

minimal smoothing to 100 for maximum smoothing. Consult jcsample.c

for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header

If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and

jpeg_set_colorspace() set this TRUE if a JFIF-legal JPEG color space

(ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF_major_version

UINT8 JFIF_minor_version

The version number to be written into the JFIF marker.

jpeg_set_defaults() initializes the version to 1.01 (major=minor=1).

You should set it to 1.02 (major=1, minor=2) if you plan to write

any JFIF 1.02 extension markers.

UINT8 density_unit

UINT16 X_density

UINT16 Y_density

The resolution information to be written into the JFIF marker;

not used otherwise. density_unit may be 0 for unknown,

1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1

indicating square pixels of unknown size.

boolean write_Adobe_marker

If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and

jpeg_set_colorspace() set this TRUE if JPEG color space RGB, CMYK,

or YCCK is selected, otherwise FALSE. It is generally a bad idea

to set both write_JFIF_header and write_Adobe_marker. In fact,

you probably shouldn't change the default settings at all --- the

default behavior ensures that the JPEG file's color space can be

recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLS]

Pointers to coefficient quantization tables, one per table slot,

or NULL if no table is defined for a slot. Usually these should

be set via one of the above helper routines; jpeg_add_quant_table()

is general enough to define any quantization table. The other

routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

```
int q_scale_factor[NUM_QUANT_TBLS]
```

Linear quantization scaling factors (percentage, initialized 100) for use with `jpeg_default_qtables()`.

See `rdswitch.c` and `cjpeg.c` for an example of usage.

Note that the `q_scale_factor[]` fields are the "linear" scales, so you have to convert from user-defined ratings via `jpeg_quality_scaling()`.

Here is an example code which corresponds to `cjpeg -quality 90,70`:

```
jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);
```

CAUTION: You must also set 1x1 subsampling for efficient separate color quality selection, since the default value used by library is 2x2:

```
cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;
```

```
JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
```

```
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
```

Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by `jpeg_set_defaults()`. If you need to allocate more table structures, `jpeg_alloc_huff_table()` may be used.

Note that optimal Huffman tables can be computed for an image by setting `optimize_coding`, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by `jpeg_start_compress()`. You can also call `jpeg_calc_jpeg_dimensions()` to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

JDIMENSION `jpeg_width` Actual dimensions of output image.

JDIMENSION `jpeg_height`

Per-component parameters are stored in the struct `cinfo.comp_info[i]` for component number `i`. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large `comp_info[]` array is allocated by `jpeg_set_defaults()`; if you choose not to use that routine, it's up to you to allocate the array.

`int component_id`

The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

`int h_samp_factor`

`int v_samp_factor`

Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

`int quant_tbl_no`

Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

`int dc_tbl_no`

`int ac_tbl_no`

DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

`int component_index`

Must equal the component's index in `comp_info[]`. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

Decompression parameter selection

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest)

processing.

The following fields in the JPEG object are set by `jpeg_read_header()` and may be useful to the application in choosing decompression parameters:

JDIMENSION `image_width` Width and height of image
JDIMENSION `image_height`
int `num_components` Number of color components
J_COLOR_SPACE `jpeg_color_space` Colorspace of image
boolean `saw_JFIF_marker` TRUE if a JFIF APP0 marker was seen
UINT8 `JFIF_major_version` Version information from JFIF marker
UINT8 `JFIF_minor_version`
UINT8 `density_unit` Resolution data from JFIF marker
UINT16 `X_density`
UINT16 `Y_density`
boolean `saw_Adobe_marker` TRUE if an Adobe APP14 marker was seen
UINT8 `Adobe_transform` Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

J_COLOR_SPACE `out_color_space`
Output color space. `jpeg_read_header()` sets an appropriate default based on `jpeg_color_space`; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to `JCS_GRAYSCALE` to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend `jdcolor.c` if you want an unusual conversion.

unsigned int `scale_num`, `scale_denom`
Scale the image by the fraction `scale_num/scale_denom`. Currently, the supported scaling ratios are M/N with all M from 1 to 16, where N is the source DCT size, which is 8 for baseline JPEG. (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) The values are initialized by `jpeg_read_header()` with the source DCT size. For baseline JPEG this is 8/8. If you change only the `scale_num` value while leaving the other unchanged, then this specifies the DCT scaled size to be applied on the given input. For baseline JPEG this is equivalent

to M/8 scaling, since the source DCT size for baseline JPEG is 8. Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

boolean `quantize_colors`

If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if `quantize_colors` is TRUE.

int `desired_number_of_colors`

Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field).

Default 256. Ignored when the application supplies its own color map.

boolean `two_pass_quantize`

If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

J_DITHER_MODE `dither_mode`

Selects color dithering method. Supported values are:

JDITHER_NONE no dithering: fast, very low quality

JDITHER_ORDERED ordered dither: moderate speed and quality

JDITHER_FS Floyd-Steinberg dither: slow, high quality

Default is JDITHER_FS. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when `two_pass_quantize` is TRUE or when you supply an external color map, you'll get F-S dithering.)

When `quantize_colors` is TRUE, the target color map is described by the next two fields. `colormap` is set to NULL by `jpeg_read_header()`. The application can supply a color map by setting `colormap` non-NULL and setting `actual_number_of_colors` to the map size. Otherwise, `jpeg_start_decompress()` selects a suitable color map and sets these two fields itself.

[Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

JSAMPARRAY `colormap`

The color map, represented as a 2-D pixel array of `out_color_components` rows and `actual_number_of_colors` columns. Ignored if not quantizing.

CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by `jpeg_finish_decompress()`.

Copy the colormap somewhere else first, if you want to save it.

int `actual_number_of_colors`

The number of colors in the color map.

Additional decompression parameters that the application may set include:

J_DCT_METHOD dct_method

Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do_fancy_upsampling

If TRUE, use direct DCT scaling with DCT size > 8 for upsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate upsampling.

Default is TRUE.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do_fancy_downsampling value in compression.

boolean do_block_smoothing

If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without.

In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable_1pass_quant

boolean enable_external_quant

boolean enable_2pass_quant

These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions() to obtain the values that will result from the current parameter settings.

This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width Actual dimensions of output image.

JDIMENSION output_height

int out_color_components Number of color components in out_color_space.

int output_components Number of color components returned.

int rec_outbuf_height Recommended height of scanline buffer.

When quantizing colors, output_components is 1, indicating a single color map index per pixel. Otherwise it equals out_color_components. The output arrays

are required to be `output_width * output_components JSAMPLEs` wide.

`rec_outbuf_height` is the recommended minimum height (in scanlines) of the buffer passed to `jpeg_read_scanlines()`. If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, `rec_outbuf_height` is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4).

If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring `rec_outbuf_height` so as to avoid data copying. (An output buffer larger than `rec_outbuf_height` lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG_RGB or BG_YCC (big gamut color spaces, JFIF version 2). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB \Leftrightarrow YCbCr and CMYK \Leftrightarrow YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field `in_color_space`. This is transformed to the JPEG file's color space given by `jpeg_color_space`. `jpeg_set_defaults()` chooses a reasonable JPEG color space depending on `in_color_space`, but you can override this by calling `jpeg_set_colorspace()`. Of course you must select a supported transformation.

`jpegcolor.c` currently supports the following transformations:

RGB \Rightarrow YCbCr

RGB \Rightarrow GRAYSCALE

RGB \Rightarrow BG_YCC

YCbCr \Rightarrow GRAYSCALE

YCbCr \Rightarrow BG_YCC

CMYK \Rightarrow YCCK

plus the null transforms: GRAYSCALE \Rightarrow GRAYSCALE, RGB \Rightarrow RGB,

BG_RGB \Rightarrow BG_RGB, YCbCr \Rightarrow YCbCr, BG_YCC \Rightarrow BG_YCC, CMYK \Rightarrow CMYK,

YCCK \Rightarrow YCCK, and UNKNOWN \Rightarrow UNKNOWN.

The file interchange format standards (JFIF and Adobe) specify APPn markers

that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the interchange standards.

`jpeg_set_colorspace()` will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space. For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting `in_color_space` and `jpeg_color_space` to `JCS_YCbCr`; use `JCS_UNKNOWN`. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is `UNKNOWN`, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for `jpeg_set_colorspace()`, in `jcparam.c`, for details.

For decompression, the JPEG file's color space is given in `jpeg_color_space`, and this is transformed to the output color space `out_color_space`. `jpeg_read_header`'s setting of `jpeg_color_space` can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override `jpeg_read_header`'s guess by setting `jpeg_color_space`. `jpeg_read_header` also selects a default output color space based on (its guess of) `jpeg_color_space`; set `out_color_space` to override this. Again, you must select a supported transformation. `jdcolor.c` currently supports

`YCbCr => RGB`

`YCbCr => GRAYSCALE`

`BG_YCC => RGB`

`BG_YCC => GRAYSCALE`

`RGB => GRAYSCALE`

`GRAYSCALE => RGB`

`YCKK => CMYK`

as well as the null transforms. (Since `GRAYSCALE=>RGB` is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, `jquant2.c`, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that `jquant2.c` is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot "fix" this in the library by inverting the data during the `CMYK<=>YCKK` transform, because that would break other applications, notably Ghostscript.

Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

Error handling

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on `stderr`, followed by `exit()`. You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file `example.c` illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:

- * Fatal errors: the library cannot continue.
- * Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
- * Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (`jerror.c`) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling `jpeg_std_error()` as usual, but then overriding some of the method pointers in the `jpeg_error_mgr` struct, as illustrated by `example.c`.

All of the error handling routines will receive a pointer to the JPEG object (a `j_common_ptr` which points to either a `jpeg_compress_struct` or a `jpeg_decompress_struct`; if you need to tell which, test the `is_decompressor` field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the `jpeg_error_mgr` struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see `example.c` for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client_data" in each JPEG object, which the application can also use to find related data.

The library does not touch `client_data` at all.)

The individual methods that you might wish to override are:

`error_exit (j_common_ptr cinfo)`

Receives control for a fatal error. Information sufficient to generate the error message has been stored in `cinfo->err`; call `output_message` to display it. Control must NOT return to the caller; generally this routine will `exit()` or `longjmp()` somewhere. Typically you would override this routine to get rid of the `exit()` default behavior. Note that if you continue processing, you should clean up the JPEG object with `jpeg_abort()` or `jpeg_destroy()`.

`output_message (j_common_ptr cinfo)`

Actual output of any JPEG message. Override this to send messages somewhere other than `stderr`. Note that this method does not know how to generate a message, only where to send it.

`format_message (j_common_ptr cinfo, char * buffer)`

Constructs a readable error message string based on the error info stored in `cinfo->err`. This method is called by `output_message`. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

`emit_message (j_common_ptr cinfo, int msg_level)`

Decide whether or not to emit a warning or trace message; if so, calls `output_message`. The main reason for overriding this method would be to abort on warnings. `msg_level` is -1 for warnings, 0 and up for trace messages.

Only `error_exit()` and `emit_message()` are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field `err->jpeg_message_table`. The messages are numbered from 0 to `err->last_jpeg_message`, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See `jerror.h` for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an add-on table, set the pointer `err->addon_message_table` and the message numbers `err->first_addon_message` and `err->last_addon_message`. If you number the add-on messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in

messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cderror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:

ERREXITn(...) for fatal errors

WARNMSn(...) for corrupt-data warnings

TRACEMSn(...) for trace and informational messages.

These macros store the message code and any additional parameters into the error handler struct, then invoke the error_exit() or emit_message() method.

The variants of each macro are for varying numbers of additional parameters.

The additional parameters are inserted into the generated message using standard printf() format codes.

See jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits wide, you must define JOCTET as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

```
JOCTET * next_output_byte; /* => next byte to write in buffer */
```

```
size_t free_in_buffer; /* # of byte spaces remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is filled. The manager's `empty_output_buffer` method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

`init_destination (j_compress_ptr cinfo)`

Initialize destination. This is called by `jpeg_start_compress()` before any data is actually written. It must initialize `next_output_byte` and `free_in_buffer`. `free_in_buffer` must be initialized to a positive value.

`empty_output_buffer (j_compress_ptr cinfo)`

This is called whenever the buffer has filled (`free_in_buffer` reaches zero). In typical applications, it should write out the **entire** buffer (use the saved start address and buffer length; ignore the current state of `next_output_byte` and `free_in_buffer`). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped. `free_in_buffer` must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

`term_destination (j_compress_ptr cinfo)`

Terminate destination --- called by `jpeg_finish_compress()` after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either `next_output_byte` or `free_in_buffer` to determine how much data is in the buffer.

`term_destination()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_destination_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_dest()` or `jpeg_mem_dest()` routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional frammishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;      /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is emptied. The manager's `fill_input_buffer` method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

`init_source (j_decompress_ptr cinfo)`

Initialize source. This is called by `jpeg_read_header()` before any data is actually read. Unlike `init_destination()`, it may leave `bytes_in_buffer` set to 0 (in which case a `fill_input_buffer()` call will occur immediately).

`fill_input_buffer (j_decompress_ptr cinfo)`

This is called whenever `bytes_in_buffer` has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of `next_input_byte` and `bytes_in_buffer`), reset the pointer & count to the start of the buffer, and return `TRUE` indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` **MUST** be set to a positive value if `TRUE` is returned. A `FALSE` return should only be used when I/O suspension is desired (this mode is discussed in the next section).

`skip_input_data (j_decompress_ptr cinfo, long num_bytes)`

Skip `num_bytes` worth of data. The buffer pointer and count should be advanced over `num_bytes` input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

`resync_to_restart (j_decompress_ptr cinfo, int desired)`

This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, `jpeg_resync_to_restart()`. However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the `read_restart_marker()` and `jpeg_resync_to_restart()` routines in `jdmarker.c` if you think you'd like to implement your own resync procedure.

term_source (j_decompress_ptr cinfo)

Terminate source --- called by jpeg_finish_decompress() after all data has been read. Often a no-op.

For both fill_input_buffer() and skip_input_data(), there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via ERREXIT() or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. jdatasrc.c illustrates the recommended error recovery behavior.

term_source() is NOT called by jpeg_abort() or jpeg_destroy(). If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_source_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_src() or jpeg_mem_src() routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in jdatasrc.c and jdatadst.c.

I/O suspension

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate

that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an `empty_output_buffer()` routine that returns `FALSE`; typically it will not do anything else. This will cause the compressor to return to the caller of `jpeg_write_scanlines()`, with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call `jpeg_write_scanlines()` again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although `empty_output_buffer()` is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of `next_output_byte/free_in_buffer`. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call `jpeg_write_scanlines()` unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

- * At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
- * When you call `jpeg_finish_compress()`, there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling `jpeg_finish_compress()`.

A more significant restriction is that `jpeg_finish_compress()` cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely

Huffman code optimization and multiple-scan output. Those modes write the whole file during `jpeg_finish_compress()`, which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a `fill_input_buffer()` routine that simply returns `FALSE` (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:

- * `jpeg_read_header()`: will return `JPEG_SUSPENDED`.
- * `jpeg_start_decompress()`: will return `FALSE`, rather than its usual `TRUE`.
- * `jpeg_read_scanlines()`: will return the number of scanlines already completed (possibly 0).
- * `jpeg_finish_decompress()`: will return `FALSE`, rather than its usual `TRUE`.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of `jpeg_read_scanlines()`, increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When `fill_input_buffer()` is called, `next_input_byte/bytes_in_buffer` point to the current restart point, which is where the decompressor will backtrack to if `FALSE` is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The `skip_input_data()` source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement `bytes_in_buffer` to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then `skip_input_data()` must set `bytes_in_buffer` to zero and record the additional skip distance somewhere else. The decompressor will immediately call `fill_input_buffer()`, which should return `FALSE`, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or

within `fill_input_buffer()`; the latter is probably more efficient. If `fill_input_buffer()` knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return `TRUE` just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling `skip_input_data()`. In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on `skip_input_data`'s shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having `empty_output_buffer()` or `fill_input_buffer()` set the pointer and count to reference the next available buffer; `FALSE` is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when `FALSE` is returned could back up into an earlier buffer. For example, when `fill_input_buffer()` is called, the current pointer & count indicate the backtrack restart point. Since `fill_input_buffer()` will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to `fill_input_buffer()` occurs in the same library call, and no additional input data is available, so `fill_input_buffer` must return `FALSE`. If the JPEG library has not moved the pointer/count forward in the current buffer, then *the correct restart point is the saved position in the prior buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a `skip_input_data()` call,

so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when `fill_input_buffer()` is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support

Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg_simple_progression() helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in rdswitch.c, so that you can read scan script files just like cjpeg's.)

When scan_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg_write_scanlines() is called, and will emit all the requested scans during jpeg_finish_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg_finish_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during jpeg_start_decompress(), so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

Buffered-image mode

In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```

jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output() /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output() /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()

```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to `jpeg_start_output()` indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and `jpeg_finish_output()` advances to the next scan or end-of-image marker (hence `input_scan_number` will be incremented by the time control arrives back at `jpeg_start_output()`).

With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the `jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output()` sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call `jpeg_finish_decompress()` to release the buffered image (or just use `jpeg_destroy_decompress()`).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine `jpeg_consume_input()`.

The return value is one of the following:

`JPEG_REACHED_SOS`: reached an SOS marker (the start of a new scan)

`JPEG_REACHED_EOI`: reached the EOI marker (end of image)

`JPEG_ROW_COMPLETED`: completed reading one MCU row of compressed data

`JPEG_SCAN_COMPLETED`: completed reading last MCU row of current scan

`JPEG_SUSPENDED`: suspended before completing any of the above

(`JPEG_SUSPENDED` can occur only if a suspending data source is used.) This routine can be called at any time after initializing the JPEG object. It reads some additional data and returns when one of the indicated significant events occurs. (If called after the EOI marker is reached, it will immediately return `JPEG_REACHED_EOI` without attempting to read more data.)

The library's output processing will automatically call `jpeg_consume_input()` whenever the output processing overtakes the input; thus, simple lockstep display requires no direct calls to `jpeg_consume_input()`. But by adding calls to `jpeg_consume_input()`, you can absorb data in advance of what is being displayed. This has two benefits:

- * You can limit buildup of unprocessed data in your input buffer.
- * You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to `jpeg_consume_input()` with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it's best to call `jpeg_consume_input()` only after a hundred or so new bytes have arrived. This is discussed further under "I/O suspension", above. (Note: the JPEG library currently is not thread-safe. You must not call `jpeg_consume_input()` from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass `cinfo.input_scan_number` as the target scan number to `jpeg_start_output()`. The `input_scan_number` field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling `jpeg_start_output()`: call `jpeg_consume_input()` repeatedly until it returns `JPEG_SUSPENDED` or

JPEG_REACHED_EOI.

The target scan number passed to `jpeg_start_output()` is saved in the `cinfo.output_scan_number` field. The library's output processing calls `jpeg_consume_input()` whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what `jpeg_start_decompress()` does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, `jpeg_consume_input()` will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
```

```

    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);

```

rather than quitting as soon as `jpeg_input_complete()` returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```

for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}

```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the `JPEG_REACHED_EOI` return code from `jpeg_consume_input()`, or equivalently by testing `jpeg_input_complete()`.) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call `jpeg_finish_output()` and then start a new pass with `jpeg_start_output()`.

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting `JPEG_REACHED_SOS` returns and/or examining `cinfo.input_scan_number`. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it

as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call `jpeg_consume_input()` until it returns `JPEG_REACHED_SOS` or `JPEG_REACHED_EOI`. Or just use the next higher number as the target scan for `jpeg_start_output()`; but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, `jpeg_start_decompress()` never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:

- * `jpeg_start_output()` performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
- * `jpeg_read_scanlines()`, as always, returns the number of scanlines that it was able to produce before suspending.
- * `jpeg_finish_output()` will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if `jpeg_consume_input()` has already reached the end of the file or a SOS marker beyond the target output scan.)
- * `jpeg_finish_decompress()` will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling `jpeg_input_complete()`).

`jpeg_start_output()`, `jpeg_finish_output()`, and `jpeg_finish_decompress()` all return `TRUE` if they completed their tasks, `FALSE` if they had to suspend. In the event of a `FALSE` return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. **ONLY THE FOLLOWING** parameter changes are allowed after `jpeg_start_decompress()` is called:

- * `dct_method` can be changed before each call to `jpeg_start_output()`. For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
- * `dither_mode` can be changed before each call to `jpeg_start_output()`; of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial `max_memory_to_use` specification to be exceeded, which in the worst case would result in an out-of-memory failure.
- * `do_block_smoothing` can be changed before each call to `jpeg_start_output()`. This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a

matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.

* Color quantization mode can be changed under the rules described below. You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.
Selected by `cinfo.two_pass_quantize = FALSE` and `cinfo.colormap = NULL`.
2. Single-pass quantization to an application-supplied colormap.
Selected by setting `cinfo.colormap` to point to the colormap (the value of `two_pass_quantize` is ignored); also set `cinfo.actual_number_of_colors`.
3. Two-pass quantization to a colormap chosen specifically for the image.
Selected by `cinfo.two_pass_quantize = TRUE` and `cinfo.colormap = NULL`. (This is the default setting selected by `jpeg_read_header`, but it is probably NOT what you want for the first pass of progressive display!)
These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call `jpeg_start_decompress()`. (If we did not require this, the `max_memory_to_use` setting would be a complete fiction.)

You do this by setting one or more of these three `cinfo` fields to TRUE:

`enable_1pass_quant` Fixed color cube colormap
`enable_external_quant` Externally-supplied colormap
`enable_2pass_quant` Two-pass custom colormap

All three are initialized FALSE by `jpeg_read_header()`. But `jpeg_start_decompress()` automatically sets TRUE the one selected by the current `two_pass_quantize` and `colormap` settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at `jpeg_start_decompress()` time, you can change to any enabled quantization method by setting `two_pass_quantize` and `colormap` properly just before calling `jpeg_start_output()`. The following special rules apply:

1. You must explicitly set `cinfo.colormap` to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call `jpeg_new_colormap()` after setting `cinfo.colormap`.

NOTE: if you want to use the same colormap as was used in the prior pass,

you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because `cinfo.colormap` will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during `jpeg_start_output()`, not during `jpeg_start_decompress()`.

When using two-pass quantization, `jpeg_start_output()` makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, `jpeg_start_output()` will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from `jpeg_start_output()` under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which `jpeg_start_output()` will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling `jpeg_has_multiple_scans()`, which will return a correct result at any time after `jpeg_read_header()` completes.

It is also worth noting that when you use `jpeg_consume_input()` to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager `jmemnobs.c` if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that `max_memory_to_use` is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven't gotten around to it yet.)

In some applications it may be convenient to use `jpeg_consume_input()` for all input processing, including reading the initial markers; that is, you may wish to call `jpeg_consume_input()` instead of `jpeg_read_header()` during

startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

- * "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
- * "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
- * "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg_start_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg_suppress_tables(&cinfo, TRUE)" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual sent_table fields directly.

To create an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg_start_compress() and so on, call jpeg_write_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent_tables flag is already TRUE, and then all the sent_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

```
create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);
```

Since the JPEG parameters are not altered between writing the table file and

the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the `jpeg_start_compress()` ... `jpeg_finish_compress()` sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set `optimize_coding = TRUE` when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See `jpeg_copy_critical_parameters()` for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL* */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL* */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}
```

(Note that trying to set `cinfo.quant_tbl_ptrs[n]` to point directly at a constant `JQUANT_TBL` object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get

overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than hard-wiring them into your application. The `jpeg_read_header()` call is sufficient to read a tables-only file. You must pass a second parameter of `FALSE` to indicate that you do not require an image to be present. Thus, the typical scenario is

```
create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);
```

In some cases, you may want to read a file without knowing whether it contains an image or just tables. In that case, pass `FALSE` and check the return value from `jpeg_read_header()`: it will be `JPEG_HEADER_OK` if an image was found, `JPEG_HEADER_TABLES_ONLY` if only tables were found. (A third return value, `JPEG_SUSPENDED`, is possible when using a suspending data source manager.) Note that `jpeg_read_header()` will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in `jpeg_start_decompress()`.

It is possible to read a series of images from a single source file by repeating the `jpeg_read_header() ... jpeg_finish_decompress()` sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at `term_destination()` time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing `FALSE` to `jpeg_start_compress()`.

Special markers

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling `jpeg_write_marker()` after `jpeg_start_compress()` and before the first call to `jpeg_write_scanlines()`. When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, `jpeg_write_marker` will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by `comment_text`:

```
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
```

If it's not convenient to store all the marker data in memory at once, you can instead call `jpeg_write_m_header()` followed by multiple calls to `jpeg_write_m_byte()`. If you do it this way, it's your responsibility to call `jpeg_write_m_byte()` exactly the number of times given in the length

parameter to `jpeg_write_m_header()`. (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set `cinfo.JFIF_minor_version = 2` so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:

1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.

The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling `jpeg_read_header()`, because the markers of interest will typically be near the head of the file and so will be scanned by `jpeg_read_header`. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call `jpeg_save_markers(cinfo, marker_code, length_limit)` where `marker_code` is the marker type to save, `JPEG_COM` or `JPEG_APP0+n`. (To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than `length_limit` data bytes, only `length_limit` bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set `length_limit` to `0xFFFF`; that is enough since marker lengths are only

16 bits. As a special case, setting `length_limit` to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After `jpeg_read_header()` completes, you can examine the special markers by following the `cinfo->marker_list` pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn't ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed `length_limit` for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which `jpeg_read_header` stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing `jpeg_read_header`, to ensure that the `max_memory_to_use` setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call `jpeg_finish_decompress` or `jpeg_abort`, at which point the memory is freed and the list is set to empty. (`jpeg_destroy` also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by `malloc()` limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling `jpeg_set_marker_processor()`. A marker processor routine must have the signature

```
boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
```

Although the marker code is not explicitly passed, the routine can find it in `cinfo->unread_marker`. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in `jdmarker.c` for appropriate coding methods if you need to use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to

recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling `jpeg_save_markers()`; that method doesn't interfere with the library's own processing of these markers.)

`jpeg_set_marker_processor()` and `jpeg_save_markers()` are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in `djpeg.c`. Also, see `jpegtran.c` for an example of using `jpeg_save_markers`.

Raw (downsampled) image data

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set `jpeg_color_space = in_color_space` (or `jpeg_color_space = out_color_space` for decompression). The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of `DCT_h_scaled_size` valid samples, and there must be a multiple of `DCT_v_scaled_size` sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call `jpeg_write_raw_data()` in place of

jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:

- * Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
- * Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorspace() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
- * Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of jpeg_write_scanlines(). The two routines work similarly except that jpeg_write_raw_data takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg_write_raw_data is measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say v_samp_factor*min_DCT_v_scaled_size sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*min_DCT_v_scaled_size, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

```
cinfo->comp_info[i].width_in_blocks *  
cinfo->comp_info[i].DCT_h_scaled_size  samples per row  
cinfo->comp_info[i].height_in_blocks *  
cinfo->comp_info[i].DCT_v_scaled_size  rows in image
```

after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCT_scaled_size samples.

An example may help here. Assume 2h2v downsampling of YCbCr data, that is

```
cinfo->comp_info[0].h_samp_factor = 2  for Y  
cinfo->comp_info[0].v_samp_factor = 2  
cinfo->comp_info[1].h_samp_factor = 1  for Cb  
cinfo->comp_info[1].v_samp_factor = 1  
cinfo->comp_info[2].h_samp_factor = 1  for Cr  
cinfo->comp_info[2].v_samp_factor = 1
```

and suppose that the nominal image dimensions (cinfo->image_width and cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will compute downsamped_width = 101 and width_in_blocks = 13 for Y,

downsampled_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least $13*8 = 104$ columns and rows, the Cb/Cr data to at least $7*8 = 56$ columns and rows. The MCU height is $\max_v_samp_factor = 2$ DCT rows so you must pass at least 16 scanlines on each call to `jpeg_write_raw_data()`, which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of $7*16 = 112$ "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, `jpeg_write_raw_data()` will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set `cinfo->raw_data_out = TRUE` before `jpeg_start_decompress()` (it is set FALSE by `jpeg_read_header()`). Be sure to verify that the color space and sampling factors are ones you can handle. Then call `jpeg_read_raw_data()` in place of `jpeg_read_scanlines()`. The decompression process is otherwise the same as usual.

`jpeg_read_raw_data()` returns one MCU row per call, and thus you must pass a buffer of at least $\max_v_samp_factor * \min_DCT_v_scaled_size$ scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, `jpeg_read_raw_data()` will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless

transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do `jpeg_read_header()` as usual. But instead of calling `jpeg_start_decompress()` and `jpeg_read_scanlines()`, call `jpeg_read_coefficients()`. This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's `access_virt_barray` method (see Memory management, below, and also read `structure.txt`'s discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to `jpeg_write_coefficients()`.

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the `width_in_blocks` and `height_in_blocks` fields of the component's `comp_info` entry.) This is also the data format expected by `jpeg_write_coefficients()`.

When you are done using the virtual arrays, call `jpeg_finish_decompress()` to release the array storage and return the decompression object to an idle state; or just call `jpeg_destroy()` if you don't need to reuse the object.

If you use a suspending data source, `jpeg_read_coefficients()` will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call `jpeg_read_coefficients()` to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This frammish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call `jpeg_read_coefficients()` after the last `jpeg_finish_output()` call. The arrays will be available for your use until you call `jpeg_finish_decompress()`.

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by `jpeg_read_coefficients()`, or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, `jpeg_write_coefficients()` is substituted for `jpeg_start_compress()` and `jpeg_write_scanlines()`. Thus the sequence is

- * Create compression object
- * Set all compression parameters as necessary
- * Request virtual arrays if needed
- * jpeg_write_coefficients()
- * jpeg_finish_compress()
- * Destroy or re-use compression object

jpeg_write_coefficients() is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before jpeg_write_coefficients() is called. A side-effect of jpeg_write_coefficients() is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling jpeg_write_coefficients(). The data is actually written out when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using jpeg_copy_critical_parameters(). This routine initializes all the compression parameters to default values (like jpeg_set_defaults()), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like jpeg_start_compress(cinfo, TRUE)). This is for safety's sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an abbreviated JPEG file, call jpeg_suppress_tables(), or set the tables' individual sent_table flags, between calling jpeg_write_coefficients() and jpeg_finish_compress().

Progress monitoring

Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see cjpeg.c or djpeg.c.) Although you do get control back frequently during the data-transferring pass (the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes will occur inside jpeg_finish_compress or jpeg_start_decompress; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of `jpeg_read_scanlines` or `jpeg_write_scanlines`, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct `jpeg_progress_mgr`, fill in its `progress_monitor` field with a pointer to your callback routine, and set `cinfo->progress` to point to the struct. The callback will be called whenever `cinfo->progress` is non-NULL. (This pointer is set to NULL by `jpeg_create_compress` or `jpeg_create_decompress`; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime `JPOOL_PERMANENT` will work nicely.) You can use the same callback routine for both compression and decompression.

The `jpeg_progress_mgr` struct contains four fields which are set by the library:

```
long pass_counter; /* work units completed in this pass */
long pass_limit; /* total number of work units in this pass */
int completed_passes; /* passes completed so far */
int total_passes; /* total number of passes expected */
```

During any one pass, `pass_counter` increases from 0 up to (not including) `pass_limit`; the step size is usually but not necessarily 1. The `pass_limit` value may change from one pass to another. The expected total number of passes is in `total_passes`, and the number of passes already completed is in `completed_passes`. Thus the fraction of work completed may be estimated as

```
completed_passes + (pass_counter/pass_limit)
-----
total_passes
```

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, `pass_limit` can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets `total_passes` based on the assumption that there will be one more output pass if the input file end hasn't yet been read (`jpeg_input_complete()` isn't

TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that `total_passes` will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read `structure.txt`'s section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use `malloc()` and `free()` for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by `jpeg_finish_compress`, `jpeg_finish_decompress`, or `jpeg_abort`. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use `JPOOL_PERMANENT` to get storage that lasts as long as the JPEG object.

Use `alloc_large` instead of `alloc_small` for anything bigger than a few Kbytes.

There are also `alloc_sarray` and `alloc_barray` routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (`jmemnobs.c`), then no temporary files are used; virtual arrays are simply `malloc()`'d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting `cinfo->mem->max_memory_to_use` after creating the JPEG object. (Of course, there is still a minimum size for

the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before `jpeg_start_compress()` or `jpeg_start_decompress()` in order to have them counted against the max memory limit. Also keep in mind that space allocated with `alloc_small()` is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting `max_memory_to_use`.

If you use the `jmemname.c` or `jmemdos.c` memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with `jmemdos.c`, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either `jpeg_abort()` or `jpeg_destroy()` for any active JPEG objects. A handler is not needed with `jmemnobs.c`, and shouldn't be necessary with `jmemansi.c` or `jmemmac.c` either, since the C library is supposed to take care of deleting files made with `tmpfile()`.

Memory usage

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:

1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip

buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use `jmemnobs` and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the `MEM_STATS` code in `jmemmgr.c`.

Library compile-time options

A number of compile-time options are available by modifying `jmorecfg.h`.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining `BITS_IN_JSAMPLE` as 8, 9, 10, 11, or 12.

Note that a value larger than 8 causes `JSAMPLE` to be larger than a char, so it affects the surrounding application's image data.

The sample applications `cjpeg` and `djpeg` can support deeper than 8-bit data only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit `cjpeg` or `djpeg`. (`install.txt` has more information about that.)

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (`jpegtran`) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining `NEED_SHORT_EXTERNAL_NAMES` for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision.

If you selected more than 8-bit data precision, `cjpeg` uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to

supply different default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?

Portability considerations

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that
char is at least 8 bits wide
short is at least 16 bits wide

int is at least 16 bits wide

long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in `jmorecfg.h`. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in `cjpeg/djpeg` do have ASCII dependencies in file-header manipulation; so does `cjpeg's select_file_type()` routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (`cjpeg/djpeg` are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining `NEED_SHORT_EXTERNAL_NAMES`.

More info about porting the code may be gleaned by reading `jconfig.txt`, `jmorecfg.h`, and `jinclude.h`.

Notes for MS-DOS implementors

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile `cjpeg` or `djpeg` by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/libjpeg.txt
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
* jchuff.c
```

```
*
```

```
* Copyright (C) 1991-1997, Thomas G. Lane.
```

```
* Modified 2006-2019 by Guido Vollbeding.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

```
* This file contains Huffman entropy encoding routines.
```

```
* Both sequential and progressive modes are supported in this single module.
```

```
*
```

```
* Much of the complexity here has to do with supporting output suspension.
```

```
* If the data destination module demands suspension, we want to be able to
```

* back up to the start of the current MCU. To do this, we copy state
* variables into local working storage, and update them back to the
* permanent JPEG objects only upon successful completion of an MCU.
*
* We do not support output suspension for the progressive JPEG mode, since
* the library currently does not allow multiple-scan files to be written
* with output suspension.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jchuff.c

No license file was found, but licenses were detected in source scan.

/*

* rdcolmap.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file implements djpeg's "-map file" switch. It reads a source image

* and constructs a colormap to be supplied to the JPEG decompressor.

*

* Currently, these file formats are supported for the map file:

* GIF: the contents of the GIF's global colormap are used.

* PPM (either text or raw flavor): the entire file is read and

* each unique pixel value is entered in the map.

* Note that reading a large PPM file will be horrendously slow.

* Typically, a PPM-format map file should contain just one pixel

* of each desired color. Such a file can be extracted from an

* ordinary image PPM file with ppmtomap(1).

*

* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not

* currently implemented.

*/

/* Portions of this code are based on the PBMPLUS library, which is:

**

** Copyright (C) 1988 by Jef Poskanzer.

**

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** documentation for any purpose and without fee is hereby granted, provided

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** copyright notice and this permission notice appear in supporting

** documentation. This software is provided "as is" without express or

** implied warranty.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdcolmap.c

No license file was found, but licenses were detected in source scan.

/*

* jdatadst.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2009-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains compression data destination routines for the case of

* emitting JPEG data to memory or to a file (or any stdio stream).

* While these routines are sufficient for most applications,

* some will want to use a different destination manager.

* IMPORTANT: we assume that fwrite() will correctly transcribe an array of

* JOCTETs into 8-bit-wide elements on external storage. If char is wider

* than 8 bits on your machine, you may need to do some tweaking.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdatadst.c

No license file was found, but licenses were detected in source scan.

/*

* rdswitch.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2003-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to process some of cjpeg's more complicated

* command-line switches. Switches processed here are:

* -qtables file Read quantization tables from text file

* -scans file Read scan script from text file

* -quality N[,N,...] Set quality ratings

* -qslots N[,N,...] Set component quantization table selectors

* -sample HxV[,HxV,...] Set component sampling factors

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdswitch.c

No license file was found, but licenses were detected in source scan.

/*

* wrjpgcom.c

*

- * Copyright (C) 1994-1997, Thomas G. Lane.
- * Modified 2015-2017 by Guido Vollbeding.
- * This file is part of the Independent JPEG Group's software.
- * For conditions of distribution and use, see the accompanying README file.
- *
- * This file contains a very simple stand-alone application that inserts
- * user-supplied text as a COM (comment) marker in a JFIF file.
- * This may be useful as an example of the minimum logic needed to parse
- * JPEG markers.
- */

Found in path(s):

- * /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrjpgcom.c

No license file was found, but licenses were detected in source scan.

/*

* jidctfst.c

*

- * Copyright (C) 1994-1998, Thomas G. Lane.
- * Modified 2015-2017 by Guido Vollbeding.
- * This file is part of the Independent JPEG Group's software.
- * For conditions of distribution and use, see the accompanying README file.
- *
- * This file contains a fast, not so accurate integer implementation of the
- * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
- * must also perform dequantization of the input coefficients.
- *
- * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
- * on each row (or vice versa, but it's more convenient to emit a row at
- * a time). Direct algorithms are also available, but they are much more
- * complex and seem not to be any faster when reduced to code.
- *
- * This implementation is based on Arai, Agui, and Nakajima's algorithm for
- * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
- * Japanese, but the algorithm is described in the Pennebaker & Mitchell
- * JPEG textbook (see REFERENCES section in file README). The following code
- * is based directly on figure 4-8 in P&M.
- * While an 8-point DCT cannot be done in less than 11 multiplies, it is
- * possible to arrange the computation so that many of the multiplies are
- * simple scalings of the final outputs. These multiplies can then be
- * folded into the multiplications or divisions by the JPEG quantization
- * table entries. The AA&N method leaves only 5 multiplies and 29 adds
- * to be done in the DCT itself.
- * The primary disadvantage of this method is that with fixed-point math,
- * accuracy is lost due to imprecise representation of the scaled
- * quantization values. The smaller the quantization table entry, the less
- * precise the scaled value, so this implementation does worse with high-
- * quality-setting files than with low-quality ones.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctfst.c

No license file was found, but licenses were detected in source scan.

/*

* rdjpgcom.c

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2009 by Bill Allombert, Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a very simple stand-alone application that displays

* the text in COM (comment) markers in a JFIF file.

* This may be useful as an example of the minimum logic needed to parse

* JPEG markers.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdjpgcom.c

No license file was found, but licenses were detected in source scan.

/*

* jcapistd.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains application interface code for the compression half

* of the JPEG library. These are the "standard" API routines that are

* used in the normal full-compression case. They are not used by a

* transcoding-only application. Note that if an application links in

* jpeg_start_compress, it will end up linking in the entire compressor.

* We thus must separate this file from jcapimin.c to avoid linking the

* whole compression library into a transcoder.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcapistd.c

No license file was found, but licenses were detected in source scan.

/*

* jdcoefct.c

*

* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2002-2011 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for decompression.
* This controller is the top level of the JPEG decompressor proper.
* The coefficient buffer lies between entropy decoding and inverse-DCT steps.
*
* In buffered-image mode, this controller is the interface between
* input-oriented processing and output-oriented processing.
* Also, the input side (only) is used when reading a file for transcoding.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*

* jmemnobs.c

*

* Copyright (C) 1992-1996, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a really simple implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that no backing-store files are needed: all required space
* can be obtained from malloc().
* This is very portable in the sense that it'll compile on almost anything,
* but you'd better have lots of main memory (or virtual memory) if you want
* to process big images.
* Note that the max_memory_to_use option is respected by this implementation.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/*

* jdhuft.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2006-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*

* This file contains Huffman entropy decoding routines.
* Both sequential and progressive modes are supported in this single module.
*
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdhuff.c
No license file was found, but licenses were detected in source scan.

/*

* jmemmgr.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*

* This file contains the JPEG system-independent memory management
* routines. This code is usable across a wide variety of machines; most
* of the system dependencies have been isolated in a separate file.

* The major functions provided here are:

* * pool-based allocation and freeing of memory;
* * policy decisions about how to divide available memory among the
* virtual arrays;
* * control logic for swapping virtual arrays between main memory and
* backing storage.

* The separate system-dependent file provides the actual backing-storage
* access code, and it contains the policy decision about how much total
* main memory to use.

* This file is system-dependent in the sense that some of its functions
* are unnecessary in some systems. For example, if there is enough virtual
* memory so that backing storage will never be used, much of the virtual
* array control logic could be removed. (Of course, if you have that much
* memory then you shouldn't care about a little bit of unused code...)

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemmgr.c
No license file was found, but licenses were detected in source scan.

/*

* jdinput.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input control logic for the JPEG decompressor.
* These routines are concerned with controlling the decompressor's input
* processing (marker reading and coefficient decoding). The actual input
* reading is done in jdmarker.c, jdhuft.c, and jdarith.c.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdinput.c
No license file was found, but licenses were detected in source scan.

/*

* jdarith.c
*
* Developed 1997-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains portable arithmetic entropy decoding routines for JPEG
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdarith.c
No license file was found, but licenses were detected in source scan.

/*

* jmemansi.c
*
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a simple generic implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that you have the ANSI-standard library routine tmpfile().
* Also, the problem of determining the amount of memory available
* is shoved onto the user.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemansi.c

No license file was found, but licenses were detected in source scan.

/*

* jdtrans.c

*

* Copyright (C) 1995-1997, Thomas G. Lane.

* Modified 2000-2009 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains library routines for transcoding decompression,

* that is, reading raw DCT coefficient arrays from an input JPEG file.

* The routines in jdapimin.c will also be needed by a transcoder.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdtrans.c

No license file was found, but licenses were detected in source scan.

/*

* jmorecfg.h

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 1997-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains additional configuration options that customize the

* JPEG software for special applications or support machine-dependent

* optimizations. Most users will not need to touch this file.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmorecfg.h

No license file was found, but licenses were detected in source scan.

/*

* jcmaint.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2003-2012 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the main buffer controller for compression.

* The main buffer lies between the pre-processor and the JPEG

* compressor proper; it holds downsampled data in the JPEG colorspace.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmainct.c

No license file was found, but licenses were detected in source scan.

/*

* jpegint.h

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 1997-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file provides common declarations for the various JPEG modules.

* These declarations are considered internal to the JPEG library; most

* applications using the library shouldn't need to include this file.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpegint.h

No license file was found, but licenses were detected in source scan.

/*

* jfdctflt.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2003-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a floating-point implementation of the

* forward DCT (Discrete Cosine Transform).

*

* This implementation should be more accurate than either of the integer

* DCT implementations. However, it may not give the same results on all

* machines because of differences in roundoff behavior. Speed will depend

* on the hardware's floating point capacity.

*

* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT

* on each column. Direct algorithms are also available, but they are

* much more complex and seem not to be any faster when reduced to code.

*

* This implementation is based on Arai, Agui, and Nakajima's algorithm for

* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in

* Japanese, but the algorithm is described in the Pennebaker & Mitchell

* JPEG textbook (see REFERENCES section in file README). The following code

- * is based directly on figure 4-8 in P&M.
- * While an 8-point DCT cannot be done in less than 11 multiplies, it is
- * possible to arrange the computation so that many of the multiplies are
- * simple scalings of the final outputs. These multiplies can then be
- * folded into the multiplications or divisions by the JPEG quantization
- * table entries. The AA&N method leaves only 5 multiplies and 29 adds
- * to be done in the DCT itself.
- * The primary disadvantage of this method is that with a fixed-point
- * implementation, accuracy is lost due to imprecise representation of the
- * scaled quantization values. However, that problem does not arise if
- * we use floating point arithmetic.
- */

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctflt.c

No license file was found, but licenses were detected in source scan.

/*

* wrppm.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2009-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to write output images in PPM/PGM format.

* The extended 2-byte-per-sample raw PPM/PGM formats are supported.

* The PBMPLUS library is NOT required to compile this software

* (but it is highly useful as a set of PPM image manipulation programs).

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume output to

* an ordinary stdio stream.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrppm.c

No license file was found, but licenses were detected in source scan.

/*

* jcparam.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2003-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains optional default-setting code for the JPEG compressor.

* Applications do not have to use this file, but those that don't use it
* must know a lot more about the innards of the JPEG code.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcparam.c

No license file was found, but licenses were detected in source scan.

/*

* jmemmac.c

*

* Copyright (C) 1992-1997, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* jmemmac.c provides an Apple Macintosh implementation of the system-

* dependent portion of the JPEG memory manager.

*

* If you use jmemmac.c, then you must define USE_MAC_MEMMGR in the

* JPEG_INTERNALS part of jconfig.h.

*

* jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr

* instead of malloc and free. It accurately determines the amount of

* memory available by using CompactMem. Notice that if left to its

* own devices, this code can chew up all available space in the

* application's zone, with the exception of the rather small "slop"

* factor computed in jpeg_mem_available(). The application can ensure

* that more space is left over by reducing max_memory_to_use.

*

* Large images are swapped to disk using temporary files and System 7.0+'s

* temporary folder functionality.

*

* Note that jmemmac.c depends on two features of MacOS that were first

* introduced in System 7: FindFolder and the FSSpec-based calls.

* If your application uses jmemmac.c and is run under System 6 or earlier,

* and the jpeg library decides it needs a temporary file, it will abort,

* printing error messages about requiring System 7. (If no temporary files

* are created, it will run fine.)

*

* If you want to use jmemmac.c in an application that might be used with

* System 6 or earlier, then you should remove dependencies on FindFolder

* and the FSSpec calls. You will need to replace FindFolder with some

* other mechanism for finding a place to put temporary files, and you

* should replace the FSSpec calls with their HFS equivalents:

*

* FSpDelete -> HDelete

* FSpGetFInfo -> HGetFInfo

* FSpCreate -> HCreate

```
* FSpOpenDF  -> HOpen   *** Note: not HOpenDF ***
* FSMakeFSSpec -> (fill in spec by hand.)
*
* (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen,
* which is on all HFS macs. HOpenDF is a System 7 addition which avoids the
* ages-old problem of names starting with a period.)
*
* Contributed by Sam Bushell (jsam@iagu.on.net) and
* Dan Gildor (gylld@in-touch.com).
*/
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemmac.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* jinclude.h
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* Modified 2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)
*
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jinclude.h
No license file was found, but licenses were detected in source scan.
```

```
/*
* cdjpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains common support routines used by the IJG application
* programs (cjpeg, djpeg, jpegtran).
*/
```

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cdjpeg.c

No license file was found, but licenses were detected in source scan.

/*

* rdbmp.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2009-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to read input images in Microsoft "BMP"

* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).

* Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or

* 4-bit (feeding such low-depth images into JPEG would be silly anyway).

* Also, we don't support RLE-compressed files.

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume input from

* an ordinary stdio stream. They further assume that reading begins

* at the start of the file; start_input may need work if the

* user interface has already read some data (e.g., to determine that

* the file is indeed BMP format).

*

* This code contributed by James Arthur Boucher.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdbmp.c

No license file was found, but licenses were detected in source scan.

/*

* jfdctfst.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2003-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a fast, not so accurate integer implementation of the

* forward DCT (Discrete Cosine Transform).

*

* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT

* on each column. Direct algorithms are also available, but they are

* much more complex and seem not to be any faster when reduced to code.

*

* This implementation is based on Arai, Agui, and Nakajima's algorithm for

* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in

- * Japanese, but the algorithm is described in the Pennebaker & Mitchell
- * JPEG textbook (see REFERENCES section in file README). The following code
- * is based directly on figure 4-8 in P&M.
- * While an 8-point DCT cannot be done in less than 11 multiplies, it is
- * possible to arrange the computation so that many of the multiplies are
- * simple scalings of the final outputs. These multiplies can then be
- * folded into the multiplications or divisions by the JPEG quantization
- * table entries. The AA&N method leaves only 5 multiplies and 29 adds
- * to be done in the DCT itself.
- * The primary disadvantage of this method is that with fixed-point math,
- * accuracy is lost due to imprecise representation of the scaled
- * quantization values. The smaller the quantization table entry, the less
- * precise the scaled value, so this implementation does worse with high-
- * quality-setting files than with low-quality ones.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctfst.c
No license file was found, but licenses were detected in source scan.

/*

* jdsample.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2002-2015 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains upsampling routines.

*

* Upsampling input data is counted in "row groups". A row group

* is defined to be $(v_samp_factor * DCT_v_scaled_size / min_DCT_v_scaled_size)$

* sample rows of each component. Upsampling will normally produce

* $max_v_samp_factor$ pixel rows from each row group (but this could vary

* if the upsampler is applying a scale factor of its own).

*

* An excellent reference for image resampling is

* Digital Image Warping, George Wolberg, 1990.

* Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdsample.c
No license file was found, but licenses were detected in source scan.

/*

* jdmaster.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmaster.c
No license file was found, but licenses were detected in source scan.

/*

* jdcolor.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains output colorspace conversion routines.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*

* jdapistd.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-decompression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_decompress, it will end up linking in the entire decompressor.
* We thus must separate this file from jdapimin.c to avoid linking the
* whole decompression library into a transcoder.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdapistd.c

No license file was found, but licenses were detected in source scan.

/*

* wrbmp.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2017-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to write output images in Microsoft "BMP"

* format (MS Windows 3.x and OS/2 1.x flavors).

* Either 8-bit colormapped or 24-bit full-color format can be written.

* No compression is supported.

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume output to

* an ordinary stdio stream.

*

* This code contributed by James Arthur Boucher.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrbmp.c

No license file was found, but licenses were detected in source scan.

/*

* rdtarga.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2017-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to read input images in Targa format.

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume input from

* an ordinary stdio stream. They further assume that reading begins

* at the start of the file; start_input may need work if the

* user interface has already read some data (e.g., to determine that

* the file is indeed Targa format).

*

* Based on code contributed by Lee Daniel Crocker.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdtarga.c

No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

Here is a road map to the files in the IJG JPEG distribution. The distribution includes the JPEG library proper, plus two application programs ("cjpeg" and "djpeg") which use the library to convert JPEG files to and from some other popular image formats. A third application "jpegtran" uses the library to do lossless conversion between different variants of JPEG. There are also two stand-alone applications, "rdjpgcom" and "wrjpgcom".

THE JPEG LIBRARY

=====

Include files:

jpeglib.h JPEG library's exported data and function declarations.
jconfig.h Configuration declarations. Note: this file is not present in the distribution; it is generated during installation.
jmorecfg.h Additional configuration declarations; need not be changed for a standard installation.
jerror.h Declares JPEG library's error and trace message codes.
jinclude.h Central include file used by all IJG .c files to reference system include files.
jpegint.h JPEG library's internal data structures.
jdct.h Private declarations for forward & reverse DCT subsystems.
jmemsys.h Private declarations for memory management subsystem.
jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included if the application needs to reference individual JPEG error codes. The other include files are intended for internal use and would not normally be included by an application program. (cjpeg/djpeg/etc do use jinclude.h, since its function is to improve portability of the whole IJG distribution. Most other applications will directly include the system include files they want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by an application program:

jcamin.c Application program interface: core routines for compression.
jcapistd.c Application program interface: standard compression.
jdapimin.c Application program interface: core routines for decompression.
jdapistd.c Application program interface: standard decompression.
jcomapi.c Application program interface routines common to compression and decompression.
jcparam.c Compression parameter setting helper routines.
jctrans.c API and library routines for transcoding compression.
jdtrans.c API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c Initialization: determines which other modules to use.
jcmaster.c Master control: setup and inter-pass sequencing logic.
jcmainct.c Main buffer controller (preprocessor => JPEG compressor).
jcprepct.c Preprocessor buffer controller.
jccoefct.c Buffer controller for DCT coefficient buffer.
jccolor.c Color space conversion.
jcsample.c Downsampling.
jcdctmgr.c DCT manager (DCT implementation selection & control).
jfdctint.c Forward DCT using slow-but-accurate integer method.
jfdctfst.c Forward DCT using faster, less accurate integer method.
jfdctflt.c Forward DCT using floating-point arithmetic.
jchuff.c Huffman entropy coding.
jcarith.c Arithmetic entropy coding.
jcmarker.c JPEG marker writing.
jdatadst.c Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c Master control: determines which other modules to use.
jdinput.c Input controller: controls input processing modules.
jdmainct.c Main buffer controller (JPEG decompressor => postprocessor).
jdcoefct.c Buffer controller for DCT coefficient buffer.
jdpostct.c Postprocessor buffer controller.
jdmarker.c JPEG marker reading.
jdhuff.c Huffman entropy decoding.
jdarith.c Arithmetic entropy decoding.
jddctmgr.c IDCT manager (IDCT implementation selection & control).
jidctint.c Inverse DCT using slow-but-accurate integer method.
jidctfst.c Inverse DCT using faster, less accurate integer method.
jidctflt.c Inverse DCT using floating-point arithmetic.
jdsample.c Upsampling.
jdcolor.c Color space conversion.

jdmerge.c Merged upsampling/color conversion (faster, lower quality).
jquant1.c One-pass color quantization using a fixed-spacing colormap.
jquant2.c Two-pass color quantization using a custom-generated colormap.
Also handles one-pass quantization to an externally given map.
jdatasrc.c Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c Tables for common use in arithmetic entropy encoding and decoding routines.
jerror.c Standard error handling routines (application replaceable).
jmemmgr.c System-independent (more or less) memory management code.
jutils.c Miscellaneous utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c "No backing store": assumes adequate virtual memory exists.
jmemansi.c Makes temporary files with ANSI-standard routine tmpfile().
jmemname.c Makes temporary files with program-generated file names.
jmemdos.c Custom implementation for MS-DOS (16-bit environment only):
can use extended and expanded memory as well as temp files.
jmemmac.c Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use).
On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jmemdosa.asm 80x86 assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.

CJPEG/DJPEG/JPEGTRAN

=====

Include files:

cdjpeg.h Declarations shared by cjpeg/djpeg/jpegtran modules.
cderror.h Additional error and trace message codes for cjpeg et al.
transupp.h Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c Main program for cjpeg.
djpeg.c Main program for djpeg.
jpegtran.c Main program for jpegtran.
cdjpeg.c Utility routines used by all three programs.
rdcolmap.c Code to read a colormap file for djpeg's "-map" switch.
rdswitch.c Code to process some of cjpeg's more complex switches.
Also used by jpegtran.
transupp.c Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:

rdbmp.c BMP file input.
rdgif.c GIF file input.
rdppm.c PPM/PGM file input.
rdrlc.c Utah RLE file input.
rdtarga.c Targa file input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.
wrgif.c GIF file output.
wrppm.c PPM/PGM file output.
wrrlc.c Utah RLE file output.
wrtarga.c Targa file output.

RDJPGCOM/WRJPGCOM

=====

C source code files:

rdjpgcom.c Stand-alone rdjpgcom application.
wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use
jconfig.h and jinclude.h, only to improve portability.

ADDITIONAL FILES

=====

Documentation (see README for a guide to the documentation files):

README Master documentation file.
*.txt Other documentation files.
*.1 Documentation in Unix man page format.
change.log Version-to-version change highlights.
example.c Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configure Unix shell script to perform automatic configuration.
configure.ac Source file for use with Autoconf to generate configure.
ltmain.sh Support scripts for configure (from GNU libtool).
config.guess
config.sub
depcomp
missing
ar-lib
compile
install-sh Install shell script for those Unix systems lacking one.
Makefile.in Makefile input for configure.
Makefile.am Source file for use with Automake to generate Makefile.in.
ckconfig.c Program to generate jconfig.h on non-Unix systems.
jconfig.txt Template for making jconfig.h by hand.
mak*.* Sample makefiles for particular systems.
jconfig.* Sample jconfig.h for particular systems.
libjpeg.map Script to generate shared library with versioned symbols.
libjpeg.pc.in libjpeg.pc pkg-config file input for configure.
aclocal.m4 M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test*.* Source and comparison files for confidence test.
These are binary image files, NOT text files.

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrc-v9d-tar-gz/jpeg-9d/filelist.txt
No license file was found, but licenses were detected in source scan.

```
/*
 * jdatasrc.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2009-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different source manager.
 * IMPORTANT: we assume that fread() will correctly transcribe an array of
 * JOCTETs from 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */
```

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdatasrc.c

No license file was found, but licenses were detected in source scan.

/*

* jccoefct.c

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2003-2011 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the coefficient buffer controller for compression.

* This controller is the top level of the JPEG compressor proper.

* The coefficient buffer lies between forward-DCT and entropy encoding steps.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jccoefct.c

No license file was found, but licenses were detected in source scan.

/*

* jcmarker.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2003-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to write JPEG datastream markers.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmarker.c

No license file was found, but licenses were detected in source scan.

/*

* jidctint.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modification developed 2002-2018 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a slow-but-accurate integer implementation of the

* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine

* must also perform dequantization of the input coefficients.

```

*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.
*
* We also provide IDCT routines with various output sample block sizes for
* direct resolution reduction or enlargement and for direct resolving the
* common 2x1 and 1x2 subsampling cases without additional resampling: NxN
* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.
*
* For N<8 we simply take the corresponding low-frequency coefficients of
* the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
* to yield the downsampled outputs.
* This can be seen as direct low-pass downsampling from the DCT domain
* point of view rather than the usual spatial domain point of view,
* yielding significant computational savings and results at least
* as good as common bilinear (averaging) spatial downsampling.
*
* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
* lower frequencies and higher frequencies assumed to be zero.
* It turns out that the computational effort is similar to the 8x8 IDCT
* regarding the output size.
* Furthermore, the scaling and descaling is the same for all IDCT sizes.
*
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
*/

```

Found in path(s):

```

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctint.c

```

No license file was found, but licenses were detected in source scan.

```

/*

```

```

* jquant2.c

```

```

*

```

```

* Copyright (C) 1991-1996, Thomas G. Lane.

```

```

* Modified 2011 by Guido Vollbeding.

```

- * This file is part of the Independent JPEG Group's software.
- * For conditions of distribution and use, see the accompanying README file.
- *
- * This file contains 2-pass color quantization (color mapping) routines.
- * These routines provide selection of a custom color map for an image,
- * followed by mapping of the image to that color map, with optional
- * Floyd-Steinberg dithering.
- * It is also possible to use just the second pass to map to an arbitrary
- * externally-given color map.
- *
- * Note: ordered dithering is not supported, since there isn't any fast
- * way to compute intercolor distances; it's unclear that ordered dither's
- * fundamental assumptions even hold with an irregularly spaced color map.
- */

Found in path(s):

- * /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jquant2.c

No license file was found, but licenses were detected in source scan.

/*

- * jpegtran.c

*

- * Copyright (C) 1995-2019, Thomas G. Lane, Guido Vollbeding.
- * This file is part of the Independent JPEG Group's software.
- * For conditions of distribution and use, see the accompanying README file.
- *
- * This file contains a command-line user interface for JPEG transcoding.
- * It is very similar to cjpeg.c, and partly to djpeg.c, but provides
- * lossless transcoding between different JPEG file formats. It also
- * provides some lossless and sort-of-lossless transformations of JPEG data.
- */

Found in path(s):

- * /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpegtran.c

No license file was found, but licenses were detected in source scan.

/*

- * ckconfig.c

*

- * Copyright (C) 1991-1994, Thomas G. Lane.
- * This file is part of the Independent JPEG Group's software.
- * For conditions of distribution and use, see the accompanying README file.
- */

Found in path(s):

- * /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/ckconfig.c

No license file was found, but licenses were detected in source scan.

```
/*
 * djpeg.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2009-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for the JPEG decompressor.
 * It should work on any system with Unix- or MS-DOS-style command lines.
 *
 * Two different command line styles are permitted, depending on the
 * compile-time switch TWO_FILE_COMMANDLINE:
 * djpeg [options] inputfile outputfile
 * djpeg [options] [inputfile]
 * In the second style, output is always to standard output, which you'd
 * normally redirect to a file or pipe to some other program. Input is
 * either from a named file or from standard input (typically redirected).
 * The second style is convenient on Unix but is unhelpful on systems that
 * don't support pipes. Also, you MUST use the first style if your system
 * doesn't do binary I/O to stdin/stdout.
 * To simplify script writing, the "-outfile" switch is provided. The syntax
 * djpeg [options] -outfile outputfile inputfile
 * works regardless of which command line style is used.
 */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/djpeg.c
No license file was found, but licenses were detected in source scan.
```

```
/*
 * jcdctmgr.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2003-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the forward-DCT management logic.
 * This code selects a particular DCT implementation to be used,
 * and it performs related housekeeping chores including coefficient
 * quantization.
 */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcdctmgr.c
No license file was found, but licenses were detected in source scan.
```

```
/*
 * cjpeg.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modified 2003-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for the JPEG compressor.
 * It should work on any system with Unix- or MS-DOS-style command lines.
 *
 * Two different command line styles are permitted, depending on the
 * compile-time switch TWO_FILE_COMMANDLINE:
 * cjpeg [options] inputfile outputfile
 * cjpeg [options] [inputfile]
 * In the second style, output is always to standard output, which you'd
 * normally redirect to a file or pipe to some other program. Input is
 * either from a named file or from standard input (typically redirected).
 * The second style is convenient on Unix but is unhelpful on systems that
 * don't support pipes. Also, you MUST use the first style if your system
 * doesn't do binary I/O to stdin/stdout.
 * To simplify script writing, the "-outfile" switch is provided. The syntax
 * cjpeg [options] -outfile outputfile inputfile
 * works regardless of which command line style is used.
 */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cjpeg.c
No license file was found, but licenses were detected in source scan.
```

```
/*
 * jcarith.c
 *
 * Developed 1997-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy encoding routines for JPEG
 * (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcarith.c
```

No license file was found, but licenses were detected in source scan.

```
/*
 * jmemdos.c
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides an MS-DOS-compatible implementation of the system-
 * dependent portion of the JPEG memory manager.  Temporary data can be
 * stored in extended or expanded memory as well as in regular DOS files.
 *
 * If you use this file, you must be sure that NEED_FAR_POINTERS is defined
 * if you compile in a small-data memory model; it should NOT be defined if
 * you use a large-data memory model.  This file is not recommended if you
 * are using a flat-memory-space 386 environment such as DJGCC or Watcom C.
 * Also, this code will NOT work if struct fields are aligned on greater than
 * 2-byte boundaries.
 *
 * Based on code contributed by Ge' Weijers.
 */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemdos.c
```

No license file was found, but licenses were detected in source scan.

```
/*
 * jcapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2003-2010 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library.  These are the "minimum" API routines that may be
 * needed in either the normal full-compression case or the transcoding-only
 * case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jcapistd.c.  But also see jcparam.c for
 * parameter-setup helper routines, jcomapi.c for routines shared by
 * compression and decompression, and jctrans.c for the transcoding case.
 */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcapimin.c
```

No license file was found, but licenses were detected in source scan.

```
/*
 * jidctflt.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2010-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * This implementation should be more accurate than either of the integer
 * IDCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with a fixed-point
 * implementation, accuracy is lost due to imprecise representation of the
 * scaled quantization values. However, that problem does not arise if
 * we use floating point arithmetic.
 */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctflt.c
```

No license file was found, but licenses were detected in source scan.

```
/*
 * rdppm.c
 *
```


* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2019 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed PPM format).

*/

/* Portions of this code are based on the PBMPLUS library, which is:

**

** Copyright (C) 1988 by Jef Poskanzer.

**

** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdppm.c

No license file was found, but licenses were detected in source scan.

/*

* jdpostct.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the decompression postprocessing controller.

* This controller manages the upsampling, color conversion, and color
* quantization/reduction steps; specifically, it controls the buffering
* between upsample/color conversion and color quantization/reduction.

*

* If no color quantization/reduction is required, then this module has no
* work to do, and it just hands off to the upsample/color conversion code.

* An integrated upsample/convert/quantize process would replace this module

* entirely.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdpostct.c

No license file was found, but licenses were detected in source scan.

/*

* jcsample.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains downsampling routines.

*

* Downsampling input data is counted in "row groups". A row group

* is defined to be max_v_samp_factor pixel rows of each component,

* from which the downsampler produces v_samp_factor sample rows.

* A single row group is processed in each call to the downsampler module.

*

* The downsampler is responsible for edge-expansion of its output data

* to fill an integral number of DCT blocks horizontally. The source buffer

* may be modified if it is helpful for this purpose (the source buffer is

* allocated wide enough to correspond to the desired output width).

* The caller (the prep controller) is responsible for vertical padding.

*

* The downsampler may request "context rows" by setting need_context_rows

* during startup. In this case, the input arrays will contain at least

* one row group's worth of pixels above and below the passed-in data;

* the caller will create dummy rows at image top and bottom by replicating

* the first or last real pixel row.

*

* An excellent reference for image resampling is

* Digital Image Warping, George Wolberg, 1990.

* Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.

*

* The downsampling algorithm used here is a simple average of the source

* pixels covered by the output pixel. The hi-falutin sampling literature

* refers to this as a "box filter". In general the characteristics of a box

* filter are not very good, but for the specific cases we normally use (1:1

* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not

* nearly so bad. If you intend to use other sampling ratios, you'd be well

* advised to improve this code.

*

* A simple input-smoothing capability is provided. This is mainly intended

* for cleaning up color-dithered GIF input files (if you find it inadequate,

* we suggest using an external filtering program such as pnmconvol). When

* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF,
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcsample.c
No license file was found, but licenses were detected in source scan.

/*

* jquant1.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2011 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains 1-pass color quantization (color mapping) routines.

* These routines provide mapping to a fixed color map using equally spaced

* color values. Optional Floyd-Steinberg or ordered dithering is available.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jquant1.c
No license file was found, but licenses were detected in source scan.

/*

* jutils.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2009-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains tables and miscellaneous utility routines needed

* for both compression and decompression.

* Note we prefix all global names with "j" to minimize conflicts with

* a surrounding application.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jutils.c
No license file was found, but licenses were detected in source scan.

/*

* jdmarker.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2009-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to decode JPEG datastream markers.
* Most of the complexity arises from our desire to support input
* suspension: if not all of the data for a marker is available,
* we must exit back to the application. On resumption, we reprocess
* the marker.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmarker.c

No license file was found, but licenses were detected in source scan.

/*

* cdjpeg.h

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains common declarations for the sample applications

* cjpeg and djpeg. It is NOT used by the core JPEG library.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cdjpeg.h

No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

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This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

Since numerous people will be contributing code and bug fixes, it's important to establish a common coding style. The goal of using similar coding styles is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and Brader). This document is available in the IJG FTP archive (see `jpeg/doc/cstyle.ms.tbl.Z`, or `cstyle.txt.Z` for those without `nroff/tbl`).

Block comments should be laid out thusly:

```
/*  
* Block comments in this style.  
*/
```

We indent statements in K&R style, e.g.,

```
if (test) {  
    then-part;  
} else {  
    else-part;  
}
```

with two spaces per indentation level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g., `multi_word_name` (not `multiWordName`). Preprocessor symbols and enum constants are similar but upper case (`MULTI_WORD_NAME`). Names should be unique within the first fifteen characters. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript). `ansi2knr` is not very bright, so it imposes a format requirement on function declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions should be written in the following style:

```
LOCAL(int *)  
function_name (int a, char *b)  
{  
    code...  
}
```

Note that each function definition must begin with `GLOBAL(type)`, `LOCAL(type)`, or `METHODDEF(type)`. These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

`ansi2knr` does not transform method declarations (function pointers in structs). We handle these with a macro `JMETHOD`, defined as

```
#ifdef HAVE_PROTOTYPES  
#define JMETHOD(type,methodname,arglist) type (*methodname) arglist  
#else  
#define JMETHOD(type,methodname,arglist) type (*methodname) ()  
#endif
```

which is used like this:

```
struct function_pointers {  
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));  
    JMETHOD(void, term_entropy_encoder, (void));  
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.
2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.
3. Don't use global variables; anything that must be used in another module should be in the common data structures.
4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).
5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some

applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/coderules.txt

No license file was found, but licenses were detected in source scan.

/*

* rdgif.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to read input images in GIF format.

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume input from

* an ordinary stdio stream. They further assume that reading begins

* at the start of the file; start_input may need work if the

* user interface has already read some data (e.g., to determine that

* the file is indeed GIF format).

*/

/*

* This code is loosely based on giftppm from the PBMPLUS distribution

* of Feb. 1991. That file contains the following copyright notice:

* +-----+

* | Copyright 1990, David Koblas. |

* | Permission to use, copy, modify, and distribute this software |

* | and its documentation for any purpose and without fee is hereby |

* | granted, provided that the above copyright notice appear in all |

* | copies and that both that copyright notice and this permission |

* | notice appear in supporting documentation. This software is |

* | provided "as is" without express or implied warranty. |

* +-----+

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdgif.c

No license file was found, but licenses were detected in source scan.

/*

* jddctmgr.c

*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
*
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jddctmgr.c
No license file was found, but licenses were detected in source scan.

/*
* wrgif.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2015-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in GIF format.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*/
/*
* This code is loosely based on pmtogif from the PBMPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
* Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
* Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
* Copyright (C) 1989 by Jef Poskanzer.
* Permission to use, copy, modify, and distribute this software and its
* documentation for any purpose and without fee is hereby granted, provided
* that the above copyright notice appear in all copies and that both that
* copyright notice and this permission notice appear in supporting
* documentation. This software is provided "as is" without express or
* implied warranty.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrgif.c

No license file was found, but licenses were detected in source scan.

/*

* jerror.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2012-2015 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains simple error-reporting and trace-message routines.

* These are suitable for Unix-like systems and others where writing to

* stderr is the right thing to do. Many applications will want to replace

* some or all of these routines.

*

* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,

* you get a Windows-specific hack to display error messages in a dialog box.

* It ain't much, but it beats dropping error messages into the bit bucket,

* which is what happens to output to stderr under most Windows C compilers.

*

* These routines are used by both the compression and decompression code.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jerror.c

No license file was found, but licenses were detected in source scan.

INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2019, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file explains how to configure and install the IJG software. We have tried to make this software extremely portable and flexible, so that it can be adapted to almost any environment. The downside of this decision is that the installation process is complicated. We have provided shortcuts to simplify the task on common systems. But in any case, you will need at least a little familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger program's installation procedure may take care of configuring the IJG code. For example, Ghostscript's installation script will configure the IJG code. You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all.

Try doing

```
./configure
```

```
make
```

```
make test
```

If that doesn't complain, do

```
make install
```

(better do "make -n install" first to see if the makefile will put the files where you want them). Read further if you run into snags or want to customize the code for your system.

TABLE OF CONTENTS

Before you start

Configuring the software:

- using the automatic "configure" script

- using one of the supplied jconfig and makefile files

- by hand

Building the software

Testing the software

Installing the software

Optional stuff

Optimization

Hints for specific systems

BEFORE YOU START

=====

Before installing the software you must unpack the distributed source code. Since you are reading this file, you have probably already succeeded in this task. However, there is a potential for error if you needed to convert the files to the local standard text file format (for example, if you are on MS-DOS you may have converted LF end-of-line to CR/LF). You must apply such conversion to all the files EXCEPT those whose names begin with "test". The test files contain binary data; if you change them in any way then the self-test will give bad results.

Please check the last section of this file to see if there are hints for the specific machine or compiler you are using.

CONFIGURING THE SOFTWARE

=====

To configure the IJG code for your system, you need to create two files:

* `jconfig.h`: contains values for system-dependent `#define` symbols.

* `Makefile`: controls the compilation process.

(On a non-Unix machine, you may create "project files" or some other substitute for a `Makefile`. `jconfig.h` is needed in any environment.)

We provide three different ways to generate these files:

* On a Unix system, you can just run the "configure" script.

* We provide sample `jconfig` files and `makefiles` for popular machines; if your machine matches one of the samples, just copy the right sample files to `jconfig.h` and `Makefile`.

* If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script

If you are on a Unix machine, you can just type

```
./configure
```

and let the `configure` script construct appropriate configuration files.

If you're using "csh" on an old version of System V, you might need to type

```
sh configure
```

instead to prevent `csh` from trying to execute `configure` itself.

Expect `configure` to run for a few minutes, particularly on slower machines; it works by compiling a series of test programs.

`Configure` was created with GNU `Autoconf` and it follows the usual conventions for GNU `configure` scripts. It makes a few assumptions that you may want to override. You can do this by providing optional switches to `configure`:

* `Configure` will build both static and shared libraries, if possible.

If you want to build `libjpeg` only as a static library, say

```
./configure --disable-shared
```

If you want to build `libjpeg` only as a shared library, say

```
./configure --disable-static
```

`Configure` uses GNU `libtool` to take care of system-dependent shared library building methods.

* `Configure` will use `gcc` (GNU C compiler) if it's available, otherwise `cc`.

To force a particular compiler to be selected, use the `CC` option, for example

```
./configure CC='cc'
```

The same method can be used to include any unusual compiler switches.

For example, on HP-UX you probably want to say

```
./configure CC='cc -Aa'
```

to get HP's compiler to run in ANSI mode.

* The default `CFLAGS` setting is "-g" for non-`gcc` compilers, "-g -O2" for `gcc`.

You can override this by saying, for example,

```
./configure CFLAGS='-O2'
```

if you want to compile without debugging support.

* Configure will set up the makefile so that "make install" will install files into /usr/local/bin, /usr/local/man, etc. You can specify an installation prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

* If you don't have a lot of swap space, you may need to enable the IJG software's internal virtual memory mechanism. To do this, give the option "--enable-maxmem=N" where N is the default maxmemory limit in megabytes. This is discussed in more detail under "Selecting a memory manager", below. You probably don't need to worry about this on reasonably-sized Unix machines, unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling or working in a network of multiple machine types; but if you need those features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files

If you have one of these systems, you can just use the provided configuration files:

Makefile jconfig file System and/or compiler

makefile.manx jconfig.manx Amiga, Manx Aztec C
makefile.sas jconfig.sas Amiga, SAS C
makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior
mak*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C
makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C
makefile.vc jconfig.vc Windows, MS Visual C++
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio
make*.vc6
makefile.vs jconfig.vc Windows, Visual Studio 2019 (v16)
make*.v16
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)
makefile.mms jconfig.vms Digital VMS, with MMS software
makefile.vms jconfig.vms Digital VMS, without MMS software

Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

Configuring the software by hand

First, generate a `jconfig.h` file. If you are moderately familiar with C, the comments in `jconfig.txt` should be enough information to do this; just copy `jconfig.txt` to `jconfig.h` and edit it appropriately. Otherwise, you may prefer to use the `ckconfig.c` program. You will need to compile and execute `ckconfig.c` by hand --- we hope you know at least enough to do that. `ckconfig.c` may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing `ckconfig.c` according to the directions given in `ckconfig.c`. Once you get it to run, it will write a suitable `jconfig.h` file, and will also print out some advice about which makefile to use.

You may also want to look at the canned `jconfig` files, if there is one for a system similar to yours.

Second, select a makefile and copy it to `Makefile` (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are

`makefile.ansi`: if your C compiler supports function prototypes
`makefile.unix`: if not.

(You have function prototypes if `ckconfig.c` put `"#define HAVE_PROTOTYPES"` in `jconfig.h`.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected `Makefile` and adjust options as needed. In particular you may want to change the `CC` and `CFLAGS` definitions. For instance, if you are using GCC, set `CC=gcc`. If you had to use any compiler switches to get `ckconfig.c` to work, make sure the same switches are in `CFLAGS`.

If you are on a system that doesn't use makefiles, you'll need to set up project files (or whatever you do use) to compile all the source files and link them into executable files `cjpeg`, `djpeg`, `jpegtran`, `rdjpgcom`, and `wrjpgcom`. See the file lists in any of the makefiles to find out which files go into each program. Note that the provided makefiles all make a "library" file `libjpeg` first, but you don't have to do that if you don't want to; the file lists identify which source files are actually needed for compression, decompression, or both. As a last resort, you can make a batch script that just compiles everything and links it all together; `makefile.vms` is an example of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll need to make:

Command line style

These programs can use a Unix-like command line style which supports redirection and piping, like this:

```
cjpeg inputfile >outputfile  
cjpeg <inputfile >outputfile  
source program | cjpeg >outputfile
```

The simpler "two file" command line style is just

```
cjpeg inputfile outputfile
```

You may prefer the two-file style, particularly if you don't have pipes.

You **MUST** use two-file style on any system that doesn't cope well with binary data fed through stdin/stdout; this is true for some MS-DOS compilers, for example. If you're not on a Unix system, it's safest to assume you need two-file style. (But if your compiler provides either the Posix-standard `fopen()` library routine or a Microsoft-compatible `setmode()` routine, you can safely use the Unix command line style, by defining `USE_FDOPEN` or `USE_SETMODE` respectively.)

To use the two-file style, make `jconfig.h` say `#define TWO_FILE_COMMANDLINE`.

Selecting a memory manager

The IJG code is capable of working on images that are too big to fit in main memory; data is swapped out to temporary files as necessary. However, the code to do this is rather system-dependent. We provide five different memory managers:

- * `jmemansi.c` This version uses the ANSI-standard library routine `tmpfile()`, which not all non-ANSI systems have. On some systems `tmpfile()` may put the temporary file in a non-optimal location; if you don't like what it does, use `jmemname.c`.
- * `jmemname.c` This version creates named temporary files. For anything except a Unix machine, you'll need to configure the `select_file_name()` routine appropriately; see the comments near the head of `jmemname.c`. If you use this version, define `NEED_SIGNAL_CATCHER` in `jconfig.h` to make sure the temp files are removed if the program is aborted.
- * `jmemnobs.c` (That stands for No Backing Store :-).) This will compile on almost any system, but it assumes you have enough main memory or virtual memory to hold the biggest images you work with.
- * `jmemdos.c` This should be used with most 16-bit MS-DOS compilers. See the system-specific notes about MS-DOS for more info. **IMPORTANT:** if you use this, define `USE_MSDOS_MEMMGR` in `jconfig.h`, and include the assembly file `jmemdosa.asm` in the programs. The supplied makefiles and `jconfig` files for

16-bit MS-DOS compilers already do both.

* `jmemmac.c` Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the `SYSDEPMEM` variable in your makefile to equal the corresponding object file name (for example, `jmemansi.o` or `jmemansi.obj` for `jmemansi.c`).

If you have plenty of (real or virtual) main memory, just use `jmemnobs.c`.

"Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion.

If yours doesn't, try `jmemansi.c` first. If that doesn't compile, you'll have to use `jmemname.c`; be sure to adjust `select_file_name()` for local conditions. You may also need to change `unlink()` to `remove()` in `close_backing_store()`.

Except with `jmemnobs.c` or `jmemmac.c`, you need to adjust the `DEFAULT_MAX_MEM` setting to a reasonable value for your system (either by adding a `#define` for `DEFAULT_MAX_MEM` to `jconfig.h`, or by adding a `-D` switch to the Makefile). This value limits the amount of data space the program will attempt to allocate. Code and static data space isn't counted, so the actual memory needs for `cjpeg` or `djpeg` are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set `DEFAULT_MAX_MEM` to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by `jmemdos.c`.)

BUILDING THE SOFTWARE

=====

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting `#define INCOMPLETE_TYPES_BROKEN` in `jconfig.h`.

If you have trouble with missing system include files or inclusion of the wrong ones, read `jinclude.h`. This shouldn't happen if you used `configure` or `ckconfig.c` to set up `jconfig.h`.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There

are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a getenv() library routine, define NO_GETENV.

Also see the system-specific hints, below.

TESTING THE SOFTWARE

=====

As a quick test of functionality we've included a small sample image in several forms:

testorig.jpg Starting point for the djpeg tests.

testing.ppm The output of djpeg testorig.jpg

testing.bmp The output of djpeg -bmp -colors 256 testorig.jpg

testing.jpg The output of cjpeg testing.ppm

testprog.jpg Progressive-mode equivalent of testorig.jpg.

testingp.jpg The output of cjpeg -progressive -optimize testing.ppm

(The first- and second-generation .jpg files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the testing* files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run djpeg and cjpeg by hand and compare the output files to testing* with whatever binary file comparison tool you have. The files should be bit-for-bit identical.

If the programs complain "MAX_ALLOC_CHUNK is wrong, please fix", then you need to reduce MAX_ALLOC_CHUNK to a value that fits in type size_t. Try adding "#define MAX_ALLOC_CHUNK 65520L" to jconfig.h. A less likely configuration error is "ALIGN_TYPE is wrong, please fix": defining ALIGN_TYPE as long should take care of that one.

If the cjpeg test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define RIGHT_SHIFT_IS_UNSIGNED. Go back to the configuration step and run ckconfig.c. (This is a good plan for any other test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through stdin/stdout actually works. You should get the same results from "djpeg <testorig.jpg >out.ppm" as from "djpeg -outfile out.ppm testorig.jpg". Note that the makefiles all use the latter style and therefore do not exercise stdin/stdout! If this check fails, try recompiling with USE_SETMODE or USE_FDOPEN defined.

If it still doesn't work, better use two-file style.

If you chose a memory manager other than `jmemnobs.c`, you should test that temporary-file usage works. Try `"djpeg -bmp -colors 256 -max 0 testorig.jpg"` and make sure its output matches `testing.bmp`. If you have any really large images handy, try compressing them with `-optimize` and/or decompressing with `-colors 256` to make sure your `DEFAULT_MAX_MEM` setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

INSTALLING THE SOFTWARE

=====

Once you're done with the above steps, you can install the software by copying the executable files (`cjpeg`, `djpeg`, `jpegtran`, `rdjpgcom`, and `wrjpgcom`) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (`cjpeg.1`, `djpeg.1`, `jpegtran.1`, `rdjpgcom.1`, `wrjpgcom.1`) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say
`make install`
to install the programs and their man pages into the standard places. (You'll probably need to be root to do this.) We recommend first saying
`make -n install`
to see where configure thought the files should go. You may need to edit the Makefile, particularly if your system's conventions for man page filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other programs besides ours, then you need to put the four include files
`jpeglib.h` `jerror.h` `jconfig.h` `jmorecfg.h`
into your include-file directory, and put the library file `libjpeg.a` (extension may vary depending on system) wherever library files go. If you generated a Makefile with "configure", it will do what it thinks is the right thing if you say
`make install-lib`

OPTIONAL STUFF

=====

Progress monitor:

If you like, you can `#define PROGRESS_REPORT` (in `jconfig.h`) to enable display of percent-done progress reports. The routine provided in `cdjpeg.c` merely prints percentages to `stderr`, but you can customize it to do something fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster Toolkit format) disabled, because the RLE support won't compile without the Utah library. If you have URT version 3.1 or later, you can enable RLE support as follows:

1. `#define RLE_SUPPORTED` in `jconfig.h`.
2. Add a `-I` option to `CFLAGS` in the Makefile for the directory containing the URT `.h` files (typically the "include" subdirectory of the URT distribution).
3. Add `-L... -lrle` to `LDLIBS` in the Makefile, where ... specifies the directory containing the URT "librle.a" file (typically the "lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision. (For color, this means 8 to 12 bits per channel, of course.) If you need to work with deeper than 8-bit data, you can compile the IJG code for 9-bit to 12-bit operation.

To do so:

1. In `jmorecfg.h`, define `BITS_IN_JSAMPLE` as 9, 10, 11, or 12 rather than 8.
2. In `jconfig.h`, undefine `BMP_SUPPORTED`, `RLE_SUPPORTED`, and `TARGA_SUPPORTED`, because the code for those formats doesn't handle deeper than 8-bit data and won't even compile. (The PPM code does work, as explained below. The GIF code works too; it scales 8-bit GIF data to and from 12-bit depth automatically.)
3. Compile. Don't expect "make test" to pass, since the supplied test files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (`jpegtran`) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

The PPM reader (`rdppm.c`) can read deeper than 8-bit data from either text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files which have a `maxval` greater than 255 are assumed to use 2 bytes per sample, MSB first (big-endian order). As of early 1995, 2-byte binary format is not

officially supported by the PBMPLUS library, but it is expected that a future release of PBMPLUS will support it. Note that the PPM reader will read files of any maxval regardless of the BITS_IN_JSAMPLE setting; incoming data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte binary PPM or PGM format, maxval=MAXJSAMPLE, when compiled with BITS_IN_JSAMPLE>8. Since this format is not yet widely supported, you can disable it by compiling wrppm.c with PPM_NORAWWORD defined; then the data is scaled down to 8 bits to make a standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy of djpeg to keep around. But hopefully you won't need it for very long. Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have it stored in some other, nonstandard format. In that case you'll probably want to write your own I/O modules to read and write your format.

Note:

The standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional functions can be removed at compile time. See the xxx_SUPPORTED #defines in jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in decoder support for all valid JPEG files, to ensure that you can read anyone's output. Taking out support for image file formats that you don't use is the most painless way to make the programs smaller. Another possibility is to remove some of the DCT methods: in particular, the "IFAST" method may not be enough faster than the others to be worth keeping on your machine. (If you do remove ISLOW or IFAST, be sure to redefine JDCT_DEFAULT or JDCT_FASTEST to a supported method, by adding a #define in jconfig.h.)

OPTIMIZATION

=====

Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step.

Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the MULTIPLYxxx macro definitions in jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining SHORTxSHORT_32 is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYxxx definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT_DEFAULT JDCT_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the INLINE macro in jmorecfg.h is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., -finline-functions for gcc). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to jpeg-info@jpegclub.org so we can mention them in future releases. Be sure to specify your machine and compiler version.

HINTS FOR SPECIFIC SYSTEMS

=====

We welcome reports on changes needed for systems not mentioned here. Submit 'em to jpeg-info@jpegclub.org. Also, if `configure` or `ckconfig.c` is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.)

After renaming the files according to Acorn conventions, take a copy of `makefile.ansi`, change all occurrences of `'libjpeg.a'` to `'libjpeg.o'` and change these definitions as indicated:

```
CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDEPMEM=jmemansi.o
LN=Link
AR=LibFile -c -o
```

Also add a new line `'c.o:; $(cc) $< $(cflags) -c -o $@'`. Remove the lines `'$(RM) libjpeg.o'` and `'$(AR2) libjpeg.o'` and the `'jconfig.h'` dependency section.

Copy `jconfig.txt` to `jconfig.h`. Edit `jconfig.h` to define `TWO_FILE_COMMANDLINE` and `CHAR_IS_UNSIGNED`.

Run the makefile using `!AMU` not `!Make`. If you want to use the `'clean'` and `'test'` makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use `jmemname.c` as the memory manager, with temporary files being created on the device named by `"JPEGTMP:"`.

Atari ST/STE/TT:

Copy the project files `makcjpeg.st`, `makdjpeg.st`, `maktjpeg.st`, and `makljjpeg.st` to `cjpeg.prj`, `djpeg.prj`, `jpegtran.prj`, and `libjpeg.prj` respectively. The

project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT_MAX_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT_MAX_MEM nnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcfltlb.lib with pc881lib.lib in cjpeg.prj and djpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT_FLOAT_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcfltlb.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a compiler bug in old versions of Cray's Standard C (prior to 3.1). If you still have an old compiler, you'll need to insert a line reading "#pragma novector" just before the loop

```
for (i = 1; i <= (int) htbl->bits[i]; i++)
    huffsize[p++] = (char) i;
```

in fix_huff_tbl (in V5beta1, line 204 of jchuff.c and line 176 of jdchuff.c). [This bug may or may not still occur with the current IJG code, but it's probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler, you should run the compiler in ANSI mode. If using the configure script, say

```
./configure CC='cc -Aa'
```

(or `-Ae` if you prefer). If configuring by hand, use `makefile.ansi` and add `"-Aa"` to the `CFLAGS` line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler delivered with a minimum HP-UX system, then you must use `makefile.unix` (and do NOT add `-Aa`); or just run `configure` without the `CC` option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior to A.08.07. If you get complaints about "not a typedef name", you'll have to use `makefile.unix`, or run `configure` without the `CC` option.

Macintosh, generic comments:

The supplied user-interface files (`cjpeg.c`, `djpeg.c`, etc) are set up to provide a Unix-style command line interface. You can use this interface on the Mac by means of the `ccommand()` library routine provided by Metrowerks CodeWarrior or Think C. This is only appropriate for testing the library, however; to make a user-friendly equivalent of `cjpeg/djpeg` you'd really want to develop a Mac-style user interface. There isn't a complete example available at the moment, but there are some helpful starting points:

1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to JPEG under System 7 and later. This only illustrates how to use the compression half of the library, but it does a very nice job of that part.

The CodeWarrior source code is available from <http://www.pobox.com/~jsam>.

2. Jim Brunner prepared a Mac-style user interface for both compression and decompression. Unfortunately, it hasn't been updated since IJG v4, and the library's API has changed considerably since then. Still it may be of some help, particularly as a guide to compiling the IJG code under Think C.

Jim's code is available from the Info-Mac archives, at sumex-aim.stanford.edu or mirrors thereof; see file `/info-mac/dev/src/jpeg-convert-c.hqx`.

`jmemmac.c` is the recommended memory manager back end for Macintosh. It uses `NewPtr/DisposePtr` instead of `malloc/free`, and has a Mac-specific implementation of `jpeg_mem_available()`. It also creates temporary files that follow Mac conventions. (That part of the code relies on System-7-or-later OS functions. See the comments in `jmemmac.c` if you need to run it on System 6.) NOTE that `USE_MAC_MEMMGR` must be defined in `jconfig.h` to use `jmemmac.c`.

You can also use `jmemnobs.c`, if you don't care about handling images larger than available memory. If you use any memory manager back end other than `jmemmac.c`, we recommend replacing `"malloc"` and `"free"` by `"NewPtr"` and `"DisposePtr"`, because Mac C libraries often have peculiar implementations of `malloc/free`. (For instance, `free()` may not return the freed space to the

Mac Memory Manager. This is undesirable for the IJG code because `jmemmgr.c` already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining `USE_CCCommand`. You'll also need to define `TWO_FILE_COMMANDLINE` to avoid `stdin/stdout`. This means that when using the `cjpeg/djpeg` programs, you'll have to type the input and output file names in the "Arguments" text-edit box, rather than using the file radio buttons. (Perhaps `USE_FDOPEN` or `USE_SETMODE` would eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

The supplied configuration file `jconfig.mac` can be used for your `jconfig.h`; it includes all the recommended symbol definitions. If you have AppleScript installed, you can run the supplied script `makeproj.mac` to create CodeWarrior project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define `USE_CCCommand` in `jconfig.h` so that the `ccommand()` routine is called. You must also define `TWO_FILE_COMMANDLINE` because `stdin/stdout` don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

`jconfig.mac` should work as a `jconfig.h` configuration file for Think C, but the `makeproj.mac` AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's cc version 1.31 has a rather nasty optimization bug. Don't use -O if you have that compiler version. (Use "cc -V" to check the version.)

Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model, and you should avoid "huge" model if at all possible. Be sure that NEED_FAR_POINTERS is defined in jconfig.h if you use a small-data memory model; be sure it is NOT defined if you use a large-data model. (The supplied makefiles and jconfig files for Borland and Microsoft C compile in medium model and define NEED_FAR_POINTERS.)

The DOS-specific memory manager, jmemdos.c, should be used if possible. It needs some assembly-code routines which are in jmemdosa.asm; make sure your makefile assembles that file and includes it in the library. If you don't have a suitable assembler, you can get pre-assembled object files for jmemdosa by FTP from ftp.uu.net:/graphics/jpeg/jdosaobj.zip. (DOS-oriented distributions of the IJG source code often include these object files.)

When using jmemdos.c, jconfig.h must define USE_MSDOS_MEMMGR and must set MAX_ALLOC_CHUNK to less than 64K (65520L is a typical value). If your C library's far-heap malloc() can't allocate blocks that large, reduce MAX_ALLOC_CHUNK to whatever it can handle.

If you can't use jmemdos.c for some reason --- for example, because you don't have an assembler to assemble jmemdosa.asm --- you'll have to fall back to jmemansi.c or jmemname.c. You'll probably still need to set MAX_ALLOC_CHUNK in jconfig.h, because most DOS C libraries won't malloc() more than 64K at a time. **IMPORTANT:** if you use jmemansi.c or jmemname.c, you will have to compile in a large-data memory model in order to get the right stdio library. Too bad.

wrjpgcom needs to be compiled in large model, because it malloc()s a 64KB work area to hold the comment text. If your C library's malloc can't handle that, reduce MAX_COM_LENGTH as necessary in wrjpgcom.c.

Most MS-DOS compilers treat stdin/stdout as text files, so you must use

two-file command line style. But if your compiler has either `fdopen()` or `setmode()`, you can use one-file style if you like. To do this, define `USE_SETMODE` or `USE_FDOPEN` so that `stdin/stdout` will be set to binary mode. (`USE_SETMODE` seems to work with more DOS compilers than `USE_FDOPEN`.) You should test that I/O through `stdin/stdout` produces the same results as I/O to explicitly named files... the "make test" procedures in the supplied makefiles do NOT use `stdin/stdout`.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a 32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you should use one if you have it, as performance will be much better than 8086-compatible code!) For flat-memory-space compilers, do NOT define `NEED_FAR_POINTERS`, and do NOT use `jmemdos.c`. Use `jmemnobs.c` if the environment supplies adequate virtual memory, otherwise use `jmemansi.c` or `jmemname.c`.

You'll still need to be careful about binary I/O through `stdin/stdout`. See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines). Although Borland C will often work OK with unmodified Unix (LF newlines) source files, sometimes it will give bogus compile errors.

"Illegal character '#'" is the most common such error. (This is true with Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine `TWO_FILE_COMMANDLINE`. `jconfig.bcc` already includes `#define USE_SETMODE` to make this work. (`fdopen` does not work correctly.)

MS-DOS, Microsoft C:

`makefile.mc6` works with Microsoft C, DOS Visual C++, etc. It should only be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine `TWO_FILE_COMMANDLINE`. `jconfig.mc6` already includes `#define USE_SETMODE` to make this work. (`fdopen` does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak", be sure to adjust the dependency line that reads `$(RFILE) : makefile`.

Otherwise the make will fail because it doesn't know how to create "makefile".
Worse, some releases of Microsoft's make utilities give an incorrect error message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error because they can't cope with the macro TRACEMS8 (defined in jerror.h).
If this happens to you, the easiest solution is to change TRACEMS8 to expand to nothing. You'll lose the ability to dump out JPEG coefficient tables with `djpeg -debug -debug`, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn off optimization entirely (remove `-O` from `CFLAGS`). `6.00A` is better, but it still generates bad code if you enable loop optimizations (`-Ol` or `-Ox`).

MS C 8.0 crashes when compiling `jquant1.c` with optimization switch `/Oo` ... which is on by default. To work around this bug, compile that one file with `/Oo-`.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define `typedef boolean` as "unsigned char". The IJG code also defines `typedef boolean`, but we make it an "enum" by default. This doesn't affect the IJG programs because we don't import those Windows include files. But if you use the JPEG library in your own program, and some of your program's files import one definition of `boolean` while some import the other, you can get all sorts of mysterious problems. A good preventive step is to make the IJG library use "unsigned char" for `boolean`. To do that, add something like this to your `jconfig.h` file:

```
/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
```

(This is already in `jconfig.vc`, by the way.)

`winddef.h` contains the declarations

```
#define far
#define FAR far
```

Since `jmorecfg.h` tries to define `FAR` as empty, you may get a compiler warning if you include both `jpeglib.h` and `winddef.h` (which `windows.h` includes). To suppress the warning, you can put `"#ifndef FAR"/"#endif"`

around the line "#define FAR" in jmorecfg.h.
(Something like this is already in jmorecfg.h, by the way.)

When using the library in a Windows application, you will almost certainly want to modify or replace the error handler module jerror.c, since our default error handler does a couple of inappropriate things:

1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line

```
fprintf(stderr, "%s\n", buffer);
```

(in output_message in jerror.c) with

```
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
```

It's highly recommended that you at least do that much, since otherwise error messages will disappear into nowhere. (Beginning with IJG v6b, this code is already present in jerror.c; just define USE_WINDOWS_MESSAGEBOX in jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling application after a library error. This can be done with the setjmp/longjmp technique discussed in libjpeg.txt and illustrated in example.c. (NOTE: some older Windows C compilers provide versions of setjmp/longjmp that don't actually work under Windows. You may need to use the Windows system functions Catch and Throw instead.)

The recommended memory manager under Windows is jmemnobs.c; in other words, let Windows do any virtual memory management needed. You should NOT use jmemdos.c nor jmemdosa.asm under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model; for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS sections above for more info about memory models.) In the 16-bit memory models only, you'll need to put

```
#define MAX_ALLOC_CHUNK 65520L /* Maximum request to malloc() */
```

into jconfig.h to limit allocation chunks to 64Kb. (Without that, you'd have to use huge memory model, which slows things down unnecessarily.) jmemnobs.c works without modification in large or flat memory models, but to use medium model, you need to modify its jpeg_get_large and jpeg_free_large routines to allocate far memory. In any case, you might like to replace its calls to malloc and free with direct calls on Windows memory allocation functions.

You may also want to modify jdatasrc.c and jdatadst.c to use Windows file operations rather than fread/fwrite. This is only necessary if your C compiler doesn't provide a competent implementation of C stdio functions.

You might want to tweak the RGB_xxx macros in jmorecfg.h so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order

is usually more convenient under Windows. Note that this change will break the sample applications cjpeg/djpeg, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code assume the address of a local variable is an ordinary (not FAR) pointer; that isn't true in a medium-model DLL.

2. Microsoft C cannot pass file pointers between applications and DLLs. (See Microsoft Knowledge Base, PSS ID Number Q50336.) So jdatasrc.c and jdatadst.c don't work if you open a file in your application and then pass the pointer to the DLL. One workaround is to make jdatasrc.c/jdatadst.c part of your main application rather than part of the DLL.

3. You'll probably need to modify the macros GLOBAL() and EXTERN() to attach suitable linkage keywords to the exported routine names. Similarly, you'll want to modify METHODDEF() and JMETHOD() to ensure function pointers are declared in a way that lets application routines be called back through the function pointers. These macros are in jmorecfg.h. Typical definitions for a 16-bit DLL are:

```
#define GLOBAL(type) type _far _pascal _loads _export
#define EXTERN(type) extern type _far _pascal _loads
#define METHODDEF(type) static type _far _pascal
#define JMETHOD(type,methodname,arglist) \
type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type) __declspec(dllexport) type
#define EXTERN(type) extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by the application, the performance cost of making them all DLL entry points is negligible.

The unmodified IJG library presents a very C-specific application interface, so the resulting DLL is only usable from C or C++ applications. There has been some talk of writing wrapper code that would present a simpler interface usable from other languages, such as Visual Basic. This is on our to-do list but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment, but you'll need to tweak it in a 16-bit environment (you'd need to define NEED_FAR_POINTERS and MAX_ALLOC_CHUNK). Beware that makefile.bcc will need

alteration if you want to use it for Windows --- in particular, you should use `jmemnobs.c` not `jmemdos.c` under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile `jdmerge.c` in 32-bit mode. If enough people complain, perhaps Borland will fix it. In the meantime, the simplest known workaround is to add a redundant definition of the variable `range_limit` in `h2v1_merged_upsample()`, at the head of the block that handles odd image width (about line 268 in `v6_jdmerge.c`):

```
/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
    register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
    cb = GETJSAMPLE(*inptr1);
```

Pretty bizarre, especially since the very similar routine `h2v2_merged_upsample` doesn't trigger the bug.

Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:

- Ot -Og
- Ot -Op
- Ot -Om

So try backing off on optimization if you see such a problem. (Are there several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

`jconfig.vc` should work OK with any Microsoft compiler for a 32-bit memory model. `makefile.vc` is intended for command-line use. (If you are using the Developer Studio environment, you may prefer the `DevStudio` project files; see below.)

IJG JPEG 7 adds `extern "C"` to `jpeglib.h`. This avoids the need to put `extern "C" { ... }` around `#include "jpeglib.h"` in your C++ application. You can also force VC++ to treat the library as C++ code by renaming all the `*.c` files to `*.cpp` (and adjusting the makefile to match). In this case you also need to define the symbol `DONT_USE_EXTERN_C` in the configuration to prevent `jpeglib.h` from using `extern "C"`.

Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the

library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the command prompt, change to the source directory and execute the command line

```
NMAKE /f makefile.vs setup-vc6
```

If you get an error message saying that the "NMAKE" command could not be found, execute the command

```
"%ProgramFiles%\Microsoft Visual Studio\VC98\Bin\VCVARS32"
```

to set the environment for using Microsoft Visual C++ tools, and repeat the NMAKE call.

This will move jconfig.vc to jconfig.h and makefiles to project files.

(Note that the renaming is critical!)

Alternatively you can use

```
NMAKE /f makefile.vs setupcopy-vc6
```

This will create renamed copies of the files, which allows to repeat the setup later.

2. Open the workspace file jpeg.dsw, build the library project.
(If you are using Developer Studio more recent than 6.0, you'll probably get a message saying that the project files are being updated.)
3. Open the workspace file apps.dsw, build the application projects.
4. To perform the self-test, execute the command line
NMAKE /f makefile.vs test-build
5. Move the application .exe files from the Release folder to an appropriate location on your path.

Microsoft Windows, Visual Studio 2019 (v16):

We include makefiles that should work as project files in Visual Studio 2019 (v16) or later. There is a library makefile that builds the IJG library as a static Win32/x64 library, and application makefiles that build the sample applications as Win32/x64 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the Developer Command Prompt for VS 2019, change to the source directory and execute the command line

```
NMAKE /f makefile.vs setup-v16
```

This will move jconfig.vc to jconfig.h and makefiles to project files.

(Note that the renaming is critical!)

Alternatively you can use

```
NMAKE /f makefile.vs setupcopy-v16
```

This will create renamed copies of the files, which allows to repeat the setup later.

2. Open the solution file jpeg.sln, build the library project.

- a) If you are using Visual Studio more recent than 2019 (v16), you'll probably get a message saying that the project files are being updated.
 - b) If necessary, open the project properties and adapt the Windows Target Platform Version in the Configuration Properties, General section; we support the latest version at the time of release.
 - c) If you want to build x64 code, change the platform setting from Win32 to x64. You can build Win32 and x64 versions side by side.
3. Open the solution file apps.sln, build the application projects.
 4. To perform the self-test, execute the command line
NMAKE /f makefile.vs test-32
for the Win32 build, or on a 64-bit system
NMAKE /f makefile.vs test-64
for the x64 build.
 5. Move the application .exe files from the Release folder to an appropriate location on your path.

OS/2, Borland C++:

Watch out for optimization bugs in older Borland compilers; you may need to back off the optimization switch settings. See the comments in makefile.bcc.

SGI:

On some SGI systems, you may need to set "AR2= ar -ts" in the Makefile. If you are using configure, you can do this by saying
./configure RANLIB='ar -ts'
This change is not needed on all SGIs. Use it only if the make fails at the stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option "-mips2" reportedly speeds up the float DCT method substantially, enough to make it faster than the default int method (but still slower than the fast int method). If you use -mips2, you may want to alter the default DCT method to be float. To do this, put "#define JDCT_DEFAULT JDCT_FLOAT" in jconfig.h.

VMS:

On an Alpha/VMS system with MMS, be sure to use the "/Marco=Alpha=1" qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the

error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are Stream_LF and Backup/Compare has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/install.txt

No license file was found, but licenses were detected in source scan.

/*

* jversion.h

*

* Copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains software version identification.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jversion.h

No license file was found, but licenses were detected in source scan.

/*

* jconfig.txt

*

* Copyright (C) 1991-1994, Thomas G. Lane.

* Modified 2009-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file documents the configuration options that are required to

* customize the JPEG software for a particular system.

*

* The actual configuration options for a particular installation are stored

* in jconfig.h. On many machines, jconfig.h can be generated automatically

* or copied from one of the "canned" jconfig files that we supply. But if

* you need to generate a jconfig.h file by hand, this file tells you how.

*

* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.

* EDIT A COPY NAMED JCONFIG.H.

*/

/*

* These symbols indicate the properties of your machine or compiler.

* #define the symbol if yes, #undef it if no.

*/

```

/* Does your compiler support function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
*/
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char" ?
* How about "unsigned short" ?
*/
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
*/
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
*/
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,

```

```

* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is NOT recommended unless you
* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code.
*/
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not enum, on Windows systems.
*/
#ifdef _WIN32
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
#endif

/*
* The following options affect code selection within the JPEG library,
* but they don't need to be visible to applications using the library.
* To minimize application namespace pollution, the symbols won't be
* defined unless JPEG_INTERNALS has been defined.
*/

#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
* (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,

```

```

* which is the normal and rational definition.
*/
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */

/*
* The remaining options do not affect the JPEG library proper,
* but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
* Other applications can ignore these.
*/

#ifdef JPEG_CJPEG_DJPEG

/* These defines indicate which image (non-JPEG) file formats are allowed. */

#define BMP_SUPPORTED /* BMP image file format */
#define GIF_SUPPORTED /* GIF image file format */
#define PPM_SUPPORTED /* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED /* Utah RLE image file format */
#define TARGA_SUPPORTED /* Targa image file format */

/* Define this if you want to name both input and output files on the command
* line, rather than using stdout and optionally stdin. You MUST do this if
* your system can't cope with binary I/O to stdin/stdout. See comments at
* head of cjpeg.c or djpeg.c.
*/
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
* This is crucial under MS-DOS, where the temporary "files" may be areas
* of extended memory; on most other systems it's not as important.
*/
#undef NEED_SIGNAL_CATCHER

/* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").
* This is necessary on systems that distinguish text files from binary files,
* and is harmless on most systems that don't. If you have one of the rare
* systems that complains about the "b" spec, define this symbol.
*/
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef PROGRESS_REPORT

```

```
#endif /* JPEG_CJPEG_DJPEG */
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jconfig.txt
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
* jdmerge.c
```

```
*
```

```
* Copyright (C) 1994-1996, Thomas G. Lane.
```

```
* Modified 2013-2019 by Guido Vollbeding.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

```
* This file contains code for merged upsampling/color conversion.
```

```
*
```

```
* This file combines functions from jdsample.c and jdcolor.c;
```

```
* read those files first to understand what's going on.
```

```
*
```

```
* When the chroma components are to be upsampled by simple replication
```

```
* (ie, box filtering), we can save some work in color conversion by
```

```
* calculating all the output pixels corresponding to a pair of chroma
```

```
* samples at one time. In the conversion equations
```

```
*  $R = Y + K1 * Cr$ 
```

```
*  $G = Y + K2 * Cb + K3 * Cr$ 
```

```
*  $B = Y + K4 * Cb$ 
```

```
* only the Y term varies among the group of pixels corresponding to a pair
```

```
* of chroma samples, so the rest of the terms can be calculated just once.
```

```
* At typical sampling ratios, this eliminates half or three-quarters of the
```

```
* multiplications needed for color conversion.
```

```
*
```

```
* This file currently provides implementations for the following cases:
```

```
* YCC => RGB color conversion only (YCbCr or BG_YCC).
```

```
* Sampling ratios of 2h1v or 2h2v.
```

```
* No scaling needed at upsample time.
```

```
* Corner-aligned (non-CCIR601) sampling alignment.
```

```
* Other special cases could be added, but in most applications these are
```

```
* the only common cases. (For uncommon cases we fall back on the more
```

```
* general code in jdsample.c and jdcolor.c.)
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmerge.c
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
* jdapimin.c
```

*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2009-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "minimum" API routines that may be
* needed in either the normal full-decompression case or the
* transcoding-only case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jdapistd.c. But also see jcomapi.c for routines
* shared by compression and decompression, and jdtrans.c for the transcoding
* case.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdapimin.c

No license file was found, but licenses were detected in source scan.

/*

* jpeglib.h

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2002-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file defines the application interface for the JPEG library.

* Most applications using the library need only include this file,

* and perhaps jerror.h if they want to know the exact error codes.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpeglib.h

No license file was found, but licenses were detected in source scan.

The Independent JPEG Group's JPEG software

=====

README for release 9d of 12-Jan-2020

=====

This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone, Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson, John Korejwa, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP

=====

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.
ACKNOWLEDGMENTS Special thanks.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.txt How to configure and install the IJG software.
usage.txt Usage instructions for cjpeg, djpeg, jpegtran,
 rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.txt).
wizard.txt Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.txt How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.txt Overview of the JPEG library's internal structure.
filelist.txt Road map of IJG files.
coderrules.txt Coding style rules --- please read if you contribute code.

Please read at least the files install.txt and usage.txt. Some 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 encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and grayscale images.

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. 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.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

LEGAL ISSUES

=====

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.

3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

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(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.

(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".

(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

REFERENCES

=====

We 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 PDF file containing a revised version of Wallace's article is available at <http://www.ijg.org/files/Wallace.JPEG.pdf>. 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 currently available 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).

Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.

If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.

The original JPEG 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.

IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.

IJG JPEG 9 introduces a reversible color transform for improved lossless compression which is described in a contributed document ISO/IEC JTC1/SC29/WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from <http://www.itu.int/rec/T-REC-T.871>. A PDF file of the older JFIF document is available at <http://www.w3.org/Graphics/JPEG/jfif3.pdf>.

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 <http://www.ijg.org/files/>. 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.

ARCHIVE LOCATIONS

=====

The "official" archive site for this software is www.ijg.org. The most recent released version can always be found there in directory "files". This particular version will be archived as <http://www.ijg.org/files/jpegsrc.v9d.tar.gz>, and in Windows-compatible "zip" archive format as <http://www.ijg.org/files/jpegsr9d.zip>.

The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.

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/](http://rtfm.mit.edu: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

ACKNOWLEDGMENTS

=====

Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

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Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert, Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

FILE FORMAT WARS

=====

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies. IJG therefore does not and will not support such momentary mistakes (see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.

Don't use an incompatible file format!

(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification.

Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code.

The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties.

We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases.

Don't use an obsolete code base!

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IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") is currently prepared and will be published later.

TO DO

=====

Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec.

More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

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* jcrepct.c

*

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*

* This file contains the compression preprocessing controller.

* This controller manages the color conversion, downsampling,

* and edge expansion steps.

*

* Most of the complexity here is associated with buffering input rows

* as required by the downsampler. See the comments at the head of

* jcsample.c for the downsampler's needs.

*/

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```
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 *
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 *
 * This file contains routines to write output images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Lee Daniel Crocker.
 */
```

Found in path(s):

```
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```

```
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 * jcinit.c
 *
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 *
 * This file contains initialization logic for the JPEG compressor.
 * This routine is in charge of selecting the modules to be executed and
 * making an initialization call to each one.
 *
 * Logically, this code belongs in jcmaster.c. It's split out because
 * linking this routine implies linking the entire compression library.
 * For a transcoding-only application, we want to be able to use jcmaster.c
 * without linking in the whole library.
 */
```

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```
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```

```
/*
 * jcomapi.c
 *
```

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*
* This file contains application interface routines that are used for both
* compression and decompression.
*/

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* jmehsys.h

*

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*

* This include file defines the interface between the system-independent
* and system-dependent portions of the JPEG memory manager. No other
* modules need include it. (The system-independent portion is jmemmgr.c;
* there are several different versions of the system-dependent portion.)

*

* This file works as-is for the system-dependent memory managers supplied
* in the IJG distribution. You may need to modify it if you write a
* custom memory manager. If system-dependent changes are needed in
* this file, the best method is to #ifdef them based on a configuration
* symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
* and USE_MAC_MEMMGR.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmehsys.h

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*

* This file contains routines to read input images in Utah RLE format.

* The Utah Raster Toolkit library is required (version 3.1 or later).

*

* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdrle.c
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*

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*

* This file contains library routines for transcoding compression,

* that is, writing raw DCT coefficient arrays to an output JPEG file.

* The routines in jcapimin.c will also be needed by a transcoder.

*/

Found in path(s):

* /opt/cola/permits/1095780917_1601546048.33/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jctrans.c

1.144 zlib 1.2.3

1.144.1 Available under license :

/* 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

*/

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1.145 checksec 2.0.0

1.145.1 Available under license :

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1.146 vx-axis 0.0.199

1.146.1 Available under license :

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1.147 jsxapi 5.1.1

1.147.1 Available under license :

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1.148 ilitek-iwb-sensor-test-library 2.0.2.2

1.149 html-webpack-plugin 5.5.0

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1.150 jquery 1.4.2

1.150.1 Available under license :

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*

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1.151 bootstrap 5.1.3

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1.152 zlib 1.2.7

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1.153 squashfs 4.3

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```

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Ty Coon, President of Vice
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1.154 idna 2.10-1.ph4

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Metadata-Version: 1.2

Name: idna

Version: 2.10

Summary: Internationalized Domain Names in Applications (IDNA)

Home-page: <https://github.com/kjd/idna>

Author: Kim Davies

Author-email: kim@cynosure.com.au

License: BSD-like

Description: Internationalized Domain Names in Applications (IDNA)

=====

Support for the Internationalised Domain Names in Applications (IDNA) protocol as specified in `RFC 5891 <<http://tools.ietf.org/html/rfc5891>>`_. This is the latest version of the protocol and is sometimes referred to as “IDNA 2008”.

This library also provides support for Unicode Technical Standard 46, `Unicode IDNA Compatibility Processing <<http://unicode.org/reports/tr46/>>`_.

This acts as a suitable replacement for the “encodings.idna” module that comes with the Python standard library, but only supports the old, deprecated IDNA specification (`RFC 3490 <<http://tools.ietf.org/html/rfc3490>>`_).

Basic functions are simply executed:

```
.. code-block:: pycon
```

```
# Python 3
>>> import idna
>>> idna.encode('.')
b'xn--eckwd4c7c.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.
```

```
# Python 2
>>> import idna
>>> idna.encode('.')
'xn--eckwd4c7c.xn--zckzah'
>>> print idna.decode('xn--eckwd4c7c.xn--zckzah')
.
```

Packages

The latest tagged release version is published in the PyPI repository:

```
.. image:: https://badge.fury.io/py/idna.svg
   :target: http://badge.fury.io/py/idna
```

Installation

To install this library, you can use pip:

```
.. code-block:: bash
```

```
$ pip install idna
```

Alternatively, you can install the package using the bundled setup script:

```
.. code-block:: bash
```

```
$ python setup.py install
```

This library works with Python 2.7 and Python 3.4 or later.

Usage

For typical usage, the `encode` and `decode` functions will take a domain name argument and perform a conversion to A-labels or U-labels respectively.

```
.. code-block:: pycon
```

```
# Python 3
>>> import idna
>>> idna.encode('.')
b'xn--eckwd4c7c.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.
```

You may use the codec encoding and decoding methods using the `idna.codec` module:

```
.. code-block:: pycon
```

```
# Python 2
>>> import idna.codec
```

```
>>> print u'.encode('idna')
xn--80ahd1agd.xn--80akhbyknj4f
>>> print 'xn--80ahd1agd.xn--80akhbyknj4f'.decode('idna')
.
```

Conversions can be applied at a per-label basis using the `ulabel` or `alabel` functions if necessary:

```
.. code-block:: pycon
```

```
# Python 2
>>> idna.alabel(u")
'xn--0zwm56d'
```

Compatibility Mapping (UTS #46)

```
+++++
```

As described in [RFC 5895](http://tools.ietf.org/html/rfc5895) [<http://tools.ietf.org/html/rfc5895>](http://tools.ietf.org/html/rfc5895), the IDNA specification no longer normalizes input from different potential ways a user may input a domain name. This functionality, known as a “mapping”, is now considered by the specification to be a local user-interface issue distinct from IDNA conversion functionality.

This library provides one such mapping, that was developed by the Unicode Consortium. Known as [Unicode IDNA Compatibility Processing](http://unicode.org/reports/tr46/) [<http://unicode.org/reports/tr46/>](http://unicode.org/reports/tr46/), it provides for both a regular mapping for typical applications, as well as a transitional mapping to help migrate from older IDNA 2003 applications.

For example, “Königsgäßchen” is not a permissible label as `*LATIN CAPITAL LETTER K*` is not allowed (nor are capital letters in general). UTS 46 will convert this into lower case prior to applying the IDNA conversion.

```
.. code-block:: pycon
```

```
# Python 3
>>> import idna
>>> idna.encode(u'Königsgäßchen')
...
idna.core.InvalidCodepoint: Codepoint U+004B at position 1 of 'Königsgäßchen' not allowed
>>> idna.encode('Königsgäßchen', uts46=True)
b'xn--knigsgchen-b4a3dun'
>>> print(idna.decode('xn--knigsgchen-b4a3dun'))
königsgäßchen
```

Transitional processing provides conversions to help transition from the older 2003 standard to the current standard. For example, in the original IDNA specification, the `*LATIN SMALL LETTER SHARP S*` (β) was converted into two `*LATIN SMALL LETTER S*` (`ss`), whereas in the current IDNA specification this

conversion is not performed.

```
.. code-block:: pycon
```

```
# Python 2
>>> idna.encode(u'Königsgäßchen', uts46=True, transitional=True)
'xn--knigsgsschen-lcb0w'
```

Implementors should use transitional processing with caution, only in rare cases where conversion from legacy labels to current labels must be performed (i.e. IDNA implementations that pre-date 2008). For typical applications that just need to convert labels, transitional processing is unlikely to be beneficial and could produce unexpected incompatible results.

```
``encodings.idna`` Compatibility
```

```
+++++
```

Function calls from the Python built-in ``encodings.idna`` module are mapped to their IDNA 2008 equivalents using the ``idna.compat`` module. Simply substitute the ``import`` clause in your code to refer to the new module name.

Exceptions

```
-----
```

All errors raised during the conversion following the specification should raise an exception derived from the ``idna.IDNAError`` base class.

More specific exceptions that may be generated as ``idna.IDNABidiError`` when the error reflects an illegal combination of left-to-right and right-to-left characters in a label; ``idna.InvalidCodepoint`` when a specific codepoint is an illegal character in an IDN label (i.e. INVALID); and ``idna.InvalidCodepointContext`` when the codepoint is illegal based on its positional context (i.e. it is CONTEXTO or CONTEXTJ but the contextual requirements are not satisfied.)

Building and Diagnostics

```
-----
```

The IDNA and UTS 46 functionality relies upon pre-calculated lookup tables for performance. These tables are derived from computing against eligibility criteria in the respective standards. These tables are computed using the command-line script ``tools/idna-data``.

This tool will fetch relevant tables from the Unicode Consortium and perform the required calculations to identify eligibility. It has three main modes:

- * ``idna-data make-libdata``. Generates ``idnadata.py`` and ``uts46data.py``, the pre-calculated lookup tables using for IDNA and UTS 46 conversions. Implementors

who wish to track this library against a different Unicode version may use this tool to manually generate a different version of the `idnadata.py` and `uts46data.py` files.

* `idna-data make-table`. Generate a table of the IDNA disposition (e.g. PVALID, CONTEXTJ, CONTEXTO) in the format found in Appendix B.1 of RFC 5892 and the pre-computed tables published by IANA <<http://iana.org/>>.

* `idna-data U+0061`. Prints debugging output on the various properties associated with an individual Unicode codepoint (in this case, U+0061), that are used to assess the IDNA and UTS 46 status of a codepoint. This is helpful in debugging or analysis.

The tool accepts a number of arguments, described using `idna-data -h`. Most notably, the `--version` argument allows the specification of the version of Unicode to use in computing the table data. For example, `idna-data --version 9.0.0 make-libdata` will generate library data against Unicode 9.0.0.

Note that this script requires Python 3, but all generated library data will work in Python 2.7.

Testing

The library has a test suite based on each rule of the IDNA specification, as well as tests that are provided as part of the Unicode Technical Standard 46, 'Unicode IDNA Compatibility Processing' <<http://unicode.org/reports/tr46/>>.

The tests are run automatically on each commit at Travis CI:

```
.. image:: https://travis-ci.org/kjd/idna.svg?branch=master
   :target: https://travis-ci.org/kjd/idna
```

Platform: UNKNOWN

Classifier: Development Status :: 5 - Production/Stable

Classifier: Intended Audience :: Developers

Classifier: Intended Audience :: System Administrators

Classifier: License :: OSI Approved :: BSD License

Classifier: Operating System :: OS Independent

Classifier: Programming Language :: Python

Classifier: Programming Language :: Python :: 2

Classifier: Programming Language :: Python :: 2.7

Classifier: Programming Language :: Python :: 3

Classifier: Programming Language :: Python :: 3.4

Classifier: Programming Language :: Python :: 3.5

Classifier: Programming Language :: Python :: 3.6

Classifier: Programming Language :: Python :: 3.7

Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: Name Service (DNS)
Classifier: Topic :: Software Development :: Libraries :: Python Modules
Classifier: Topic :: Utilities
Requires-Python: >=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*

Found in path(s):

* /opt/cola/permits/1175352047_1627367064.54/0/idna-2-10-1-tar-gz/idna-2.10/idna.egg-info/PKG-INFO
* /opt/cola/permits/1175352047_1627367064.54/0/idna-2-10-1-tar-gz/idna-2.10/PKG-INFO

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Found in path(s):

```
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```

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```
"""
```

A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.

```
"""
```

```
import io, sys
```

```
from setuptools import setup
```

```
def main():
```

```
    python_version = sys.version_info[:2]
```

```
    if python_version < (2,7):
```

```
        raise SystemExit("Sorry, Python 2.7 or newer required")
```

```
    package_data = { }
```

```
    exec(open('idna/package_data.py').read(), package_data)
```

```
    arguments = {
```

```
        'name': 'idna',
```

```
        'packages': ['idna'],
```

```
        'version': package_data['__version__'],
```

```
        'description': 'Internationalized Domain Names in Applications (IDNA)',
```

```
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
```

```
        'author': 'Kim Davies',
```

```
        'author_email': 'kim@cynosure.com.au',
```

```
        'license': 'BSD-like',
```

```
        'url': 'https://github.com/kjd/idna',
```

```
        'classifiers': [
```

```
            'Development Status :: 5 - Production/Stable',
```

```
            'Intended Audience :: Developers',
```

```
            'Intended Audience :: System Administrators',
```

```
            'License :: OSI Approved :: BSD License',
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```
            'Operating System :: OS Independent',
```

```
            'Programming Language :: Python',
```

```
            'Programming Language :: Python :: 2',
```

```
            'Programming Language :: Python :: 2.7',
```

```
            'Programming Language :: Python :: 3',
```

```
            'Programming Language :: Python :: 3.4',
```

```
            'Programming Language :: Python :: 3.5',
```

```
            'Programming Language :: Python :: 3.6',
```

```

'Programming Language :: Python :: 3.7',
'Programming Language :: Python :: 3.8',
'Programming Language :: Python :: Implementation :: CPython',
'Programming Language :: Python :: Implementation :: PyPy',
'Topic :: Internet :: Name Service (DNS)',
'Topic :: Software Development :: Libraries :: Python Modules',
'Topic :: Utilities',
],
'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
}

setup(**arguments)

if __name__ == '__main__':
    main()

Found in path(s):
* /opt/cola/permits/1175352047_1627367064.54/0/idna-2-10-1-tar-gz/idna-2.10/setup.py

```

1.155 vx-clip-path 0.0.199

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1.156 beautiful-soup 4.9.3

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1.157 lxml 4.7.1

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1.158 qt6-quick3d 6.0.0

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"Licensee's Records" shall mean books and records that are likely to contain information bearing on Licensee's compliance with this Agreement, Licensee's use of Open Source Qt and/or the payments due to The Qt Company under this Agreement, including, but not limited to user information, assembly logs, sales records and distribution records.

"Modified Software" shall have the meaning as set forth in Section 2.3.

"Online Services" shall mean any services or access to systems made available by The Qt Company to the Licensee over the Internet relating to the Licensed Software or for the purpose of use by the Licensee of the Licensed Software or Support. Use of any such Online Services is discretionary for the Licensee and some of them may be subject to additional fees.

"Open Source Qt" shall mean the non-commercial Qt computer software products, licensed under the terms of the GNU Lesser General Public License, version 2.1 or later ("LGPL") or the GNU General Public License, version 2.0 or later ("GPL"). For clarity, Open Source Qt shall not be provided nor governed under this Agreement.

"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Permitted Software" shall mean any (i) open source software (excluding Open Source Qt) that is a) generally available for public in source code form without additional cost under any of the licenses approved by Open Source Initiative as listed on <https://opensource.org/licenses>; and (b) is in no way, directly or indirectly, developed by or for or otherwise related to or in the interest of the Licensee or its Affiliates, or (ii) software The Qt Company has made available via its Qt Marketplace online distribution channel.

"Pre-Release Code" shall have the meaning as set forth in Section 4.

"Prohibited Combination" shall mean any means to (i) use, combine, incorporate, link or integrate Licensed Software with any software created with or incorporating Open Source Qt, (ii) use Licensed Software for creation of any software created with or incorporating Open Source Qt, or (iii) incorporate or integrate Applications into a hardware device or product other than a Device.

"Qt 3D Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt Design Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Application Development" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Device Creation" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for MCUs" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at

<https://www.qt.io/terms-conditions/> and as further defined in Section 8 hereunder.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall have the meaning set forth in Section 12.

"The Qt Company" shall mean:

- (i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or
- (ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Third-Party Software" shall have the meaning set forth in Section 4.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

2. OWNERSHIP

2.1. Ownership of The Qt Company

The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All of The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

2.2. Ownership of Licensee

All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.

All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

2.3. Modified Software

Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software ("Modified Software"). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces ("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee's Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company ("Submitted Modified Software") in connection with Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

3. LICENSES GRANTED

3.1. Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers. Each Application and/or Device can only include, incorporate or integrate code generated under this Agreement by such Designated Users who are duly licensed for the applicable Development Platform(s) and Deployment Platform(s) (i.e have a valid license for the appropriate Licensed Software product).

Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a

then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective License Term.

Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective notification from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10 %) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than thirty (30) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

3.2. Distribution of Applications

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for

Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);
- (iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;
- (v) Licensee shall not use The Qt Company's or any of its suppliers'

- names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
- (vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
 - (vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;
 - (viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;
 - (ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);
 - (x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
 - (xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions.

Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

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Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1. Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to

receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled

to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

10.2. Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's

use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION

12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately

upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties' Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the

terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any

of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or

circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control

Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License

There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy

Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be

regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

Modules / Tools	QtAD	QtDC	QtMCU	Qt3DS	QtDS
Qt Core	X, R	X, R			
Qt GUI	X, R	X, R			
Qt Multimedia	X, R	X, R			
Qt Multimedia Widgets	X, R	X, R			
Qt Network	X, R	X, R			
Qt QML	X, R	X, R			
Qt Quick	X, R	X, R			
Qt Quick Controls 2	X, R	X, R			
Qt Quick Dialogs	X, R	X, R			

Qt Quick Layouts	X, R	X, R			
Qt Quick Test	X, R	X, R			
Qt SQL	X, R	X, R			
Qt Test	X, R	X, R			
Qt Widgets	X, R	X, R			
Active Qt	X, R	X, R			
Qt 3D	X, R	X, R			
Qt Android Extras	X, R	X, R			
Qt Bluetooth	X, R	X, R			
Qt Canvas 3D	X, R	X, R			
Qt Concurrent	X, R	X, R			
Qt D-Bus	X, R	X, R			
Qt Gamepad	X, R	X, R			
Qt Graphical Effects	X, R	X, R			
Qt Help	X, R	X, R			
Qt Image Formats	X, R	X, R			
Qt Location	X, R	X, R			
Qt Mac Extras	X, R	X, R			
Qt Network Authorization	X, R	X, R			
Qt NFC	X, R	X, R			
Qt Platform Headers	X, R	X, R			
Qt Positioning	X, R	X, R			
Qt Print Support	X, R	X, R			
Qt Purchasing	X, R	X, R			

Qt for Python	X, R	X, R			
Qt Quick Controls	X, R	X, R			
Qt Quick Extras	X, R	X, R			
Qt Quick Widgets	X, R	X, R			
Qt SCXML	X, R	X, R			
Qt Sensors	X, R	X, R			
Qt Serial Bus	X, R	X, R			
Qt Serial Port	X, R	X, R			
Qt Speech	X, R	X, R			
Qt SVG	X, R	X, R			
Qt UI Tools	X, R	X, R			
Qt WebChannel	X, R	X, R			
Qt WebEngine	X, R	X, R			
Qt WebSockets	X, R	X, R			
Qt WebView	X, R	X, R			
Qt Windows Extras	X, R	X, R			
Qt X11 Extras	X, R	X, R			
Qt XML	X, R	X, R			
Qt XML Patterns	X, R	X, R			
Qt Wayland Compositor	X, R	X, R			
Qt Charts	X, R	X, R			
Qt Data visualization	X, R	X, R			
Qt Virtual Keyboard	X, R	X, R			
Boot 2 Qt stack		X, R			

Qt OTA		X, R			
Device Utilities		X, R			
Qt Debugging Bridge (QDB) Daemon		X, R			
Qt Quick Ultralite Controls		X, R			
Qt Quick Ultralite		X, R			
Qt Creator	X	X	X		
Qt Designer (Qt Widget Designer)	X	X			
Qt Quick Designer (Qt Creator plugin)	X	X	X		
Qt Linguist	X	X	X		
Qt Assistant	X	X	X		
Lupdate	X	X	X		
Lrelease	X	X	X		
Qmake	X	X			
Uic	X	X			
Rcc	X	X			
Qlalc	X	X			
Qdoc	X	X			
Qmlscene	X	X			
Qmlviewer	X	X			
Target toolchains		X	X		
Qt Debugging Bridge (QDB) Host		X			
Tools					
qtconfig-gui		X			
Qt Emulator		X			

Qmlinterfacegenerator				X			
Qmltoccpp			X				
qulfontcompiler			X				
Qt53DStudioRuntime2				X, R			
Qt 3D Studio				X			
Qt Design Studio				X			

APPENDIX 3: ADDITIONS TO LICENSED SOFTWARE

In addition to what is provided under the definition of the Licensed Software, Parties agree that Licensed Software shall also include the Add-On Products of The Qt Company, as mentioned in this Appendix, if included in the quote / invoice.

The Modules and/or Tools of the Licensed Software that are included with each Add-On Product respectively are marked with 'X' in the below table.

Parts of the respective Add-On Product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

	Add-On Product(s)						
Modules / Tools of Licensed Software	Qt for Automation	Qt Automotive	Qt Safe	Qt Application	Qt GammaRay	Qt Deployment	Qt M2M Suite
	Protocols	Renderer	Manager	Platform	Package		
Qt MQTT	X, R						
Qt KNX	X, R						
Qt OPC UA	X, R						
Qt CoAP	X, R						
Qt Safe Renderer		X, R	X, R				
Qt Application		X, R		X, R			

Manager								
+-----+								
Qt IVI		X, R						
+-----+								
Reference UI		X, R						
+-----+								
Qt GENIVI Extras		X, R						
+-----+								
QML Live		X						
+-----+								
Qt Creator		X						
Deployment								
+-----+								
Qt Creator Plugin		X		X				
for Qt Application Manager								
+-----+								
Qt Automotive Suite		X						
Deployment Server								
+-----+								
Qt Design Studio		X						
+-----+								
Qt 3D Studio		X						
+-----+								
GammaRay		X			X			
+-----+								
Platform adaptations						X		
for specified								
Deployment Platforms								
+-----+								
Qt for Device		X						
Creation								
+-----+								

All the above Redistributables are subject to applicable provisions and limitations including but not limited to what is defined in section 3 of the Agreement.

APPENDIX 4: SMALL BUSINESS AND STARTUP

The provisions of this Appendix 4 are applicable for companies with an annual revenue, including funding, equivalent to maximum of 250,000 USD (in applicable currency) during the latest full calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company ("Start-up Company").

Start-up Companies are qualified for a discounted License Fee for maximum of four (4) Development Licenses ("Start-up Development License") unless

otherwise agreed between the parties.

Start-up Development License entitles the respective Designated User for Support only for installation related issues.

Upon expiry of the respective License Term, the Start-up Development Licenses shall be automatically extended, pursuant to Section 3.1 of the Agreement, for a Renewal Term either as new Start-up Development Licenses (if the Licensee still qualifies as a Start-up Company), or as normal Development Licenses (if the Licensee no longer qualifies as a Start-up company).

APPENDIX 5: NON-COMMERCIAL USE

The provisions of this Appendix 5 are applicable for non-commercial use of the Licensed Software by the Licensee.

For the purpose of this Appendix 5, the following additional definitions (replacing the relevant definition of the Agreement, where applicable) shall be applicable:

"Demo Units" shall mean (i) hardware development platform, which incorporates the Licensed Software along with Licensee's software and/or hardware, and (ii) prototype versions of Applications or Devices.

"Designated User(s)" shall mean the employees and students of the Licensee.

"Licensee Products" shall mean Applications and/or Devices.

"Permitted Purpose" shall mean (i) Licensee's internal evaluation and testing of Licensed Software, (ii) building Demo Units as well as (iii) educational use.

"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

- I. Recital (A) shall be replaced in its entirety to read as follows:
"(A) Licensee wishes to use the Licensed Software for the Permitted Purpose."
- II. Section 3.1 shall be replaced in its entirety to read as follows:
"The Qt Company grants to Licensee a personal, non-exclusive, non-transferable, revocable, royalty-free license, valid for the Term, to use, modify and copy the Licensed Software solely for the Permitted Purpose.
Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated

Users who have a valid Development License may use the Licensed Software.

Licensee may demonstrate the Demo Units, provided that such demonstrations must be conducted by Licensee, and the Demo Units must remain in Licensee's possession and under Licensee's control at all times.

For clarity, this Agreement does not (i) entitle Licensee to use Licensed Software to create Applications or Devices (other than prototypes thereof) or (ii) carry any distribution rights to Licensee, but such rights are subject to and conditional upon conclusion of a separate license agreement with The Qt Company."

III. Sections 3.2, 3.3, 8 and 10 shall be deleted.

IV. Section 3.4 shall be replaced in its entirety to read as follows:

"Licensee shall not:

- remove or alter any copyright, trademark or other proprietary rights notice contained in any portion of the Licensed Software;
- transfer, publish, sublicense, disclose, display or otherwise make the Licensed Software available to any third party (except that Licensee may demonstrate the Demo Units pursuant to Section 3.1);
- in any way combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt;

Licensee shall cause all Designated Users who make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof. Licensee shall be responsible for any and all actions and omissions of its Designated Users relating to the Licensed Software and use thereof.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company."

V. Section 12 shall be replaced in its entirety to read as follows:

"This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of Section 12.

Upon termination of the Agreement, Licensee shall cease using the Licensed Software. All other copies of Licensed Software in the possession or control of Licensee must be erased or destroyed. An officer of Licensee must, upon request, promptly deliver to The Qt Company a written confirmation that this has occurred."

Except for the modifications specified above, this Appendix carries no change to the terms of the Agreement which shall remain in full force.

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Version 3, 29 June 2007

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Preamble

The GNU General Public License is a free, copyleft license for
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The licenses for most software and other practical works are designed
to take away your freedom to share and change the works. By contrast,
the GNU General Public License is intended to guarantee your freedom to
share and change all versions of a program--to make sure it remains free
software for all its users. We, the Free Software Foundation, use the
GNU General Public License for most of our software; it applies also to
any other work released this way by its authors. You can apply it to
your programs, too.

When we speak of free software, we are referring to freedom, not
price. Our General Public Licenses are designed to make sure that you
have the freedom to distribute copies of free software (and charge for
them if you wish), that you receive source code or can get it if you
want it, that you can change the software or use pieces of it in new
free programs, and that you know you can do these things.

To protect your rights, we need to prevent others from denying you
these rights or asking you to surrender the rights. Therefore, you have
certain responsibilities if you distribute copies of the software, or if
you modify it: responsibilities to respect the freedom of others.

For example, if you distribute copies of such a program, whether
gratis or for a fee, you must pass on to the recipients the same
freedoms that you received. You must make sure that they, too, receive
or can get the source code. And you must show them these terms so they
know their rights.

Developers that use the GNU GPL protect your rights with two steps:
(1) assert copyright on the software, and (2) offer you this License
giving you legal permission to copy, distribute and/or modify it.

For the developers' and authors' protection, the GPL clearly explains
that there is no warranty for this free software. For both users' and
authors' sake, the GPL requires that modified versions be marked as
changed, so that their problems will not be attributed erroneously to
authors of previous versions.

Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the

public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those

subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

2. Basic Permissions.

All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law.

You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provide you with facilities for running those works, provided that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you.

Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

3. Protecting Users' Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of

technological measures.

4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

- a) The work must carry prominent notices stating that you modified it, and giving a relevant date.
- b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".
- c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.
- d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users

beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

- a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.
- b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.
- c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.
- d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.
- e) Convey the object code using peer-to-peer transmission, provided

you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

7. Additional Terms.

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this

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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not

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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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TERMS AND CONDITIONS

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b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical

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```
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```

```
<signature of Ty Coon>, 1 April 1989
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```

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*/

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1.161 libsepol 3.1

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1.163 snpelib 1.59.0.3230

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---- gradle 3.30 ----

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=====
--- zlib 1.2.11 ----

version 1.2.11, January 15th, 2017

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Jean-loup Gailly Mark Adler
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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

=====
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CommonJS specification snapshots are included in the references/ directory. CommonJS is under the MIT license: <http://www.commonjs.org/>.

1.165 python-requests 2.27.1

1.165.1 Available under license :

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1.166 qml-module-qtquick-controls2 5.15.1

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Version 3, 29 June 2007

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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1.172 libnet-cidr-lite-perl 0.22

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Net/CIDR/Lite version 0.22

=====

INSTALLATION

To install this module type the following:

```
perl Makefile.PL
make
make test
make install
```

See tests (in the test.pl file) for examples.

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=head1 NAME

Net::CIDR::Lite - Perl extension for merging IPv4 or IPv6 CIDR addresses

=head1 SYNOPSIS

```
use Net::CIDR::Lite;

my $cidr = Net::CIDR::Lite->new;
$cidr->add($cidr_address);
@cidr_list = $cidr->list;
@ip_ranges = $cidr->list_range;
```

=head1 DESCRIPTION

Faster alternative to Net::CIDR when merging a large number of CIDR address ranges. Works for IPv4 and IPv6 addresses.

=head1 METHODS

=over 4

=item new()

```
$cidr = Net::CIDR::Lite->new
$cidr = Net::CIDR::Lite->new(@args)
```

Creates an object to represent a list of CIDR address ranges. No particular format is set yet; once an add method is called with a IPv4 or IPv6 format, only that format may be added for this cidr object. Any arguments supplied are passed to add_any() (see below).

=item add()

```
$cidr->add($cidr_address)
```

Adds a CIDR address range to the list.

=item add_range()

```
$cidr->add_range($ip_range)
```

Adds a hyphenated IP address range to the list.

=item add_cidr()

```
$cidr1->add_cidr($cidr2)
```

Adds address ranges from one object to another object.

```
=item add_ip()
```

```
$cidr->add_ip($ip_address)
```

Adds a single IP address to the list.

```
=item add_any()
```

```
$cidr->add_any($cidr_or_range_or_address);
```

Determines format of range or single ip address and calls add(), add_range(), add_cidr(), or add_ip() as appropriate.

```
=item $cidr->clean()
```

```
$cidr->clean;
```

If you are going to call the list method more than once on the same data, then for optimal performance, you can call this to purge null nodes in overlapping ranges from the list. Boundary nodes in contiguous ranges are automatically purged during add(). Only useful when ranges overlap or when contiguous ranges are added out of order.

```
=item $cidr->list()
```

```
@cidr_list = $cidr->list;
```

```
$list_ref = $cidr->list;
```

Returns a list of the merged CIDR addresses. Returns an array if called in list context, an array reference if not.

```
=item $cidr->list_range()
```

```
@cidr_list = $cidr->list_range;
```

```
$list_ref = $cidr->list_range;
```

Returns a list of the merged addresses, but in hyphenated range format. Returns an array if called in list context, an array reference if not.

```
=item $cidr->list_short_range()
```

```
@cidr_list = $cidr->list_short_range;
```

```
$list_ref = $cidr->list_short_range;
```

Returns a list of the C subnet merged addresses, in short hyphenated range format. Returns an array if called in list context, an array reference

if not.

Example:

```
1.1.1.1-2  
1.1.1.5-7  
1.1.1.254-255  
1.1.2.0-2  
1.1.3.5  
1.1.3.7
```

```
=item $cidr->find()
```

```
$found = $cidr->find($ip);
```

Returns true if the ip address is found in the CIDR range. False if not.

Not extremely efficient, is $O(n \cdot \log(n))$ to sort the ranges in the cidr object $O(n)$ to search through the ranges in the cidr object.

The sort is cached on the first call and used in subsequent calls, but if more addresses are added to the cidr object, `prep_find()` must be called on the cidr object.

```
=item $cidr->bin_find()
```

Same as `find()`, but forces a binary search. See also `prep_find`.

```
=item $cidr->prep_find()
```

```
$cidr->prep_find($num);
```

Caches the result of sorting the ip addresses. Implicitly called on the first `find` call, but must be explicitly called if more addresses are added to the cidr object. `find()` will do a binary search if the number of ranges is greater than or equal to `$num` (default 20);

```
=item $cidr->spanner()
```

```
$spanner = $cidr1->spanner($label1, $cidr2, $label2, ...);
```

Creates a spanner object to find out if multiple ip addresses are within multiple labeled address ranges. May also be called as (with or without any arguments):

```
Net::CIDR::Lite::Span->new($cidr1, $label1, $cidr2, $label2, ...);
```

```
=item $spanner->add()
```

```
$spanner->add($cidr1, $label1, $cidr2, $label2,...);
```

Adds labeled address ranges to the spanner object. The 'address range' may be a Net::CIDR::Lite object, a single CIDR address range, a single hyphenated IP address range, or a single IP address.

```
=item $spanner->find()
```

```
$href = $spanner->find(@ip_addresses);
```

Look up which range(s) ip addresses are in, and return a lookup table of the results, with the keys being the ip addresses, and the value a hash reference of which address ranges the ip address is in.

```
=item $spanner->bin_find()
```

Same as find(), but forces a binary search. See also prep_find.

```
=item $spanner->prep_find()
```

```
$spanner->prep_find($num);
```

Called implicitly the first time \$spanner->find(..) is called, must be called again if more cidr objects are added to the spanner object. Will do a binary search if ratio of the number of ip addresses to the number of ranges is less than \$num percent (default 4).

```
=item $spanner->clean()
```

```
$clean_address = $spanner->clean($ip_address);
```

Validates and returns a cleaned up version of an ip address (which is what you will find as the key in the result from the \$spanner->find(..), not necessarily what the original argument looked like). E.g. removes unnecessary leading zeros, removes null blocks from IPv6 addresses, etc.

```
=back
```

```
=head1 CAVEATS
```

Garbage in/garbage out. This module does do validation, but maybe not enough to suit your needs.

```
=head1 AUTHOR
```

Douglas Wilson, E<lt>dougw@cpan.orgE<gt>
w/numerous hints and ideas borrowed from Tye McQueen.

=head1 MAINTAINER

Stig Palmquist E<lt>stig@stig.ioE<gt>

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=head1 SEE ALSO

L<Net::CIDR>.

=cut

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1.173 dhcp 4.4.3

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<xsl:stylesheet version="1.0"  
  xmlns:xsl="http://www.w3.org/1999/XSL/Transform"  
  xmlns:xi="http://www.w3.org/2001/XInclude"  
  xmlns:db="http://docbook.org/ns/docbook">  
  
  <xsl:template name="isc.copyright.format">  
    <xsl:param name="text"/>  
    <xsl:value-of select="$isc.copyright.leader"/>  
    <xsl:value-of select="normalize-space(substring-before($text, '&#10;'))"/>  
    <xsl:text>&#10;</xsl:text>
```

```

<xsl:variable name="rest" select="substring-after($text, '&#10;')"/>
<xsl:if test="translate($rest, '&#9;&#32;', '')">
  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text" select="$rest"/>
  </xsl:call-template>
</xsl:if>
</xsl:template>

<xsl:variable name="isc.copyright.text">
  <xsl:text>
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    file, You can obtain one at http://mozilla.org/MPL/2.0/.
  </xsl:text>
</xsl:variable>

<xsl:variable name="isc.copyright">
  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text">
      <xsl:for-each select="db:book/db:info/db:copyright | db:refentry/db:docinfo/db:copyright">
        <xsl:text>Copyright (C) </xsl:text>
        <xsl:call-template name="copyright.years">
          <xsl:with-param name="years" select="db:year"/>
        </xsl:call-template>
        <xsl:text> </xsl:text>
        <xsl:value-of select="db:holder"/>
        <xsl:value-of select="$isc.copyright.breakline"/>
        <xsl:text>&#10;</xsl:text>
      </xsl:for-each>
      <xsl:value-of select="$isc.copyright.text"/>
    </xsl:with-param>
  </xsl:call-template>
</xsl:variable>
</xsl:stylesheet>

<!--
- Local variables:
- mode: sgml
- End:
-->
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```

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1.174 joyent-http-parser 2.7.1

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1.175 mtr 0.94

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1.176 jansson 2.7

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1.177 bluez 5.62

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1.178 Ixml 4.5.2

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1.184 sphinx-python-documentation-generator 1.6.3

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1.185 nspr 4.32

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1.186 ujson 4.1.0

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Portions of code from MODP_ASCII - Ascii transformations (upper/lower, etc)

<https://github.com/client9/stringencoders>

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1.187 rsync 2.6.9

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1.188 history 5.3.0

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1.189 rsync 2.6.9

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1.190 vim 8.2.4926

1.191 hidapi 0.11.0

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1.193 sysv-init 3.02

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1.194 Ittng-tools v2.13.0

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1.196 pcre 8.45

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1.200 readline 5.2

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```

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1.201 util-linux 2.33.2

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7zXZF!t]o."w[7gp<G

H:Oed 18uyMQ9]FO6

87I8.mhGl^eb_X/UQKuB

)Cdk!B_M/tw|11np#_(~*uM%S61opMG`YfRXvY[R+t[BS=)d

;*!:_>KfBqxY(F|0.Ve%S61opMG`YfRXvY[R+t[BS=)d

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;*!;_>KfBqxYm+sS|11np#_(~*'uM%S61opMG`\YfRXvY[R+t[ BS=)d
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1.202 types-lodash 4.14.182

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1.203 grpc 1.21.0-16

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27287199
27287880
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This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
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ARCHIVE LOCATIONS Where to find newer versions of this software.
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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](ftp://ftp.uu.net/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](ftp://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/>. 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

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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.

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5.15.2

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"Qt for Application Development" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Device Creation" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for MCUs" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at <https://www.qt.io/terms-conditions/> and as further defined in Section 8 hereunder.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall have the meaning set forth in Section 12.

"The Qt Company" shall mean:

- (i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or
- (ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Third-Party Software" shall have the meaning set forth in Section 4.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

2. OWNERSHIP

2.1. Ownership of The Qt Company

The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All of The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

2.2. Ownership of Licensee

All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.

All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

2.3. Modified Software

Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software ("Modified Software"). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces ("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee's Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company ("Submitted Modified Software") in connection with

Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

3. LICENSES GRANTED

3.1. Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers. Each Application and/or Device can only include, incorporate or integrate code generated under this Agreement by such Designated Users who are duly licensed for the applicable Development Platform(s) and Deployment Platform(s) (i.e have a valid license for the appropriate Licensed Software product).

Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective License Term.

Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective notification from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10 %) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than thirty (30) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

3.2. Distribution of Applications

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their

respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);
- (iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;
- (v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
- (vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
- (vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;
- (viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited

Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;

- (ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);
- (x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
- (xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1. Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods,

business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

10.2. Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company,

Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited

Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION

12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties' Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or

- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of

arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

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14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

Modules / Tools	QtAD	QtDC	QtMCU	Qt3DS	QtDS
Qt Core	X, R	X, R			
Qt GUI	X, R	X, R			
Qt Multimedia	X, R	X, R			
Qt Multimedia Widgets	X, R	X, R			
Qt Network	X, R	X, R			
Qt QML	X, R	X, R			
Qt Quick	X, R	X, R			
Qt Quick Controls 2	X, R	X, R			
Qt Quick Dialogs	X, R	X, R			
Qt Quick Layouts	X, R	X, R			
Qt Quick Test	X, R	X, R			
Qt SQL	X, R	X, R			
Qt Test	X, R	X, R			
Qt Widgets	X, R	X, R			
Active Qt	X, R	X, R			
Qt 3D	X, R	X, R			
Qt Android Extras	X, R	X, R			
Qt Bluetooth	X, R	X, R			
Qt Canvas 3D	X, R	X, R			

Qt Concurrent	X	R	X	R				
Qt D-Bus	X	R	X	R				
Qt Gamepad	X	R	X	R				
Qt Graphical Effects	X	R	X	R				
Qt Help	X	R	X	R				
Qt Image Formats	X	R	X	R				
Qt Location	X	R	X	R				
Qt Mac Extras	X	R	X	R				
Qt Network Authorization	X	R	X	R				
Qt NFC	X	R	X	R				
Qt Platform Headers	X	R	X	R				
Qt Positioning	X	R	X	R				
Qt Print Support	X	R	X	R				
Qt Purchasing	X	R	X	R				
Qt for Python	X	R	X	R				
Qt Quick Controls	X	R	X	R				
Qt Quick Extras	X	R	X	R				
Qt Quick Widgets	X	R	X	R				
Qt SCXML	X	R	X	R				
Qt Sensors	X	R	X	R				
Qt Serial Bus	X	R	X	R				
Qt Serial Port	X	R	X	R				
Qt Speech	X	R	X	R				
Qt SVG	X	R	X	R				

Qt UI Tools	X, R	X, R			
Qt WebChannel	X, R	X, R			
Qt WebEngine	X, R	X, R			
Qt WebSockets	X, R	X, R			
Qt WebView	X, R	X, R			
Qt Windows Extras	X, R	X, R			
Qt X11 Extras	X, R	X, R			
Qt XML	X, R	X, R			
Qt XML Patterns	X, R	X, R			
Qt Wayland Compositor	X, R	X, R			
Qt Charts	X, R	X, R			
Qt Data visualization	X, R	X, R			
Qt Virtual Keyboard	X, R	X, R			
Boot 2 Qt stack		X, R			
Qt OTA		X, R			
Device Utilities		X, R			
Qt Debugging Bridge (QDB) Daemon		X, R			
Qt Quick Ultralite Controls			X, R		
Qt Quick Ultralite			X, R		
Qt Creator	X	X	X		
Qt Designer (Qt Widget Designer)	X	X			
Qt Quick Designer (Qt Creator plugin)	X	X	X		
Qt Linguist	X	X	X		

Qt Assistant	X	X	X			
Lupdate	X	X	X			
Lrelease	X	X	X			
Qmake	X	X				
Uic	X	X				
Rcc	X	X				
Qlalr	X	X				
Qdoc	X	X				
Qmlscene	X	X				
Qmlviewer	X	X				
Target toolchains		X	X			
Qt Debugging Bridge (QDB) Host		X				
Tools						
qtconfig-gui		X				
Qt Emulator		X				
Qmlinterfacegenerator			X			
Qmltoccpp			X			
qulfontcompiler			X			
Qt53DStudioRuntime2				X, R		
Qt 3D Studio				X		
Qt Design Studio				X		

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Parts of the respective Add-On Product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

-----+							
Add-On Product(s)							
-----+							
Modules / Tools of	Qt for	Qt	Qt	Qt	Qt	Qt	Qt
Licensed Software	Automation	Automotive	Safe	Application	GammaRay	Deployment	
Qt M2M	Suite	Renderer	Manager		Platform		
Protocols				Package			
-----+							
Qt MQTT	X, R						
-----+							
Qt KNX	X, R						
-----+							
Qt OPC UA	X, R						
-----+							
Qt CoAP	X, R						
-----+							
Qt Safe Renderer		X, R	X, R				
-----+							
Qt Application Manager		X, R		X, R			
-----+							
Qt IVI		X, R					
-----+							
Reference UI		X, R					
-----+							
Qt GENIVI Extras		X, R					
-----+							
QML Live		X					
-----+							
Qt Creator		X					
Deployment							
-----+							
Qt Creator Plugin for Qt Application Manager		X		X			
-----+							
Qt Automotive Suite		X					
Deployment Server							
-----+							
Qt Design Studio		X					

Qt 3D Studio			X					
GammaRay			X				X	
Platform adaptations							X	
for specified								
Deployment Platforms								
Qt for Device			X					
Creation								

All the above Redistributables are subject to applicable provisions and limitations including but not limited to what is defined in section 3 of the Agreement.

APPENDIX 4: SMALL BUSINESS AND STARTUP

The provisions of this Appendix 4 are applicable for companies with an annual revenue, including funding, equivalent to maximum of 250,000 USD (in applicable currency) during the latest full calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company ("Start-up Company").

Start-up Companies are qualified for a discounted License Fee for maximum of four (4) Development Licenses ("Start-up Development License") unless otherwise agreed between the parties.

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Upon expiry of the respective License Term, the Start-up Development Licenses shall be automatically extended, pursuant to Section 3.1 of the Agreement, for a Renewal Term either as new Start-up Development Licenses (if the Licensee still qualifies as a Start-up Company), or as normal Development Licenses (if the Licensee no longer qualifies as a Start-up company).

APPENDIX 5: NON-COMMERCIAL USE

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"Designated User(s)" shall mean the employees and students of the Licensee.

"Licensee Products" shall mean Applications and/or Devices.

"Permitted Purpose" shall mean (i) Licensee's internal evaluation and testing of Licensed Software, (ii) building Demo Units as well as (iii) educational use.

"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

- I. Recital (A) shall be replaced in its entirety to read as follows:
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- II. Section 3.1 shall be replaced in its entirety to read as follows:
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- III. Sections 3.2, 3.3, 8 and 10 shall be deleted.
- IV. Section 3.4 shall be replaced in its entirety to read as follows:
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V. Section 12 shall be replaced in its entirety to read as follows:

"This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of Section 12.

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An officer of Licensee must, upon request, promptly deliver to The Qt Company a written confirmation that this has occurred."

Except for the modifications specified above, this Appendix carries no change to the terms of the Agreement which shall remain in full force.

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Version 2.0, January 2004

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Version 3, 29 June 2007

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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official

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The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

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The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other

proprietary rights notice contained in any portion of the Licensed Software;

(ii) Applications and SDKs must add primary and substantial functionality to the Licensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Applications and SDKs must not compete with the Licensed Software;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications or SDKs, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Except as expressly provided in Section 3.3, Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement);

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Except as expressly provided in Section 3.3, Licensee shall not and shall cause that its Affiliates, Contractors and Licensee's SDK Contractors shall not a) in any way, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt or b) incorporate or integrate Applications into a hardware device or product other than a Device, unless Licensee has received an advance written permission from The Qt Company to do so. Unless specifically otherwise agreed, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software build with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered as distribution under this Agreement and dependent on compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution);

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

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(xii) Attempt or enlist a third party to conduct or attempt to conduct any of the above.

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7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1 Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES RECEIVED BY THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

7.2 Licensees Indemnification

Licensee shall indemnify and hold harmless The Qt Company from and against any claim, injury, judgment, settlement, loss or expense, including attorneys' fees related to: (a) Licensee's misrepresentation in connection with The Qt Company or the Licensed Software or breach of this Agreement, (b) the Application or Device (except where such cause of liability is solely attributable to the Licensed Software).

8. SUPPORT, UPDATES AND ONLINE SERVICES

Licensee will be eligible to receive Support and Updates and to use the Online Services during the Support Term. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

Licenses granted under this Agreement shall include a prepaid Initial Support Term.

Initial Support Term shall be automatically extended to one or more Support Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the Support, such notification to be provided to the other Party no less than ninety (90) days before expiry of the Initial Support Term or respective Support Renewal Term. During any such Support Renewal Term Support shall be available subject to prices and terms agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Support Renewal Term. From time to time The Qt Company may change Support provided within each Support plan; provided that during the respective Initial Support Term or Support Renewal Term (as the case may be), the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to the Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if

disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1 License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be. The License Fees shall not be refunded or claimed as a credit, even on the ground that Distribution Licenses are not used, i.e. Redistributables are not actually distributed corresponding to the Distribution Licenses purchased, or for any other reason.

10.2 Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3 Distribution

License Packs Unless otherwise agreed, the Distribution Licenses are bought by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for installing, bundling or integrating (all jointly "installing") the Redistributables with the Devices or for otherwise distributing the Redistributables in accordance with this Agreement.

Each time Licensee "installs" or distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may "install" copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

Redistributables will be deemed to have been "installed" into a Device when one of the following circumstances shall have occurred: a) the Redistributables have been loaded onto the Device and used outside of the Licensee's premises or b) the Device has been fully tested and placed into Licensee's inventory (or sold) for the first time (i.e., Licensee will not be required to use (or pay for) more than one Distribution License for each individual Device, e.g. in a situation where a Device is returned to Licensee's inventory after delivery to a distributor or sale to a Customer). In addition, if Licensee includes a back-up copy of the Redistributables on a CD-ROM or other storage medium along with the product, that backup copy of the Redistributables will not be deemed to have been "installed" and will not require an additional Distribution License.

10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

The Qt Company shall have the right to suspend, terminate or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Developer License, Distribution License, and Support, should Licensee fail to make payment in a timely fashion.

10.5 Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax and other taxes, duties or tariffs ("Taxes"). Such applicable Taxes shall be paid by Licensee, or, where applicable, in lieu of payment of such Taxes, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1 Licensee's Record-keeping

Licensee shall at all times maintain accurate and up-to-date written records of Licensee's activities related to the use of Licensed Software and distribution of Redistributables. The records shall be adequate to determine Licensee's compliance with the provisions of this Agreement and to demonstrate the number of Designated Users and Redistributables distributed by Licensee. The records shall conform to good accounting practices reasonably acceptable to The Qt Company.

Licensee shall, within thirty (30) days from the end of each calendar quarter, deliver to The Qt Company a report detailing the number of Designated Users and copies of Redistributables distributed by Licensee during that calendar quarter, and also detailing the number of undistributed copies of Redistributables made by Licensee and remaining in its account (i.e., undistributed copies for which Distribution Licenses have been or need to be obtained from The Qt Company). Such report shall contain such other information as The Qt Company shall reasonably require from time to time.

11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the use of the Redistributables, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to

inspect Licensee's Records. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12 TERM AND TERMINATION

12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall, within 30 days after such termination, cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6)

months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1 No Assignment Licensee

shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2 No Third Party Representations

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14.3 Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive.

14.4 Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

14.5 Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order shall apply unless expressly

accepted by The Qt Company in writing.

14.6 Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non- performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non- performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7 Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for The Qt Company in the beginning of this Agreement, and for the Licensee in the Licensees account profile. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8 Export Control

Licensee acknowledges that the Redistributables may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all lawses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re- exportation of the Redistributables, Applications and/or Devices.

14.9 No Implied License

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14.10 Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11 Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

IN WITNESS WHEREOF, the Parties hereto, intending to be legally bound hereby, have caused this Agreement to be executed by Licensees authorized representative installing the Licensed Software and accepting the terms hereof in connection therewith.

Appendix 1

1. Parts of the Licensed Software that are permitted for distribution in object code form only ("Redistributables") under this Agreement:

- The Licensed Software's essential and add-on libraries
- The Licensed Software's configuration tool ("qtconfig")
- The Licensed Software's help tool ("Qt Assistant")
- The Licensed Software's internationalization tools ("Qt Linguist", "lupdate", "lrelease")
- The Licensed Software's QML ("Qt Quick") launcher tool ("qmlscene" and "qmlviewer")
- The Licensed Software's installer framework

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- The Licensed Software's tool for writing makefiles ("qmake")
- The Licensed Software's Meta Object Compiler ("moc")
- The Licensed Software's User Interface Compiler ("uic" or in the case of Qt Jambi: "juic")
- The Licensed Software's Resource Compiler ("rcc")

- The Licensed Software's generator (only in the case of Qt Jambi if applicable)
- The Licensed Software's parts of the IDE tool ("Qt Creator")
- The Licensed Software's Emulator

- Build scripts, recipes and other material for creating the configuration of Licensed Software and/or 3rd party components, including the reference operating system configuration delivered in conjunction with the Copyright (c) 2006 Hewlett-Packard Development Company, L.P.

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1.209 @babel/core 7.18.2

1.209.1 Available under license :

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1.210 protobuf-c 1.3.2

1.210.1 Available under license :

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1.211 fp-ts 2.12.1

1.211.1 Available under license :

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1.212 cJSON v1.7.5

1.212.1 Available under license :

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Contributors

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- * [Jakub Wilk](<https://github.com/jwilk>)
- * [Jiri Zouhar](<https://github.com/loigu>)
- * [Jonathan Fether](<https://github.com/jfether>)
- * [Julin Vsquez](<https://github.com/juvasquezg>)
- * [Kevin Branigan](<https://github.com/kbranigan>)
- * [Kyle Chisholm](<https://github.com/ChisholmKyle>)
- * [Linus Wallgren](<https://github.com/ecksun>)
- * Mike Pontillo
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- * [Roland Meertens](<https://github.com/rmeertens>)
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- * [Stephan Gatzka](<https://github.com/gatzka>)
- * [Weston Schmidt](<https://github.com/schmidtw>)
- * [yangfl](<https://github.com/yangfl>)

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1.213 zlib 1.2.12

1.213.1 Available under license :

* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 11th, 2022

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

*/

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1.214 libaio 0.3.112

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1.215 setools 4.4.0

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1.216 libsemanage 3.1

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```
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```
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```

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client/gtk2/Makefile.in
client/gtk3/Makefile.in

client/wayland/Makefile.in
client/x11/Makefile.in
conf/Makefile.in
conf/dconf/Makefile.in
conf/gconf/Makefile.in
conf/memconf/Makefile.in
data/Makefile.in
data/dconf/Makefile.in
data/icons/Makefile.in
data/keymaps/Makefile.in
docs/Makefile.in
docs/reference/Makefile.in
docs/reference/ibus/Makefile.in
engine/Makefile.in
ibus/Makefile.in
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m4/Makefile.in
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client/wayland/main.c

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```

```
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1.229 libxml2 2.9.13

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1.230 portaudio 19.6.0

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```
>>>>>
```

```
/*
```

```
* PortAudio Portable Real-Time Audio Library
```

```
* PortAudio API Header File
```

```
* Latest version available at: http://www.portaudio.com
```

```
*
```

```
* Copyright (c) 1999-2006 Ross Bencina and Phil Burk
```

```
*
```

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```

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```

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```
*/
```

```
<<<<<
```

Implementation files to contain:

```
>>>>>
```


/*

* PortAudio Portable Real-Time Audio Library

* Latest version at: <http://www.portaudio.com>

* <platform> Implementation

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*

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1.231 curses 1.4.0

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1.232 net-tools 1.60

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```
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```

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```
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```

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1.233 mcstrans 3.1

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```

```
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1.236 zlib 1.2.11

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```
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```

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1.237 net-snmp 5.9.1

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1.238 babel-loader 8.2.5

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1.244 qt 5.9.3

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Dr. Memory: the memory debugger

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From strings/apr_fnmatch.c, include/apr_fnmatch.h, misc/unix/getopt.c, file_io/unix/mktemp.c, strings/apr_strings.c:

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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From dso/aix/dso.c:

* Based on libdl (dlfcn.c/dlfcn.h) which is
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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
Copyright (C) 2000 by Martin Pool <mbp@humblebug.org.au>

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```
# Files that don't get a copyright, or which are taken from elsewhere.
#
# All lines in this file are patterns, including the comment lines; this
# means that e.g. `FTL.TXT' matches all files that have this string in
# the file name (including the path relative to the current directory,
# always starting with `./').
#
# Don't put empty lines into this file!
#
.gitignore
#
builds/unix/pkg.m4
#
docs/FTL.TXT
docs/GPLv2.TXT
#
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
```

```
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/ftandom/ftandom.c
#
# EOF
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```

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* Version 1.3 -- 17-Mar-2006

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the

application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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- b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object

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```

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-----
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```

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#
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```
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base/base64.h
base/md5.cc
base/md5.h
base/sha1.cc
base/sha1.h
base/sigslot.cc
base/sigslot.h
common_audio/fft4g.c
common_audio/signal_processing/spl_sqrt_floor.c
common_audio/signal_processing/spl_sqrt_floor_arm.S
modules/audio_coding/codecs/g711/main/source/g711.c
modules/audio_coding/codecs/g711/main/source/g711.h
modules/audio_coding/codecs/g722/main/source/g722_decode.c
modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h
modules/audio_coding/codecs/g722/main/source/g722_encode.c
modules/audio_coding/codecs/isac/main/source/fft.c
modules/audio_device/mac/portaudio/pa_memorybarrier.h
modules/audio_device/mac/portaudio/pa_ringbuffer.c
modules/audio_device/mac/portaudio/pa_ringbuffer.h
modules/audio_processing/aec/aec_rdfc.c
system_wrappers/source/condition_variable_event_win.cc
system_wrappers/source/set_thread_name_win.h
system_wrappers/source/spreadsortlib/constants.hpp
system_wrappers/source/spreadsortlib/spreadsort.hpp
```

Individual licenses for each file:

Files:

```
base/base64.cc
base/base64.h
```

License:

```
/**
** Base64 - a simple base64 encoder and decoder.
**
** Copyright (c) 1999, Bob Withers - bwit@pobox.com
```

```
/**
/** This code may be freely used for any purpose, either personal
/** or commercial, provided the authors copyright notice remains
/** intact.
/**
/** Enhancements by Stanley Yamane:
/**   o reverse lookup table for the decode function
/**   o reserve string buffer space in advance
/**
/*******
```

Files:

base/md5.cc
base/md5.h

License:

```
/*
* This code implements the MD5 message-digest algorithm.
* The algorithm is due to Ron Rivest. This code was
* written by Colin Plumb in 1993, no copyright is claimed.
* This code is in the public domain; do with it what you wish.
*
```

Files:

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base/sha1.h

License:

```
/*
* SHA-1 in C
* By Steve Reid <sreid@sea-to-sky.net>
* 100% Public Domain
*
* -----
* Modified 7/98
* By James H. Brown <jbrown@burgoyne.com>
* Still 100% Public Domain
*
```

Files:

base/sigslot.cc
base/sigslot.h

License:

```
// sigslot.h: Signal/Slot classes
//
// Written by Sarah Thompson (sarah@telergy.com) 2002.
//
```


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Files:

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common_audio/signal_processing/spl_sqrt_floor_arm.S

License:

```
/*
 * Written by Wilco Dijkstra, 1996. The following email exchange establishes the
 * license.
 *
 * From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>
 * Date: Fri, Jun 24, 2011 at 3:20 AM
 * Subject: Re: sqrt routine
 * To: Kevin Ma <kma@google.com>
 * Hi Kevin,
 * Thanks for asking. Those routines are public domain (originally posted to
 * comp.sys.arm a long time ago), so you can use them freely for any purpose.
 * Cheers,
 * Wilco
 *
 * ----- Original Message -----
 * From: "Kevin Ma" <kma@google.com>
 * To: <Wilco.Dijkstra@ntlworld.com>
 * Sent: Thursday, June 23, 2011 11:44 PM
 * Subject: Fwd: sqrt routine
 * Hi Wilco,
 * I saw your sqrt routine from several web sites, including
 * http://www.finesse.demon.co.uk/steven/sqrt.html.
 * Just wonder if there's any copyright information with your Successive
 * approximation routines, or if I can freely use it for any purpose.
 * Thanks.
 * Kevin
 */
```

Files:

modules/audio_coding/codecs/g711/main/source/g711.c
modules/audio_coding/codecs/g711/main/source/g711.h

License:

```
/*
 * SpanDSP - a series of DSP components for telephony
 *
 * g711.h - In line A-law and u-law conversion routines
 *
 * Written by Steve Underwood <steveu@coppice.org>
```

*
* Copyright (C) 2001 Steve Underwood

*
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* ones who might try to proprietize my work and use it to my
* detriment.
*/

Files:

modules/audio_coding/codecs/g722/main/source/g722_decode.c
modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h
modules/audio_coding/codecs/g722/main/source/g722_encode.c

License:

/*
* SpanDSP - a series of DSP components for telephony
*
* g722_decode.c - The ITU G.722 codec, decode part.
*
* Written by Steve Underwood <steveu@coppice.org>
*
* Copyright (C) 2005 Steve Underwood
*
* Despite my general liking of the GPL, I place my own contributions
* to this code in the public domain for the benefit of all mankind -
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*
* Based in part on a single channel G.722 codec which is:
*
* Copyright (c) CMU 1993
* Computer Science, Speech Group
* Chengxiang Lu and Alex Hauptmann
*/

Files:

modules/audio_coding/codecs/isac/main/source/fft.c

License:

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* Queen's Univ at Kingston (Canada)
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* should make their way back to the general Internet community so
* that everyone benefits.
*/

Files:

modules/audio_device/mac/portaudio/pa_memorybarrier.h
modules/audio_device/mac/portaudio/pa_ringbuffer.c
modules/audio_device/mac/portaudio/pa_ringbuffer.h

License:

/*
* \$Id: pa_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche \$
* Portable Audio I/O Library
* Memory barrier utilities
*
* Author: Bjorn Roche, XO Audio, LLC
*
* This program uses the PortAudio Portable Audio Library.
* For more information see: <http://www.portaudio.com>
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*/

/*

* \$Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche \$

* Portable Audio I/O Library

* Ring Buffer utility.

*

* Author: Phil Burk, <http://www.softsynth.com>

* modified for SMP safety on Mac OS X by Bjorn Roche

* modified for SMP safety on Linux by Leland Lucius

* also, allowed for const where possible

* modified for multiple-byte-sized data elements by Sven Fischer

*

* Note that this is safe only for a single-thread reader and a

* single-thread writer.

*

* This program uses the PortAudio Portable Audio Library.

* For more information see: <http://www.portaudio.com>

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Files:

common_audio/fft4g.c
modules/audio_processing/aec/aec_rdfc.c

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* <http://www.kurims.kyoto-u.ac.jp/~ooura/fft.html>

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Files:

system_wrappers/source/set_thread_name_win.h

Source:

<http://msdn.microsoft.com/en-us/cc300389.aspx#P>

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system_wrappers/source/spreadsortlib/constants.hpp
system_wrappers/source/spreadsortlib/spreadsort.hpp

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```
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```

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The code in this library is an extension of Bala Vatti's clipping algorithm:

"A generic solution to polygon clipping"

Communications of the ACM, Vol 35, Issue 7 (July 1992) pp 56-63.

<http://portal.acm.org/citation.cfm?id=129906>

Computer graphics and geometric modeling: implementation and algorithms

By Max K. Agoston

Springer; 1 edition (January 4, 2005)

<http://books.google.com/books?q=vatti+clipping+agoston>

See also:

"Polygon Offsetting by Computing Winding Numbers"

Paper no. DETC2005-85513 pp. 565-575

ASME 2005 International Design Engineering Technical Conferences
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Version 3, 29 June 2007

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curl

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dynamic_annotations

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./test/schur_real.cpp
./test/prec_inverse_4x4.cpp
./test/smallvectors.cpp
./test/redux.cpp
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./test/adjoint.cpp
./test/resize.cpp
./test/mixingtypes.cpp
./test/product_trmv.cpp
./test/sparse_solvers.cpp
./test/cholesky.cpp
./test/geo_quaternion.cpp
./test/miscmatrices.cpp
./test/stddeque.cpp
./test/integer_types.cpp
./test/product_large.cpp
./test/eigensolver_generic.cpp
./test/householder.cpp
./test/geo_orthomethods.cpp
./test/array_for_matrix.cpp
./test/sparseLM.cpp
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./test/swap.cpp
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./test/denseLM.cpp
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./test/nesting_ops.cpp
./test/sparse_permutations.cpp
./test/zerosized.cpp

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./test/basicstuff.cpp
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./test/linearstructure.cpp
./test/sparse_product.cpp
./test/stdvector_overload.cpp
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./test/unalignedcount.cpp
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./test/eigensolver_complex.cpp
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./test/conjugate_gradient.cpp
./test/sparse.h
./test/simplicial_cholesky.cpp
./test/bicgstab.cpp
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./test/geo_hyperplane.cpp
./test/lu.cpp
./test/qr.cpp
./test/hessenberg.cpp
./test/sizeof.cpp
./test/main.h
./test/selfadjoint.cpp
./test/permutationmatrices.cpp
./test/superlu_support.cpp
./test/qtvector.cpp
./test/geo_homogeneous.cpp
./test/determinant.cpp
./test/array_reverse.cpp
./test/unalignedassert.cpp
./test/stdlist.cpp
./test/product_symm.cpp
./test/corners.cpp
./test/dontalign.cpp
./test/visitor.cpp
./test/geo_alignedbox.cpp
./test/diagonalmatrices.cpp
./test/product_small.cpp

./test/eigensolver_generalized_real.cpp
./test/umfpack_support.cpp
./test/first_aligned.cpp
./test/qr_fullpivoting.cpp
./test/array_replicate.cpp
./test/geo_parametrizedline.cpp
./test/eigen2/eigen2_unalignedassert.cpp
./test/eigen2/eigen2_prec_inverse_4x4.cpp
./test/eigen2/eigen2_alignedbox.cpp
./test/eigen2/eigen2_sparse_product.cpp
./test/eigen2/eigen2_meta.cpp
./test/eigen2/eigen2_nomalloc.cpp
./test/eigen2/eigen2_visitor.cpp
./test/eigen2/eigen2_packetmath.cpp
./test/eigen2/eigen2_svd.cpp
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./test/eigen2/eigen2_linearstructure.cpp
./test/eigen2/eigen2_sizeof.cpp
./test/eigen2/eigen2_parametrizedline.cpp
./test/eigen2/eigen2_lu.cpp
./test/eigen2/eigen2_adjoint.cpp
./test/eigen2/eigen2_geometry.cpp
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./test/eigen2/eigen2_submatrices.cpp
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./test/eigen2/eigen2_swap.cpp
./test/eigen2/eigen2_triangular.cpp
./test/eigen2/eigen2_basicstuff.cpp
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./test/eigen2/eigen2_cholesky.cpp
./test/eigen2/eigen2_determinant.cpp
./test/eigen2/eigen2_sum.cpp

./test/eigen2/eigen2_inverse.cpp
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./test/eigen2/eigen2_product_small.cpp
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./test/eigen2/eigen2_sparse_vector.cpp
./test/eigen2/product.h
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./test/eigen2/eigen2_bug_132.cpp
./test/array.cpp
./test/product_syrk.cpp
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./test/conservative_resize.cpp
./test/qr_colpivoting.cpp
./test/nullary.cpp
./test/bandmatrix.cpp
./test/pastix_support.cpp
./test/product.h
./test/block.cpp
./test/vectorization_logic.cpp
./test/jacobi.cpp
./test/diagonal.cpp
./test/schur_complex.cpp
./test/sizeoverflow.cpp
./bench/BenchTimer.h
./bench/benchFFT.cpp
./bench/eig33.cpp
./bench/spbench/spbenchsolver.h
./bench/spbench/spbenchstyle.h
./lapack/complex_double.cpp
./lapack/cholesky.cpp
./lapack/lapack_common.h
./lapack/eigenvalues.cpp
./lapack/single.cpp
./lapack/lu.cpp
./lapack/complex_single.cpp
./lapack/double.cpp
./demos/mix_eigen_and_c/binary_library.cpp
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./demos/mix_eigen_and_c/example.c
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./demos/opengl/quaternion_demo.h
./demos/opengl/camera.h
./demos/opengl/trackball.h
./demos/opengl/gpuhelper.h

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./unsupported/test/bdcsvd.cpp
./unsupported/test/matrix_exponential.cpp
./unsupported/test/forward_adolc.cpp
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./unsupported/test/sparse_extra.cpp
./unsupported/test/matrix_functions.h
./unsupported/test/svd_common.h
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./unsupported/Eigen/ArpackSupport
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./Eigen/Eigen2Support
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./Eigen/src/Eigen2Support/Minor.h
./Eigen/src/Eigen2Support/Lazy.h
./Eigen/src/Eigen2Support/Memory.h
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./Eigen/src/Geometry/Homogeneous.h
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./Eigen/src/Core/CwiseUnaryOp.h
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./Eigen/src/Core/Fuzzy.h
./Eigen/src/Core/Visitor.h
./Eigen/src/Core/Map.h
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./Eigen/StdList
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./Eigen/SparseCholesky
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./blas/PackedTriangularMatrixVector.h

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./blas/complex_single.cpp
./blas/PackedTriangularSolverVector.h
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./blas/common.h
./blas/level2_impl.h
./blas/GeneralRank1Update.h

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./test/sparselu.cpp

./unsupported/test/mpreal/mpreal.h

./unsupported/Eigen/src/IterativeSolvers/IterationController.h

./unsupported/Eigen/src/IterativeSolvers/ConstrainedConjGrad.h

./unsupported/Eigen/src/Eigenvalues/ArpackSelfAdjointEigenSolver.h

./Eigen/src/OrderingMethods/Amd.h

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Device drivers	src/mesa/drivers/*	See drivers	See drivers
Ext headers	include/GL/glext.h include/GL/glxext.h	SGI	SGI Free B
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java/android_libs/protobuf_nano

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java_src/android_libs/protobuf_nano/v2

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jpeg

(extracted from src/README)

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libunwind

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libxml

Libxml2, an XML C Parser

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LodePNG

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mongoose

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objective_c/gtm_session_fetcher

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openctm

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Ty Coon, President of Vice

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AndroidClock_Highlight.ttf

AndroidClock_Solid.ttf

Clockopia.ttf

ComingSoon.ttf
DroidSansFallback.ttf
DroidSansFallbackFull.ttf
DroidSansMono.ttf
MTLc3m.ttf
MTLmr3m.ttf
NotoColorEmoji.ttf
NotoKufiArabic-Bold.ttf
NotoKufiArabic-Regular.ttf
NotoNaskhArabic-Bold.ttf
NotoNaskhArabic-Regular.ttf
NotoNaskhArabicUI-Bold.ttf
NotoNaskhArabicUI-Regular.ttf
NotoSansArmenian-Bold.ttf
NotoSansArmenian-Regular.ttf
NotoSansAvestan-Regular.ttf
NotoSansBalinese-Regular.ttf
NotoSansBamum-Regular.ttf
NotoSansBatak-Regular.ttf
NotoSansBengali-Bold.ttf
NotoSansBengali-Regular.ttf
NotoSansBengaliUI-Bold.ttf
NotoSansBengaliUI-Regular.ttf
NotoSans-BoldItalic.ttf
NotoSans-Bold.ttf
NotoSansBrahmi-Regular.ttf
NotoSansBuginese-Regular.ttf
NotoSansBuhid-Regular.ttf
NotoSansCanadianAboriginal-Regular.ttf
NotoSansCarian-Regular.ttf
NotoSansCham-Bold.ttf
NotoSansCham-Regular.ttf
NotoSansCherokee-Regular.ttf
NotoSansCoptic-Regular.ttf
NotoSansCuneiform-Regular.ttf
NotoSansCypriot-Regular.ttf
NotoSansDeseret-Regular.ttf
NotoSansDevanagari-Bold.ttf
NotoSansDevanagari-Regular.ttf
NotoSansDevanagariUI-Bold.ttf
NotoSansDevanagariUI-Regular.ttf
NotoSansEgyptianHieroglyphs-Regular.ttf
NotoSansEthiopic-Bold.ttf
NotoSansEthiopic-Regular.ttf
NotoSansGeorgian-Bold.ttf
NotoSansGeorgian-Regular.ttf
NotoSansGlagolitic-Regular.ttf
NotoSansGothic-Regular.ttf

NotoSansGujarati-Bold.ttf
NotoSansGujarati-Regular.ttf
NotoSansGujaratiUI-Bold.ttf
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NotoSansGurmukhiUI-Bold.ttf
NotoSansGurmukhiUI-Regular.ttf
NotoSansHanunoo-Regular.ttf
NotoSansHebrew-Bold.ttf
NotoSansHebrew-Regular.ttf
NotoSansImperialAramaic-Regular.ttf
NotoSansInscriptionalPahlavi-Regular.ttf
NotoSansInscriptionalParthian-Regular.ttf
NotoSans-Italic.ttf
NotoSansJavanese-Regular.ttf
NotoSansKaithi-Regular.ttf
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NotoSansLao-Bold.ttf
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NotoSansLaoUI-Bold.ttf
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NotoSansLinearB-Regular.ttf
NotoSansLisu-Regular.ttf
NotoSansLycian-Regular.ttf
NotoSansLydian-Regular.ttf
NotoSansMalayalam-Bold.ttf
NotoSansMalayalam-Regular.ttf
NotoSansMalayalamUI-Bold.ttf
NotoSansMalayalamUI-Regular.ttf
NotoSansMandaic-Regular.ttf
NotoSansMeeteiMayek-Regular.ttf
NotoSansMongolian-Regular.ttf
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NotoSansMyanmar-Regular.ttf
NotoSansMyanmarUI-Bold.ttf
NotoSansMyanmarUI-Regular.ttf

NotoSansNewTaiLue-Regular.ttf
NotoSansNKO-Regular.ttf
NotoSansOgham-Regular.ttf
NotoSansOlChiki-Regular.ttf
NotoSansOldItalic-Regular.ttf
NotoSansOldPersian-Regular.ttf
NotoSansOldSouthArabian-Regular.ttf
NotoSansOldTurkic-Regular.ttf
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NotoSansOriya-Regular.ttf
NotoSansOriyaUI-Bold.ttf
NotoSansOriyaUI-Regular.ttf
NotoSansOsmanya-Regular.ttf
NotoSansPhagsPa-Regular.ttf
NotoSansPhoenician-Regular.ttf
NotoSans-Regular.ttf
NotoSansRejang-Regular.ttf
NotoSansRunic-Regular.ttf
NotoSansSamaritan-Regular.ttf
NotoSansSaurashtra-Regular.ttf
NotoSansShavian-Regular.ttf
NotoSansSinhala-Bold.ttf
NotoSansSinhala-Regular.ttf
NotoSansSundanese-Regular.ttf
NotoSansSylotiNagri-Regular.ttf
NotoSansSymbols-Regular-Subsetted.ttf
NotoSansSymbols-Regular.ttf
NotoSansSyriacEastern-Regular.ttf
NotoSansSyriacEstrangela-Regular.ttf
NotoSansSyriacWestern-Regular.ttf
NotoSansTagalog-Regular.ttf
NotoSansTagbanwa-Regular.ttf
NotoSansTaiLe-Regular.ttf
NotoSansTaiTham-Regular.ttf
NotoSansTaiViet-Regular.ttf
NotoSansTamil-Bold.ttf
NotoSansTamil-Regular.ttf
NotoSansTamilUI-Bold.ttf
NotoSansTamilUI-Regular.ttf
NotoSansTelugu-Bold.ttf
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NotoSansThaana-Regular.ttf
NotoSansThai-Bold.ttf
NotoSansThai-Regular.ttf
NotoSansThaiUI-Bold.ttf

NotoSansThaiUI-Regular.ttf
NotoSansTibetan-Regular.ttf
NotoSansTifinagh-Regular.ttf
NotoSansUgaritic-Regular.ttf
NotoSansUI-BoldItalic.ttf
NotoSansUI-Bold.ttf
NotoSansUI-Italic.ttf
NotoSansUI-Regular.ttf
NotoSansVai-Regular.ttf
NotoSansYi-Regular.ttf
NotoSerifArmenian-Bold.ttf
NotoSerifArmenian-Regular.ttf
NotoSerif-BoldItalic.ttf
NotoSerif-Bold.ttf
NotoSerifGeorgian-Bold.ttf
NotoSerifGeorgian-Regular.ttf
NotoSerif-Italic.ttf
NotoSerifKhmer-Bold.ttf
NotoSerifKhmer-Regular.ttf
NotoSerifLao-Bold.ttf
NotoSerifLao-Regular.ttf
NotoSerif-Regular.ttf
NotoSerifThai-Bold.ttf
NotoSerifThai-Regular.ttf
Roboto-BlackItalic.ttf
Roboto-Black.ttf
Roboto-BoldItalic.ttf
Roboto-Bold.ttf
RobotoCondensed-BoldItalic.ttf
RobotoCondensed-Bold.ttf
RobotoCondensed-Italic.ttf
RobotoCondensed-LightItalic.ttf
RobotoCondensed-Light.ttf
RobotoCondensed-Regular.ttf
Roboto-Italic.ttf
Roboto-LightItalic.ttf
Roboto-Light.ttf
Roboto-MediumItalic.ttf
Roboto-Medium.ttf
Roboto-Regular.ttf
Roboto-ThinItalic.ttf
Roboto-Thin.ttf

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AndroidClock_Highlight.ttf
AndroidClock_Solid.ttf
AndroidClock.ttf

AndroidEmoji.ttf
Clockopia.ttf
DroidKufi-Bold.ttf
DroidKufi-Regular.ttf
DroidNaskh-Bold.ttf
DroidNaskh-Regular.ttf
DroidNaskhUI-Regular.ttf
DroidSansArabic.ttf
DroidSansArmenian.ttf
DroidSans-Bold.ttf
DroidSansEthiopic-Bold.ttf
DroidSansEthiopic-Regular.ttf
DroidSansFallbackFull.ttf
DroidSansFallbackLegacy.ttf
DroidSansFallback.ttf
DroidSansGeorgian.ttf
DroidSansHebrew-Bold.ttf
DroidSansHebrew-Regular.ttf
DroidSansJapanese.ttf
DroidSansMono.ttf
DroidSans.ttf
DroidSerif-BoldItalic.ttf
DroidSerif-Bold.ttf
DroidSerif-Italic.ttf
DroidSerif-Regular.ttf
fallback_fonts.xml
MTLc3m.ttf
MTLmr3m.ttf
NotoColorEmoji.ttf
NotoSansBengali-Bold.ttf
NotoSansBengali-Regular.ttf
NotoSansBengaliUI-Bold.ttf
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NotoSansDevanagari-Bold.ttf
NotoSansDevanagari-Regular.ttf
NotoSansDevanagariUI-Bold.ttf
NotoSansDevanagariUI-Regular.ttf
NotoSansKannada-Bold.ttf
NotoSansKannada-Regular.ttf
NotoSansKannadaUI-Bold.ttf
NotoSansKannadaUI-Regular.ttf
NotoSansKhmer-Bold.ttf
NotoSansKhmer-Regular.ttf
NotoSansKhmerUI-Bold.ttf
NotoSansKhmerUI-Regular.ttf
NotoSansLao-Bold.ttf
NotoSansLao-Regular.ttf
NotoSansLaoUI-Bold.ttf

NotoSansLaoUI-Regular.ttf
NotoSansMalayalam-Bold.ttf
NotoSansMalayalam-Regular.ttf
NotoSansMalayalamUI-Bold.ttf
NotoSansMalayalamUI-Regular.ttf
NotoSansSymbols-Regular.ttf
NotoSansTamil-Bold.ttf
NotoSansTamil-Regular.ttf
NotoSansTamilUI-Bold.ttf
NotoSansTamilUI-Regular.ttf
NotoSansTelugu-Bold.ttf
NotoSansTelugu-Regular.ttf
NotoSansTeluguUI-Bold.ttf
NotoSansTeluguUI-Regular.ttf
NotoSansThai-Bold.ttf
NotoSansThai-Regular.ttf
NotoSansThaiUI-Bold.ttf
NotoSansThaiUI-Regular.ttf
Roboto-BoldItalic.ttf
Roboto-Bold.ttf
RobotoCondensed-BoldItalic.ttf
RobotoCondensed-Bold.ttf
RobotoCondensed-Italic.ttf
RobotoCondensed-Regular.ttf
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NotoSansJP-Regular.otf
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/* * and/or the "little-cms" library by Marti Maria (depending on the * */
```

```
/* * inclusion of support for JNG and Full-Color-Management respectively. * */
/* *
/* * This library's function is primarily to read and display MNG * */
/* * animations. It is not meant as a full-featured image-editing * */
/* * component! It does however offer creation and editing functionality * */
/* * at the chunk level. * */
/* * (future modifications may include some more support for creation * */
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/* *
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- libpostproc
- optional x86 optimization in the files
 - `libavcodec/x86/flac_dsp_gpl.asm`
 - `libavcodec/x86/idct_mmx.c`
 - `libavfilter/x86/vf_removegrain.asm`
- the X11 grabber in `libavdevice/x11grab.c`
- 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:
 - `f_ebur128.c`
 - `vf_blackframe.c`
 - `vf_boxblur.c`
 - `vf_colormatrix.c`
 - `vf_cover_rect.c`
 - `vf_cropdetect.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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- * 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. But note that if you enable any of these libraries the resulting binary will be under a complex license mix that is more restrictive than the LGPL and that may result in additional obligations. It is possible that these restrictions cause the resulting binary to be unredistributable.

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/* `zlib.h` -- interface of the 'zlib' general purpose compression library
version 1.2.4, March 14th, 2010

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from qtbase/src/3rdparty/libjpeg/README:

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Bug fix.
Alexander Terekhov TEREKHOV at de dot ibm dot com
Re-implemented and improved read-write locks;
(with Louis Thomas) re-implemented and improved
condition variables;
enhancements to semaphores;
enhancements to mutexes;
new mutex implementation in 'futex' style;
suggested a robust implementation of pthread_once
similar to that implemented by V.Kliathcko;
system clock change handling re CV timeouts;
bug fixes.
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and TryEnterCriticalSection;
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Port to Digital Mars compiler.

Gottlob Frege gottlobfrege at gmail dot com

re-implemented pthread_once (version 2)
(pthread_once cancellation added by rpj).

Vladimir Kliatchko vladimir at kliatchko dot com

reimplemented pthread_once with the same form
as described by A.Terekhov (later version 2);
implementation of MCS (Mellor-Crummey/Scott) locks.

/*

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The code in this library is an extension of Bala Vatti's clipping algorithm:

"A generic solution to polygon clipping"

Communications of the ACM, Vol 35, Issue 7 (July 1992) pp 56-63.

<http://portal.acm.org/citation.cfm?id=129906>

Computer graphics and geometric modeling: implementation and algorithms

By Max K. Agoston

Springer; 1 edition (January 4, 2005)

<http://books.google.com/books?q=vatti+clipping+agoston>

See also:

"Polygon Offsetting by Computing Winding Numbers"

Paper no. DETC2005-85513 pp. 565-575

ASME 2005 International Design Engineering Technical Conferences

and Computers and Information in Engineering Conference (IDETC/CIE2005)

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(c) Dean McNamee <dean@gmail.com>, 2012.

C++ port by Konstantin Kfer <mail@kkaefer.com>, 2014.

<https://github.com/deanm/css-color-parser-js>

<https://github.com/kkaefer/css-color-parser-cpp>

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```
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That's all there is to it!
'zlib' general purpose compression library
version 1.2.3, July 18th, 2005

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A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`
or `init_by_array(init_key, key_length)`.

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- * Added atomicops for Solaris

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- * Added atomicops for AIX (POWER)

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```
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*****
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*****
```

```
; This is a header file for the x264ASM assembly language, which uses
; NASM/YASM syntax combined with a large number of macros to provide easy
; abstraction between different calling conventions (x86_32, win64, linux64).
; It also has various other useful features to simplify writing the kind of
; DSP functions that are most often used in x264.
```

```
; Unlike the rest of x264, this file is available under an ISC license, as it
```

; has significant usefulness outside of x264 and we want it to be available
; to the largest audience possible. Of course, if you modify it for your own
; purposes to add a new feature, we strongly encourage contributing a patch
; as this feature might be useful for others as well. Send patches or ideas
; to x264-devel@videolan.org .

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- topographic model from Elevation model 2 m (U4421B, U4421D, U4422A and U4422C) 08/2014

- map image extracted from Topographic map raster 1:50 000 (U442) 08/2014

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raytrace.js contains code from the the Prototype JavaScript framework, version 1.5.0:

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```
## *-makefile*-
```

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```

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```

```
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```

```
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```

```
## Commands to generate dependency files
```

```
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
```

```
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)
```

```
## Flags for position independent code
```

```
SHAREDLIBCFLAGS = -fPIC
```

```
SHAREDLIBCXXFLAGS = -fPIC
```

```
SHAREDLIBCPPFLAGS = -DPIC
```

```
## Additional flags when building libraries and with threads
```

```
THREADSCPPFLAGS = -D_REENTRANT
```

```
LIBCPPFLAGS =
```

```
## Compiler switch to embed a runtime search path
```

```
LD_RPATH=
```

```
LD_RPATH_PRE= -Wl,-rpath,
```

```
## Compiler switch to embed a library name
```

```
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))
```

```
## Shared library options
```

```
LD_SOOPTIONS= -Wl,-Bsymbolic
```

```
## Shared object suffix
```

```
SO = so
```

```
## Non-shared intermediate object suffix
```

```
STATIC_O = ao
```

```

## Compilation rules
%. $(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%. $(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

## Versioned libraries rules

%. $(SO).$(SO_TARGET_VERSION_MAJOR): %. $(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%. $(SO): %. $(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}. $(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

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```


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C++ Big Integer Library
(see ChangeLog for version)

<http://mattmccutchen.net/bigint/>

Written and maintained by Matt McCutchen <matt@mattmccutchen.net>

You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides `BigUnsigned` and `BigInteger` classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:

```
#include "BigIntegerLibrary.hh"
```

```
BigInteger a = 65536;
cout << (a * a * a * a * a * a * a * a * a * a);
```

(prints 340282366920938463463374607431768211456)

The code in `sample.cc` demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc`, consult the consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (<http://swox.com/gmp/>), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library

The library consists of a folder full of C++ header files (`.hh`) and source files (`.cc`). Your own programs should `#include` the necessary header files and link with the source files. A makefile that builds the sample program (`.sample.cc`) is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

Resources

The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions, bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

Bugs and enhancements

The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management blooper (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am unlikely to do substantial amounts of work on enhancements at this point.

Legal

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Version 2, June 1991

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Parts of this software have been adapted from the libpng package. Although this library supports all features from the PNG specification (as MNG descends from it) it does not require the libpng package. It does require the zlib library and optionally the IJG jpeg library, and/or the "little-cms" library by Marti Maria (depending on the inclusion of support for JNG and Full-Color-Management respectively).

This library's function is primarily to read and display MNG animations. It is not meant as a full-featured image-editing component! It does however offer creation and editing functionality at the chunk level.  
(future modifications may include some more support for creation and or editing)

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  <xsl:if test="translate($rest, '&#9;&#32;', '')">
    <xsl:call-template name="isc.copyright.format">
      <xsl:with-param name="text" select="$rest"/>
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  </xsl:text>
</xsl:variable>

<xsl:variable name="isc.copyright">
  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text">
      <xsl:for-each select="db:book/db:info/db:copyright | db:refentry/db:docinfo/db:copyright">
        <xsl:text>Copyright (C) </xsl:text>
        <xsl:call-template name="copyright.years">
          <xsl:with-param name="years" select="db:year"/>
        </xsl:call-template>
        <xsl:text> </xsl:text>
        <xsl:value-of select="db:holder"/>
        <xsl:value-of select="$isc.copyright.breakline"/>
        <xsl:text>&#10;</xsl:text>
      </xsl:for-each>
    <xsl:value-of select="$isc.copyright.text"/>
  </xsl:with-param>
</xsl:call-template>
</xsl:variable>
```

</xsl:stylesheet>

<!--

- Local variables:

- mode: sgml

- End:

-->

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## 1.252 prettier 2.6.2

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## 1.256 nettle 3.7.3

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#

.gitignore

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builds/unix/pkg.m4

#

docs/FTL.TXT

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#

include/freetype/internal/fthash.h

#

src/base/fthash.c

src/base/md5.c

src/base/md5.h

#

src/bdf/bdf.c

src/bdf/bdf.h

src/bdf/bdfdrivr.c

src/bdf/bdfdrivr.h

src/bdf/bdferror.h

src/bdf/bdflib.c

src/bdf/module.mk

src/bdf/README

src/bdf/rules.mk

#

src/pcf/module.mk

src/pcf/pcf.c

src/pcf/pcf.h

src/pcf/pcfdrivr.c

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src/pcf/pcfread.c

src/pcf/pcfread.h

src/pcf/pcfutil.c

src/pcf/pcfutil.h

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#

src/gzip/adler32.c

src/gzip/infblock.c

src/gzip/infblock.h

src/gzip/infcodes.c

src/gzip/infcodes.h

src/gzip/inffixed.h

src/gzip/inflate.c

src/gzip/inftrees.c

src/gzip/inftrees.h

src/gzip/infutil.c

```
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/frandom/frandom.c
#
# EOF
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<signature of Ty Coon>, 1 April 1989
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```

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## 1.262 tcpdump 4.99.1

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```
# -*- perl -*-
```

```
$testlist = [
```

```
  # This specific test fails on OpenBSD because the .pcap file uses DLT_RAW,
```

```
  # which OpenBSD treats as DLT_LOOP. The macro is set on all three BSDs.
```

```
{
```

```
  config_unset => 'HAVE_NET_IF_PFLOG_H',
```

```
    name => 'heap-overflow-1',
    input => 'heap-overflow-1.pcap',
    output => 'heap-overflow-1.out',
    args => '-v'
  },
];
```

1;

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## 1.264 passenger-mod-rails-for-apache 6.0.7

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Chad Fowler  
Chris Walquist  
Christoffer Sawicki  
Clemens Gruber  
Cody Russell  
cyclotron3k  
Damien Le Berrigaud  
Dan Peterson  
Danial Pearce  
Daniel Knoppel (Phusion)  
Dave Parfitt  
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Floor Drees (Phusion)  
flygoast  
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Gokulnath Manakkattil  
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isaac  
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J Smith  
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Tugdual de Kerviler  
Valters Jansons  
W. Andrew Loe III  
Weyert de Boer  
Yichun Zhang  
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Bundled Libraries:

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base64.cpp and base64.h

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Ren Nyffenegger rene.nyffenegger@adp-gmbh.ch

\*\*\*\*\* SHA1 Library (sha1/sha1.hpp) \*\*\*\*\*

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\*\*\*\*\* MD5 Library (common/md5.hpp) \*\*\*\*\*

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L. Peter Deutsch  
[ghost@aladdin.com](mailto:ghost@aladdin.com)

\*\*\*\*\* UTF8 Validation logic (utf8\_validation.hpp) \*\*\*\*\*

utf8\_validation.hpp is adapted from code originally written by Bjoern Hoehrmann <[bjoern@hoehrmann.de](mailto:bjoern@hoehrmann.de)>. See <http://bjoern.hoehrmann.de/utf-8/decoder/dfa/> for details.

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## 1.265 wireless-regdb 2020.04.29

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## 1.266 e2fsprogs 1.43.9

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This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from <http://sourceforge.net/projects/e2fsprogs>

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Index: tdbsa/tdb.c

=====

--- tdbsa.orig/tdb.c

+++ tdbsa/tdb.c

@@ -4,11 +4,11 @@ Rev: 23371

Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)

\*/

/\*

- Unix SMB/CIFS implementation.
- + trivial database library - standalone version
  
- trivial database library - private includes
- 
- Copyright (C) Andrew Tridgell           2005
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This is the Debian GNU/Linux prepackaged version of the `ss` command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:  
[tsx-11.mit.edu:/pub/linux/packages/ext2fs/](http://tsx-11.mit.edu:/pub/linux/packages/ext2fs/)

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#

# This is a Makefile stub which handles the creation of BSD shared # libraries.



```

#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
@echo " MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image: $(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
`echo $(my_dir) | sed -e 's;lib/;;'"/$(BSD_LIB) $(BSD_LIB)`)

install-shlibs install:: $(BSD_LIB)
@echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \
$(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)
This is the Debian GNU/Linux prepackaged version of the Common Error
Description library. It is currently distributed together with the EXT2 file
system utilities, which are otherwise packaged as "e2fsprogs".

```

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:  
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Theodore Ts'o  
23-June-2007

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## 1.267 monaco-vim 0.3.4

### 1.267.1 Available under license :

For file src/cm/keymap\_vim.js

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## 1.268 benchmark 1.4.1

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## 1.270 utf8proc 2.2.0

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

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

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

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year name of author  
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
This is free software, and you are welcome to redistribute it  
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if

necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program  
'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

## 1.273 libjpeg 9d

### 1.273.1 Available under license :

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```
/*
 * jchuff.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2006-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy encoding routines.
 * Both sequential and progressive modes are supported in this single module.
 *
 * Much of the complexity here has to do with supporting output suspension.
 * If the data destination module demands suspension, we want to be able to
 * back up to the start of the current MCU. To do this, we copy state
 * variables into local working storage, and update them back to the
 * permanent JPEG objects only upon successful completion of an MCU.
 *
 * We do not support output suspension for the progressive JPEG mode, since
 * the library currently does not allow multiple-scan files to be written
 * with output suspension.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jchuff.c
```

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IIG JPEG LIBRARY: CODING RULES

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Since numerous people will be contributing code and bug fixes, it's important to establish a common coding style. The goal of using similar coding styles is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and Brader). This document is available in the IJG FTP archive (see `jpeg/doc/cstyle.ms.tbl.Z`, or `cstyle.txt.Z` for those without `nroff/tbl`).

Block comments should be laid out thusly:

```
/*  
 * Block comments in this style.  
*/
```

We indent statements in K&R style, e.g.,

```
if (test) {  
    then-part;  
} else {  
    else-part;  
}
```

with two spaces per indentation level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g., `multi_word_name` (not `multiWordName`). Preprocessor symbols and enum constants are similar but upper case (`MULTI_WORD_NAME`). Names should be unique within the first fifteen characters. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool `'ansi2knr.c'` (courtesy of Ghostscript). `ansi2knr` is not very bright, so it imposes a format requirement on function declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions should be written in the following style:

```
LOCAL(int *)  
function_name (int a, char *b)  
{  
    code...  
}
```

Note that each function definition must begin with GLOBAL(type), LOCAL(type), or METHODDEF(type). These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as

```
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist) type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist) type (*methodname) ()
#endif
```

which is used like this:

```
struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
    JMETHOD(void, term_entropy_encoder, (void));
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size\_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size\_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.
2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg\_", and should have an abbreviated name (unique in the first six characters) substituted by macro

when NEED\_SHORT\_EXTERNAL\_NAMES is set.

3. Don't use global variables; anything that must be used in another module should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/coderules.txt

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/\*

\* jerror.h

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 1997-2018 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file defines the error and message codes for the JPEG library.

\* Edit this file to add new codes, or to translate the message strings to

\* some other language.

\* A set of error-reporting macros are defined too. Some applications using

\* the JPEG library may wish to include this file to get the error codes

\* and/or the macros.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jerror.h

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/\*

\* jfdctfst.c

\*

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\*  
\* This file contains a fast, not so accurate integer implementation of the  
\* forward DCT (Discrete Cosine Transform).  
\*  
\* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT  
\* on each column. Direct algorithms are also available, but they are  
\* much more complex and seem not to be any faster when reduced to code.  
\*  
\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.  
\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.  
\* The primary disadvantage of this method is that with fixed-point math,  
\* accuracy is lost due to imprecise representation of the scaled  
\* quantization values. The smaller the quantization table entry, the less  
\* precise the scaled value, so this implementation does worse with high-  
\* quality-setting files than with low-quality ones.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctfst.c  
No license file was found, but licenses were detected in source scan.

/\*

\* wrjpgcom.c

\*

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\* Modified 2015-2017 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*

\* This file contains a very simple stand-alone application that inserts  
\* user-supplied text as a COM (comment) marker in a JFIF file.  
\* This may be useful as an example of the minimum logic needed to parse  
\* JPEG markers.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrjpgcom.c

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## INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

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This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file explains how to configure and install the IJG software. We have tried to make this software extremely portable and flexible, so that it can be adapted to almost any environment. The downside of this decision is that the installation process is complicated. We have provided shortcuts to simplify the task on common systems. But in any case, you will need at least a little familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger program's installation procedure may take care of configuring the IJG code. For example, Ghostscript's installation script will configure the IJG code. You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all.

Try doing

```
./configure
```

```
make
```

```
make test
```

If that doesn't complain, do

```
make install
```

(better do "make -n install" first to see if the makefile will put the files where you want them). Read further if you run into snags or want to customize the code for your system.

## TABLE OF CONTENTS

-----

Before you start

Configuring the software:

- using the automatic "configure" script

- using one of the supplied jconfig and makefile files

- by hand

Building the software

Testing the software

Installing the software

Optional stuff

Optimization



## BEFORE YOU START

=====

Before installing the software you must unpack the distributed source code. Since you are reading this file, you have probably already succeeded in this task. However, there is a potential for error if you needed to convert the files to the local standard text file format (for example, if you are on MS-DOS you may have converted LF end-of-line to CR/LF). You must apply such conversion to all the files EXCEPT those whose names begin with "test". The test files contain binary data; if you change them in any way then the self-test will give bad results.

Please check the last section of this file to see if there are hints for the specific machine or compiler you are using.

## CONFIGURING THE SOFTWARE

=====

To configure the IJG code for your system, you need to create two files:

- \* jconfig.h: contains values for system-dependent #define symbols.
- \* Makefile: controls the compilation process.

(On a non-Unix machine, you may create "project files" or some other substitute for a Makefile. jconfig.h is needed in any environment.)

We provide three different ways to generate these files:

- \* On a Unix system, you can just run the "configure" script.
- \* We provide sample jconfig files and makefiles for popular machines; if your machine matches one of the samples, just copy the right sample files to jconfig.h and Makefile.
- \* If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script

-----

If you are on a Unix machine, you can just type

```
./configure
```

and let the configure script construct appropriate configuration files.

If you're using "csh" on an old version of System V, you might need to type

```
sh configure
```

instead to prevent csh from trying to execute configure itself.

Expect configure to run for a few minutes, particularly on slower machines; it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions for GNU configure scripts. It makes a few assumptions that you may want to override. You can do this by providing optional switches to configure:

\* Configure will build both static and shared libraries, if possible.

If you want to build libjpeg only as a static library, say

```
./configure --disable-shared
```

If you want to build libjpeg only as a shared library, say

```
./configure --disable-static
```

Configure uses GNU libtool to take care of system-dependent shared library building methods.

\* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.

To force a particular compiler to be selected, use the CC option, for example

```
./configure CC='cc'
```

The same method can be used to include any unusual compiler switches.

For example, on HP-UX you probably want to say

```
./configure CC='cc -Aa'
```

to get HP's compiler to run in ANSI mode.

\* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc.

You can override this by saying, for example,

```
./configure CFLAGS='-O2'
```

if you want to compile without debugging support.

\* Configure will set up the makefile so that "make install" will install files into /usr/local/bin, /usr/local/man, etc. You can specify an installation prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

\* If you don't have a lot of swap space, you may need to enable the IJG software's internal virtual memory mechanism. To do this, give the option "--enable-maxmem=N" where N is the default maxmemory limit in megabytes. This is discussed in more detail under "Selecting a memory manager", below. You probably don't need to worry about this on reasonably-sized Unix machines, unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling or working in a network of multiple machine types; but if you need those features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files

-----

If you have one of these systems, you can just use the provided configuration files:

Makefile jconfig file System and/or compiler

makefile.manx jconfig.manx Amiga, Manx Aztec C  
makefile.sas jconfig.sas Amiga, SAS C  
makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior  
mak\*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C  
makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C  
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)  
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)  
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C  
makefile.vc jconfig.vc Windows, MS Visual C++  
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio  
make\*.vc6  
makefile.vs jconfig.vc Windows, Visual Studio 2019 (v16)  
make\*.v16  
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)  
makefile.mms jconfig.vms Digital VMS, with MMS software  
makefile.vms jconfig.vms Digital VMS, without MMS software

Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

#### Configuring the software by hand

-----

First, generate a jconfig.h file. If you are moderately familiar with C, the comments in jconfig.txt should be enough information to do this; just copy jconfig.txt to jconfig.h and edit it appropriately. Otherwise, you may prefer to use the ckconfig.c program. You will need to compile and execute ckconfig.c by hand --- we hope you know at least enough to do that. ckconfig.c may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing ckconfig.c according to the directions given in ckconfig.c. Once you get it to run, it will write a suitable jconfig.h file, and will also print out some advice about which makefile to use.

You may also want to look at the canned jconfig files, if there is one for a system similar to yours.

Second, select a makefile and copy it to Makefile (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are

makefile.ansi: if your C compiler supports function prototypes  
makefile.unix: if not.

(You have function prototypes if ckconfig.c put "#define HAVE\_PROTOTYPES" in jconfig.h.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected Makefile and adjust options as needed. In particular you may want to change the CC and CFLAGS definitions. For instance, if you are using GCC, set CC=gcc. If you had to use any compiler switches to get ckconfig.c to work, make sure the same switches are in CFLAGS.

If you are on a system that doesn't use makefiles, you'll need to set up project files (or whatever you do use) to compile all the source files and link them into executable files cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom. See the file lists in any of the makefiles to find out which files go into each program. Note that the provided makefiles all make a "library" file libjpeg first, but you don't have to do that if you don't want to; the file lists identify which source files are actually needed for compression, decompression, or both. As a last resort, you can make a batch script that just compiles everything and links it all together; makefile.vms is an example of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll need to make:

#### Command line style

-----

These programs can use a Unix-like command line style which supports redirection and piping, like this:

```
cjpeg inputfile >outputfile
```

```
cjpeg <inputfile >outputfile
```

```
source program | cjpeg >outputfile
```

The simpler "two file" command line style is just

```
cjpeg inputfile outputfile
```

You may prefer the two-file style, particularly if you don't have pipes.

You **MUST** use two-file style on any system that doesn't cope well with binary data fed through stdin/stdout; this is true for some MS-DOS compilers, for example. If you're not on a Unix system, it's safest to assume you need two-file style. (But if your compiler provides either the Posix-standard fdopen() library routine or a Microsoft-compatible setmode() routine, you can safely use the Unix command line style, by defining USE\_FDOPEN or USE\_SETMODE respectively.)

To use the two-file style, make jconfig.h say "#define TWO\_FILE\_COMMANDLINE".

#### Selecting a memory manager

-----

The IJG code is capable of working on images that are too big to fit in main memory; data is swapped out to temporary files as necessary. However, the code to do this is rather system-dependent. We provide five different

memory managers:

- \* `jmemansi.c` This version uses the ANSI-standard library routine `tmpfile()`, which not all non-ANSI systems have. On some systems `tmpfile()` may put the temporary file in a non-optimal location; if you don't like what it does, use `jmemname.c`.
- \* `jmemname.c` This version creates named temporary files. For anything except a Unix machine, you'll need to configure the `select_file_name()` routine appropriately; see the comments near the head of `jmemname.c`. If you use this version, define `NEED_SIGNAL_CATCHER` in `jconfig.h` to make sure the temp files are removed if the program is aborted.
- \* `jmemnobs.c` (That stands for No Backing Store :-).) This will compile on almost any system, but it assumes you have enough main memory or virtual memory to hold the biggest images you work with.
- \* `jmemdos.c` This should be used with most 16-bit MS-DOS compilers. See the system-specific notes about MS-DOS for more info. **IMPORTANT:** if you use this, define `USE_MSDOS_MEMMGR` in `jconfig.h`, and include the assembly file `jmemdosa.asm` in the programs. The supplied makefiles and `jconfig` files for 16-bit MS-DOS compilers already do both.
- \* `jmemmac.c` Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the `SYSDEPMEM` variable in your makefile to equal the corresponding object file name (for example, `jmemansi.o` or `jmemansi.obj` for `jmemansi.c`).

If you have plenty of (real or virtual) main memory, just use `jmemnobs.c`. "Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion. If yours doesn't, try `jmemansi.c` first. If that doesn't compile, you'll have to use `jmemname.c`; be sure to adjust `select_file_name()` for local conditions. You may also need to change `unlink()` to `remove()` in `close_backing_store()`.

Except with `jmemnobs.c` or `jmemmac.c`, you need to adjust the `DEFAULT_MAX_MEM` setting to a reasonable value for your system (either by adding a `#define` for `DEFAULT_MAX_MEM` to `jconfig.h`, or by adding a `-D` switch to the Makefile). This value limits the amount of data space the program will attempt to allocate. Code and static data space isn't counted, so the actual memory needs for `cjpeg` or `djpeg` are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual

memory), just set `DEFAULT_MAX_MEM` to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by `jmemdos.c`.)

## BUILDING THE SOFTWARE

=====

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting `#define INCOMPLETE_TYPES_BROKEN` in `jconfig.h`.

If you have trouble with missing system include files or inclusion of the wrong ones, read `jinclue.h`. This shouldn't happen if you used `configure` or `ckconfig.c` to set up `jconfig.h`.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a `getenv()` library routine, define `NO_GETENV`.

Also see the system-specific hints, below.

## TESTING THE SOFTWARE

=====

As a quick test of functionality we've included a small sample image in several forms:

`testorig.jpg` Starting point for the djpeg tests.

`testing.ppm` The output of djpeg `testorig.jpg`

`testing.bmp` The output of djpeg `-bmp -colors 256 testorig.jpg`

`testing.jpg` The output of cjpeg `testing.ppm`

`testprog.jpg` Progressive-mode equivalent of `testorig.jpg`.

`testingp.jpg` The output of cjpeg `-progressive -optimize testing.ppm`

(The first- and second-generation `.jpg` files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the `testing*` files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run `djpeg` and `cjpeg` by hand and compare the output files to `testing*` with whatever binary file comparison tool you have. The files should be bit-for-bit identical.

If the programs complain "MAX\_ALLOC\_CHUNK is wrong, please fix", then you need to reduce `MAX_ALLOC_CHUNK` to a value that fits in type `size_t`. Try adding `#define MAX_ALLOC_CHUNK 65520L` to `jconfig.h`. A less likely configuration error is "ALIGN\_TYPE is wrong, please fix": defining `ALIGN_TYPE` as long should take care of that one.

If the `cjpeg` test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define `RIGHT_SHIFT_IS_UNSIGNED`. Go back to the configuration step and run `ckconfig.c`. (This is a good plan for any other test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through `stdin/stdout` actually works. You should get the same results from `"djpeg <testorig.jpg >out.ppm"` as from `"djpeg -outfile out.ppm testorig.jpg"`. Note that the makefiles all use the latter style and therefore do not exercise `stdin/stdout`! If this check fails, try recompiling with `USE_SETMODE` or `USE_FDOPEN` defined. If it still doesn't work, better use two-file style.

If you chose a memory manager other than `jmemnobs.c`, you should test that temporary-file usage works. Try `"djpeg -bmp -colors 256 -max 0 testorig.jpg"` and make sure its output matches `testing.bmp`. If you have any really large images handy, try compressing them with `-optimize` and/or decompressing with `-colors 256` to make sure your `DEFAULT_MAX_MEM` setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

## INSTALLING THE SOFTWARE

=====

Once you're done with the above steps, you can install the software by copying the executable files (`cjpeg`, `djpeg`, `jpegtran`, `rdjpgcom`, and `wrjpgcom`) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (`cjpeg.1`, `djpeg.1`, `jpegtran.1`, `rdjpgcom.1`, `wrjpgcom.1`) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say  
make install  
to install the programs and their man pages into the standard places.  
(You'll probably need to be root to do this.) We recommend first saying  
make -n install  
to see where configure thought the files should go. You may need to edit  
the Makefile, particularly if your system's conventions for man page  
filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other  
programs besides ours, then you need to put the four include files  
jpeglib.h jerror.h jconfig.h jmorecfg.h  
into your include-file directory, and put the library file libjpeg.a  
(extension may vary depending on system) wherever library files go.  
If you generated a Makefile with "configure", it will do what it thinks  
is the right thing if you say  
make install-lib

## OPTIONAL STUFF

=====

Progress monitor:

If you like, you can #define PROGRESS\_REPORT (in jconfig.h) to enable display  
of percent-done progress reports. The routine provided in cdjpeg.c merely  
prints percentages to stderr, but you can customize it to do something  
fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster  
Toolkit format) disabled, because the RLE support won't compile without the  
Utah library. If you have URT version 3.1 or later, you can enable RLE  
support as follows:

1. #define RLE\_SUPPORTED in jconfig.h.
2. Add a -I option to CFLAGS in the Makefile for the directory  
containing the URT .h files (typically the "include"  
subdirectory of the URT distribution).
3. Add -L... -lrle to LDLIBS in the Makefile, where ... specifies  
the directory containing the URT "librle.a" file (typically the  
"lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision.  
(For color, this means 8 to 12 bits per channel, of course.) If you need to  
work with deeper than 8-bit data, you can compile the IJG code for 9-bit to



12-bit operation.

To do so:

1. In `jmorecfg.h`, define `BITS_IN_JSAMPLE` as 9, 10, 11, or 12 rather than 8.
2. In `jconfig.h`, undefine `BMP_SUPPORTED`, `RLE_SUPPORTED`, and `TARGA_SUPPORTED`, because the code for those formats doesn't handle deeper than 8-bit data and won't even compile. (The PPM code does work, as explained below. The GIF code works too; it scales 8-bit GIF data to and from 12-bit depth automatically.)
3. Compile. Don't expect "make test" to pass, since the supplied test files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (`jpegtran`) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

The PPM reader (`rdppm.c`) can read deeper than 8-bit data from either text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files which have a `maxval` greater than 255 are assumed to use 2 bytes per sample, MSB first (big-endian order). As of early 1995, 2-byte binary format is not officially supported by the PBMPLUS library, but it is expected that a future release of PBMPLUS will support it. Note that the PPM reader will read files of any `maxval` regardless of the `BITS_IN_JSAMPLE` setting; incoming data is automatically rescaled to `maxval=MAXJSAMPLE` as appropriate for the `cjpeg` bit depth.

The PPM writer (`wrppm.c`) will normally write 2-byte binary PPM or PGM format, `maxval=MAXJSAMPLE`, when compiled with `BITS_IN_JSAMPLE>8`. Since this format is not yet widely supported, you can disable it by compiling `wrppm.c` with `PPM_NORAWWORD` defined; then the data is scaled down to 8 bits to make a standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy of `djpeg` to keep around. But hopefully you won't need it for very long. Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have it stored in some other, nonstandard format. In that case you'll probably want to write your own I/O modules to read and write your format.

Note:

The standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, `cjpeg` uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional functions can be removed at compile time. See the `xxx_SUPPORTED` #defines in `jconfig.h` and `jmorecfg.h`. If at all possible, we recommend that you leave in decoder support for all valid JPEG files, to ensure that you can read anyone's output. Taking out support for image file formats that you don't use is the most painless way to make the programs smaller. Another possibility is to remove some of the DCT methods: in particular, the "IFAST" method may not be enough faster than the others to be worth keeping on your machine. (If you do remove ISLOW or IFAST, be sure to redefine `JDCT_DEFAULT` or `JDCT_FASTEST` to a supported method, by adding a #define in `jconfig.h`.)

## OPTIMIZATION

=====

Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step. Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the `MULTIPLYxxx` macro definitions in `jdct.h`. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining `SHORTxSHORT_32` is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing `cjpeg` on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific `jconfig` files already contain #define switches to select appropriate `MULTIPLYxxx` definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add `#define JDCT_DEFAULT JDCT_FLOAT` to `jconfig.h`. Even if you don't change

the default, you should redefine JDCT\_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the INLINE macro in jmorecfg.h is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., -finline-functions for gcc). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to jpeg-info@jpegclub.org so we can mention them in future releases. Be sure to specify your machine and compiler version.

#### HINTS FOR SPECIFIC SYSTEMS

=====

We welcome reports on changes needed for systems not mentioned here. Submit 'em to jpeg-info@jpegclub.org. Also, if configure or ckconfig.c is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.)

After renaming the files according to Acorn conventions, take a copy of makefile.ansi, change all occurrences of 'libjpeg.a' to 'libjpeg.o' and change these definitions as indicated:

```
CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDEPMEM=jmemansi.o
LN=Link
AR=LibFile -c -o
```

Also add a new line '.c.o; \$(cc) \$< \$(cflags) -c -o \$@'. Remove the lines '\$(RM) libjpeg.o' and '\$(AR2) libjpeg.o' and the 'jconfig.h' dependency section.

Copy jconfig.txt to jconfig.h. Edit jconfig.h to define TWO\_FILE\_COMMANDLINE and CHAR\_IS\_UNSIGNED.

Run the makefile using !AMU not !Make. If you want to use the 'clean' and 'test' makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use jmemname.c as the memory manager, with temporary files being created on the device named by "JPEGTMP:".

Atari ST/STE/TT:

Copy the project files makcjpeg.st, makdjpeg.st, maktjpeg.st, and makljpeg.st to cjpeg.prj, djpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT\_MAX\_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT\_MAX\_MEM nnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcfltlib.lib with pc881lib.lib in cjpeg.prj and djpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT\_FLOAT\_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcfltlib.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after

an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a compiler bug in old versions of Cray's Standard C (prior to 3.1). If you still have an old compiler, you'll need to insert a line reading "#pragma novector" just before the loop

```
for (i = 1; i <= (int) htbl->bits[l]; i++)
    huffsize[p++] = (char) l;
```

in fix\_huff\_tbl (in V5beta1, line 204 of jchuff.c and line 176 of jdchuff.c). [This bug may or may not still occur with the current IJG code, but it's probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler, you should run the compiler in ANSI mode. If using the configure script, say

```
./configure CC='cc -Aa'
```

(or -Ae if you prefer). If configuring by hand, use makefile.ansi and add "-Aa" to the CFLAGS line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler delivered with a minimum HP-UX system, then you must use makefile.unix (and do NOT add -Aa); or just run configure without the CC option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior to A.08.07. If you get complaints about "not a typedef name", you'll have to use makefile.unix, or run configure without the CC option.

Macintosh, generic comments:

The supplied user-interface files (cjpeg.c, djpeg.c, etc) are set up to provide a Unix-style command line interface. You can use this interface on the Mac by means of the ccommand() library routine provided by Metrowerks CodeWarrior or Think C. This is only appropriate for testing the library, however; to make a user-friendly equivalent of cjpeg/djpeg you'd really want to develop a Mac-style user interface. There isn't a complete example available at the moment, but there are some helpful starting points:

1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to JPEG under System 7 and later. This only illustrates how to use the compression half of the library, but it does a very nice job of that part. The CodeWarrior source code is available from <http://www.pobox.com/~jsam>.
2. Jim Brunner prepared a Mac-style user interface for both compression and decompression. Unfortunately, it hasn't been updated since IJG v4, and the library's API has changed considerably since then. Still it may be of some help, particularly as a guide to compiling the IJG code under Think C. Jim's code is available from the Info-Mac archives, at [sumex-aim.stanford.edu](http://sumex-aim.stanford.edu) or mirrors thereof; see file `/info-mac/dev/src/jpeg-convert-c.hqx`.

`jmemmac.c` is the recommended memory manager back end for Macintosh. It uses `NewPtr/DisposePtr` instead of `malloc/free`, and has a Mac-specific implementation of `jpeg_mem_available()`. It also creates temporary files that follow Mac conventions. (That part of the code relies on System-7-or-later OS functions. See the comments in `jmemmac.c` if you need to run it on System 6.) NOTE that `USE_MAC_MEMMGR` must be defined in `jconfig.h` to use `jmemmac.c`.

You can also use `jmemnobs.c`, if you don't care about handling images larger than available memory. If you use any memory manager back end other than `jmemmac.c`, we recommend replacing "malloc" and "free" by "NewPtr" and "DisposePtr", because Mac C libraries often have peculiar implementations of `malloc/free`. (For instance, `free()` may not return the freed space to the Mac Memory Manager. This is undesirable for the IJG code because `jmemmgr.c` already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining `USE_CCOMMAND`. You'll also need to define `TWO_FILE_COMMANDLINE` to avoid `stdin/stdout`. This means that when using the `cjpeg/djpeg` programs, you'll have to type the input and output file names in the "Arguments" text-edit box, rather than using the file radio buttons. (Perhaps `USE_FDOPEN` or `USE_SETMODE` would eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

The supplied configuration file `jconfig.mac` can be used for your `jconfig.h`; it includes all the recommended symbol definitions. If you have AppleScript installed, you can run the supplied script `makeproj.mac` to create CodeWarrior project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define `USE_CCOMMAND` in `jconfig.h` so that the `ccommand()` routine is called. You must also define `TWO_FILE_COMMANDLINE` because `stdin/stdout` don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

`jconfig.mac` should work as a `jconfig.h` configuration file for Think C, but the `makeproj.mac` AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's `cc` version 1.31 has a rather nasty optimization bug. Don't use `-O` if you have that compiler version. (Use `"cc -V"` to check the version.) Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile `cjpeg` or `djpeg` by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model, and you should avoid "huge" model if at all possible. Be sure that `NEED_FAR_POINTERS` is defined in `jconfig.h` if you use a small-data memory model; be sure it is NOT defined if you use a large-data model. (The supplied makefiles and `jconfig` files for Borland and Microsoft C compile in medium model and define `NEED_FAR_POINTERS`.)

The DOS-specific memory manager, `jmemdos.c`, should be used if possible. It needs some assembly-code routines which are in `jmemdosa.asm`; make sure

your makefile assembles that file and includes it in the library. If you don't have a suitable assembler, you can get pre-assembled object files for jmemdosa by FTP from ftp.uu.net:/graphics/jpeg/jdosaobj.zip. (DOS-oriented distributions of the IJG source code often include these object files.)

When using jmemdos.c, jconfig.h must define USE\_MSDOS\_MEMMGR and must set MAX\_ALLOC\_CHUNK to less than 64K (65520L is a typical value). If your C library's far-heap malloc() can't allocate blocks that large, reduce MAX\_ALLOC\_CHUNK to whatever it can handle.

If you can't use jmemdos.c for some reason --- for example, because you don't have an assembler to assemble jmemdosa.asm --- you'll have to fall back to jmemansi.c or jmemname.c. You'll probably still need to set MAX\_ALLOC\_CHUNK in jconfig.h, because most DOS C libraries won't malloc() more than 64K at a time. IMPORTANT: if you use jmemansi.c or jmemname.c, you will have to compile in a large-data memory model in order to get the right stdio library. Too bad.

wrjpgcom needs to be compiled in large model, because it malloc()s a 64KB work area to hold the comment text. If your C library's malloc can't handle that, reduce MAX\_COM\_LENGTH as necessary in wrjpgcom.c.

Most MS-DOS compilers treat stdin/stdout as text files, so you must use two-file command line style. But if your compiler has either fdopen() or setmode(), you can use one-file style if you like. To do this, define USE\_SETMODE or USE\_FDOPEN so that stdin/stdout will be set to binary mode. (USE\_SETMODE seems to work with more DOS compilers than USE\_FDOPEN.) You should test that I/O through stdin/stdout produces the same results as I/O to explicitly named files... the "make test" procedures in the supplied makefiles do NOT use stdin/stdout.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a 32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you should use one if you have it, as performance will be much better than 8086-compatible code!) For flat-memory-space compilers, do NOT define NEED\_FAR\_POINTERS, and do NOT use jmemdos.c. Use jmemnobs.c if the environment supplies adequate virtual memory, otherwise use jmemansi.c or jmemname.c.

You'll still need to be careful about binary I/O through stdin/stdout. See the last paragraph of the previous section.

MS-DOS, Borland C:



Be sure to convert all the source files to DOS text format (CR/LF newlines). Although Borland C will often work OK with unmodified Unix (LF newlines) source files, sometimes it will give bogus compile errors. "Illegal character '#'" is the most common such error. (This is true with Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO\_FILE\_COMMANDLINE. jconfig.bcc already includes #define USE\_SETMODE to make this work. (fdopen does not work correctly.)

MS-DOS, Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO\_FILE\_COMMANDLINE. jconfig.mc6 already includes #define USE\_SETMODE to make this work. (fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak", be sure to adjust the dependency line that reads "\$ (RFILE) : makefile". Otherwise the make will fail because it doesn't know how to create "makefile". Worse, some releases of Microsoft's make utilities give an incorrect error message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error because they can't cope with the macro TRACEMS8 (defined in jerror.h). If this happens to you, the easiest solution is to change TRACEMS8 to expand to nothing. You'll lose the ability to dump out JPEG coefficient tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ... which is on by default. To work around this bug, compile that one file with /Oo-.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define typedef boolean as "unsigned char". The IJG code also defines typedef boolean, but we make it an "enum" by default. This doesn't affect the IJG programs because we don't import those Windows include files. But if you use the JPEG library in your own program, and some

of your program's files import one definition of boolean while some import the other, you can get all sorts of mysterious problems. A good preventive step is to make the IJG library use "unsigned char" for boolean. To do that, add something like this to your jconfig.h file:

```
/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
```

(This is already in jconfig.vc, by the way.)

windef.h contains the declarations

```
#define far
#define FAR far
```

Since jmorecfg.h tries to define FAR as empty, you may get a compiler warning if you include both jpeglib.h and windef.h (which windows.h includes). To suppress the warning, you can put "#ifndef FAR" around the line "#define FAR" in jmorecfg.h.

(Something like this is already in jmorecfg.h, by the way.)

When using the library in a Windows application, you will almost certainly want to modify or replace the error handler module jerror.c, since our default error handler does a couple of inappropriate things:

1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line

```
fprintf(stderr, "%s\n", buffer);
```

(in output\_message in jerror.c) with

```
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
```

It's highly recommended that you at least do that much, since otherwise error messages will disappear into nowhere. (Beginning with IJG v6b, this code is already present in jerror.c; just define USE\_WINDOWS\_MESSAGEBOX in jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling application after a library error. This can be done with the setjmp/longjmp technique discussed in libjpeg.txt and illustrated in example.c. (NOTE: some older Windows C compilers provide versions of setjmp/longjmp that don't actually work under Windows. You may need to use the Windows system functions Catch and Throw instead.)

The recommended memory manager under Windows is `jmemnobs.c`; in other words, let Windows do any virtual memory management needed. You should NOT use `jmemdos.c` nor `jmemdosa.asm` under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model; for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS sections above for more info about memory models.) In the 16-bit memory models only, you'll need to put

```
#define MAX_ALLOC_CHUNK 65520L /* Maximum request to malloc() */
```

into `jconfig.h` to limit allocation chunks to 64Kb. (Without that, you'd have to use huge memory model, which slows things down unnecessarily.) `jmemnobs.c` works without modification in large or flat memory models, but to use medium model, you need to modify its `jpeg_get_large` and `jpeg_free_large` routines to allocate far memory. In any case, you might like to replace its calls to `malloc` and `free` with direct calls on Windows memory allocation functions.

You may also want to modify `jdatasrc.c` and `jdatadst.c` to use Windows file operations rather than `fread/fwrite`. This is only necessary if your C compiler doesn't provide a competent implementation of C `stdio` functions.

You might want to tweak the `RGB_xxx` macros in `jmorecfg.h` so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order is usually more convenient under Windows. Note that this change will break the sample applications `cjpeg/djpeg`, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code assume the address of a local variable is an ordinary (not FAR) pointer; that isn't true in a medium-model DLL.
2. Microsoft C cannot pass file pointers between applications and DLLs. (See Microsoft Knowledge Base, PSS ID Number Q50336.) So `jdatasrc.c` and `jdatadst.c` don't work if you open a file in your application and then pass the pointer to the DLL. One workaround is to make `jdatasrc.c/jdatadst.c` part of your main application rather than part of the DLL.
3. You'll probably need to modify the macros `GLOBAL()` and `EXTERN()` to attach suitable linkage keywords to the exported routine names. Similarly, you'll want to modify `METHODDEF()` and `JMETHOD()` to ensure function pointers are declared in a way that lets application routines be called back through the function pointers. These macros are in `jmorecfg.h`. Typical definitions for a 16-bit DLL are:

```
#define GLOBAL(type) type _far _pascal _loadds _export
```

```
#define EXTERN(type) extern type _far _pascal _loads
#define METHODDEF(type) static type _far _pascal
#define JMETHOD(type,methodname,arglist) \
    type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type) __declspec(dllexport) type
#define EXTERN(type) extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by the application, the performance cost of making them all DLL entry points is negligible.

The unmodified IJG library presents a very C-specific application interface, so the resulting DLL is only usable from C or C++ applications. There has been some talk of writing wrapper code that would present a simpler interface usable from other languages, such as Visual Basic. This is on our to-do list but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment, but you'll need to tweak it in a 16-bit environment (you'd need to define NEED\_FAR\_POINTERS and MAX\_ALLOC\_CHUNK). Beware that makefile.bcc will need alteration if you want to use it for Windows --- in particular, you should use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix it. In the meantime, the simplest known workaround is to add a redundant definition of the variable range\_limit in h2v1\_merged\_upsample(), at the head of the block that handles odd image width (about line 268 in v6 jdmerge.c):

```
/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
    register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
    cb = GETJSAMPLE(*inptr1);
```

Pretty bizarre, especially since the very similar routine h2v2\_merged\_upsample doesn't trigger the bug.

Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:

```
-Ot -Og
-Ot -Op
-Ot -Om
```

So try backing off on optimization if you see such a problem. (Are there several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

`jconfig.vc` should work OK with any Microsoft compiler for a 32-bit memory model. `makefile.vc` is intended for command-line use. (If you are using the Developer Studio environment, you may prefer the DevStudio project files; see below.)

IJG JPEG 7 adds `extern "C"` to `jpeglib.h`. This avoids the need to put `extern "C" { ... }` around `#include "jpeglib.h"` in your C++ application. You can also force VC++ to treat the library as C++ code by renaming all the `*.c` files to `*.cpp` (and adjusting the makefile to match). In this case you also need to define the symbol `DONT_USE_EXTERN_C` in the configuration to prevent `jpeglib.h` from using `extern "C"`.

Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the command prompt, change to the source directory and execute the command line

```
NMAKE /f makefile.vs setup-vc6
```

If you get an error message saying that the "NMAKE" command could not be found, execute the command

```
"%ProgramFiles%\Microsoft Visual Studio\VC98\Bin\VCVARS32"
```

to set the environment for using Microsoft Visual C++ tools, and repeat the NMAKE call.

This will move `jconfig.vc` to `jconfig.h` and makefiles to project files.

(Note that the renaming is critical!)

Alternatively you can use

```
NMAKE /f makefile.vs setupcopy-vc6
```

This will create renamed copies of the files, which allows to repeat the setup later.

2. Open the workspace file `jpeg.dsw`, build the library project.  
(If you are using Developer Studio more recent than 6.0, you'll probably get a message saying that the project files are being updated.)
3. Open the workspace file `apps.dsw`, build the application projects.
4. To perform the self-test, execute the command line  

```
NMAKE /f makefile.vs test-build
```
5. Move the application `.exe` files from the Release folder to an

appropriate location on your path.

Microsoft Windows, Visual Studio 2019 (v16):

We include makefiles that should work as project files in Visual Studio 2019 (v16) or later. There is a library makefile that builds the IJG library as a static Win32/x64 library, and application makefiles that build the sample applications as Win32/x64 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the Developer Command Prompt for VS 2019, change to the source directory and execute the command line  
NMAKE /f makefile.vs setup-v16  
This will move jconfig.vc to jconfig.h and makefiles to project files. (Note that the renaming is critical!)  
Alternatively you can use  
NMAKE /f makefile.vs setupcopy-v16  
This will create renamed copies of the files, which allows to repeat the setup later.
2. Open the solution file jpeg.sln, build the library project.
  - a) If you are using Visual Studio more recent than 2019 (v16), you'll probably get a message saying that the project files are being updated.
  - b) If necessary, open the project properties and adapt the Windows Target Platform Version in the Configuration Properties, General section; we support the latest version at the time of release.
  - c) If you want to build x64 code, change the platform setting from Win32 to x64. You can build Win32 and x64 versions side by side.
3. Open the solution file apps.sln, build the application projects.
4. To perform the self-test, execute the command line  
NMAKE /f makefile.vs test-32  
for the Win32 build, or on a 64-bit system  
NMAKE /f makefile.vs test-64  
for the x64 build.
5. Move the application .exe files from the Release folder to an appropriate location on your path.

OS/2, Borland C++:

Watch out for optimization bugs in older Borland compilers; you may need to back off the optimization switch settings. See the comments in makefile.bcc.

SGI:

On some SGI systems, you may need to set "AR2= ar -ts" in the Makefile.  
If you are using configure, you can do this by saying

```
./configure RANLIB='ar -ts'
```

This change is not needed on all SGIs. Use it only if the make fails at the stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option "-mips2" reportedly speeds up the float DCT method substantially, enough to make it faster than the default int method (but still slower than the fast int method). If you use -mips2, you may want to alter the default DCT method to be float. To do this, put "#define JDCT\_DEFAULT JDCT\_FLOAT" in jconfig.h.

VMS:

On an Alpha/VMS system with MMS, be sure to use the "/Marco=Alpha=1" qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are Stream\_LF and Backup/Compare has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/install.txt  
No license file was found, but licenses were detected in source scan.
```

```
/*
```

```
* jconfig.txt
```

```
*
```

```
* Copyright (C) 1991-1994, Thomas G. Lane.
```

```
* Modified 2009-2013 by Guido Vollbeding.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

```
* This file documents the configuration options that are required to
```

```
* customize the JPEG software for a particular system.
```

```
*
```

```
* The actual configuration options for a particular installation are stored
```

```
* in jconfig.h. On many machines, jconfig.h can be generated automatically
```

```
* or copied from one of the "canned" jconfig files that we supply. But if
```

```
* you need to generate a jconfig.h file by hand, this file tells you how.
```

```
*
```

```

* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
* EDIT A COPY NAMED JCONFIG.H.
*/

/*
* These symbols indicate the properties of your machine or compiler.
* #define the symbol if yes, #undef it if no.
*/

/* Does your compiler support function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
*/
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char" ?
* How about "unsigned short" ?
*/
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
*/
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
*/
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/

```



```

#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
 * ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
 * <sys/types.h> instead.
 */
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
 * unless you are using a large-data memory model or 80386 flat-memory mode.
 * On less brain-damaged CPUs this symbol must not be defined.
 * (Defining this symbol causes large data structures to be referenced through
 * "far" pointers and to be allocated with a special version of malloc.)
 */
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
 * than the first 15 characters.
 */
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
 * unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
 * and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
 * define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
 * actually get "missing structure definition" warnings or errors while
 * compiling the JPEG code.
 */
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not enum, on Windows systems.
 */
#ifdef _WIN32
#ifndef __RPCNDR_H__ /* don't conflict if rpcnldr.h already read */
typedef unsigned char boolean;
#endif
#endif

#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif

#ifndef TRUE
#define TRUE 1
#endif

#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
#endif

/*
 * The following options affect code selection within the JPEG library,

```

\* but they don't need to be visible to applications using the library.  
\* To minimize application namespace pollution, the symbols won't be  
\* defined unless JPEG\_INTERNALS has been defined.  
\*/

#ifdef JPEG\_INTERNALS

/\* Define this if your compiler implements ">>" on signed values as a logical  
\* (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,  
\* which is the normal and rational definition.

\*/

#undef RIGHT\_SHIFT\_IS\_UNSIGNED

#endif /\* JPEG\_INTERNALS \*/

/\*

\* The remaining options do not affect the JPEG library proper,  
\* but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).  
\* Other applications can ignore these.

\*/

#ifdef JPEG\_CJPEG\_DJPEG

/\* These defines indicate which image (non-JPEG) file formats are allowed. \*/

#define BMP\_SUPPORTED /\* BMP image file format \*/

#define GIF\_SUPPORTED /\* GIF image file format \*/

#define PPM\_SUPPORTED /\* PBMPLUS PPM/PGM image file format \*/

#undef RLE\_SUPPORTED /\* Utah RLE image file format \*/

#define TARGA\_SUPPORTED /\* Targa image file format \*/

/\* Define this if you want to name both input and output files on the command  
\* line, rather than using stdout and optionally stdin. You MUST do this if  
\* your system can't cope with binary I/O to stdin/stdout. See comments at  
\* head of cjpeg.c or djpeg.c.

\*/

#undef TWO\_FILE\_COMMANDLINE

/\* Define this if your system needs explicit cleanup of temporary files.

\* This is crucial under MS-DOS, where the temporary "files" may be areas  
\* of extended memory; on most other systems it's not as important.

\*/

#undef NEED\_SIGNAL\_CATCHER

/\* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").

\* This is necessary on systems that distinguish text files from binary files,

\* and is harmless on most systems that don't. If you have one of the rare  
\* systems that complains about the "b" spec, define this symbol.

\*/

#undef DONT\_USE\_B\_MODE

/\* Define this if you want percent-done progress reports from cjpeg/djpeg.

\*/

#undef PROGRESS\_REPORT

#endif /\* JPEG\_CJPEG\_DJPEG \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jconfig.txt

No license file was found, but licenses were detected in source scan.

/\*

\* jdmaster.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2002-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains master control logic for the JPEG decompressor.

\* These routines are concerned with selecting the modules to be executed

\* and with determining the number of passes and the work to be done in each

\* pass.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmaster.c

No license file was found, but licenses were detected in source scan.

/\*

\* jdatadst.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains compression data destination routines for the case of

\* emitting JPEG data to memory or to a file (or any stdio stream).

\* While these routines are sufficient for most applications,

\* some will want to use a different destination manager.

\* IMPORTANT: we assume that fwrite() will correctly transcribe an array of

\* JOCTETs into 8-bit-wide elements on external storage. If char is wider

\* than 8 bits on your machine, you may need to do some tweaking.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdatadst.c

No license file was found, but licenses were detected in source scan.

/\*

\* jctrans.c

\*

\* Copyright (C) 1995-1998, Thomas G. Lane.

\* Modified 2000-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains library routines for transcoding compression,

\* that is, writing raw DCT coefficient arrays to an output JPEG file.

\* The routines in jcapimin.c will also be needed by a transcoder.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jctrans.c

No license file was found, but licenses were detected in source scan.

/\*

\* jdmainct.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2002-2016 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the main buffer controller for decompression.

\* The main buffer lies between the JPEG decompressor proper and the

\* post-processor; it holds downsampled data in the JPEG colorspace.

\*

\* Note that this code is bypassed in raw-data mode, since the application

\* supplies the equivalent of the main buffer in that case.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmainct.c

No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemdosa.asm

No license file was found, but licenses were detected in source scan.

```
/*
 * jpegint.h
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 1997-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides common declarations for the various JPEG modules.
 * These declarations are considered internal to the JPEG library; most
 * applications using the library shouldn't need to include this file.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpegint.h
```

No license file was found, but licenses were detected in source scan.

```
/*
 * jmehmsys.h
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file defines the interface between the system-independent
 * and system-dependent portions of the JPEG memory manager. No other
 * modules need include it. (The system-independent portion is jmemmgr.c;
 * there are several different versions of the system-dependent portion.)
 *
 * This file works as-is for the system-dependent memory managers supplied
 * in the IJG distribution. You may need to modify it if you write a
 * custom memory manager. If system-dependent changes are needed in
 * this file, the best method is to #ifdef them based on a configuration
 * symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
 * and USE_MAC_MEMMGR.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmehmsys.h
```

No license file was found, but licenses were detected in source scan.

```
/*
 * jcomapi.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2019 by Guido Vollbeding.
```

\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains application interface routines that are used for both  
\* compression and decompression.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcomapi.c  
No license file was found, but licenses were detected in source scan.

/\*

\* wrtarga.c  
\*  
\* Copyright (C) 1991-1996, Thomas G. Lane.  
\* Modified 2015-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to write output images in Targa format.  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume output to  
\* an ordinary stdio stream.  
\*  
\* Based on code contributed by Lee Daniel Crocker.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrtarga.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdapimin.c  
\*  
\* Copyright (C) 1994-1998, Thomas G. Lane.  
\* Modified 2009-2013 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains application interface code for the decompression half  
\* of the JPEG library. These are the "minimum" API routines that may be  
\* needed in either the normal full-decompression case or the  
\* transcoding-only case.  
\*  
\* Most of the routines intended to be called directly by an application  
\* are in this file or in jdapistd.c. But also see jcomapi.c for routines  
\* shared by compression and decompression, and jdtrans.c for the transcoding

\* case.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdapimin.c

No license file was found, but licenses were detected in source scan.

/\*

\* jcmaster.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2003-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains master control logic for the JPEG compressor.

\* These routines are concerned with parameter validation, initial setup,

\* and inter-pass control (determining the number of passes and the work

\* to be done in each pass).

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmaster.c

No license file was found, but licenses were detected in source scan.

/\*

\* jdcolor.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2011-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains output colorspace conversion routines.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcolor.c

No license file was found, but licenses were detected in source scan.

/\*

\* jmorecfg.h

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 1997-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains additional configuration options that customize the  
\* JPEG software for special applications or support machine-dependent  
\* optimizations. Most users will not need to touch this file.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmorecfg.h  
No license file was found, but licenses were detected in source scan.

/\*

\* jpeglib.h

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2002-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file defines the application interface for the JPEG library.

\* Most applications using the library need only include this file,

\* and perhaps jerror.h if they want to know the exact error codes.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpeglib.h  
No license file was found, but licenses were detected in source scan.

/\*

\* jutils.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains tables and miscellaneous utility routines needed

\* for both compression and decompression.

\* Note we prefix all global names with "j" to minimize conflicts with

\* a surrounding application.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jutils.c  
No license file was found, but licenses were detected in source scan.

/\*

\* wrtle.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.



\* Modified 2017-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to write output images in RLE format.  
\* The Utah Raster Toolkit library is required (version 3.1 or later).  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume output to  
\* an ordinary stdio stream.  
\*  
\* Based on code contributed by Mike Lijewski,  
\* with updates from Robert Hutchinson.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrrle.c

No license file was found, but licenses were detected in source scan.

/\*

\* rdswitch.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2003-2019 by Guido Vollbeding.

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\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to process some of cjpeg's more complicated

\* command-line switches. Switches processed here are:

\* -qtables file Read quantization tables from text file

\* -scans file Read scan script from text file

\* -quality N[,N,...] Set quality ratings

\* -qslots N[,N,...] Set component quantization table selectors

\* -sample HxV[,HxV,...] Set component sampling factors

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdswitch.c

No license file was found, but licenses were detected in source scan.

/\*

\* jfdctflt.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2003-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a floating-point implementation of the  
\* forward DCT (Discrete Cosine Transform).  
\*  
\* This implementation should be more accurate than either of the integer  
\* DCT implementations. However, it may not give the same results on all  
\* machines because of differences in roundoff behavior. Speed will depend  
\* on the hardware's floating point capacity.  
\*  
\* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT  
\* on each column. Direct algorithms are also available, but they are  
\* much more complex and seem not to be any faster when reduced to code.  
\*  
\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.  
\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.  
\* The primary disadvantage of this method is that with a fixed-point  
\* implementation, accuracy is lost due to imprecise representation of the  
\* scaled quantization values. However, that problem does not arise if  
\* we use floating point arithmetic.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctflt.c

No license file was found, but licenses were detected in source scan.

/\*

\* jdapistd.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2002-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains application interface code for the decompression half

\* of the JPEG library. These are the "standard" API routines that are

\* used in the normal full-decompression case. They are not used by a

\* transcoding-only application. Note that if an application links in

\* jpeg\_start\_decompress, it will end up linking in the entire decompressor.

\* We thus must separate this file from jdapimin.c to avoid linking the

\* whole decompression library into a transcoder.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdapistd.c

No license file was found, but licenses were detected in source scan.

## IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2013, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard.

The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one.

Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:

A "component" means a color channel, e.g., Red or Luminance.

A "sample" is a single component value (i.e., one number in the image data).

A "coefficient" is a frequency coefficient (a DCT transform output number).

A "block" is an array of samples or coefficients.

An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.

We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

\*\*\* System features \*\*\*

The IJG distribution contains two parts:

\* A subroutine library for JPEG compression and decompression.

\* cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image

formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. The library does not support the hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

\*\*\* Portability issues \*\*\*

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

\*\*\* System overview \*\*\*

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:

- \* Color space conversion (e.g., RGB to YCbCr).
- \* Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:

- \* MCU assembly, DCT, quantization.
- \* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:

- \* Entropy decoding (sequential or progressive, Huffman or arithmetic).
- \* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:

- \* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
- \* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].
- \* Optional color quantization (e.g., reduction to 256 colors).
- \* Optional color precision reduction (e.g., 24-bit to 15-bit color).  
[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module.

The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (block\_size-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

\*\*\* Poor man's object-oriented programming \*\*\*

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see `jdatadst.c`, which implements the external interface specified by struct `jpeg_destination_mgr`, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create

different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

\*\*\* Overall control structure \*\*\*

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

1A. Startup initialization at the beginning of image processing.

The individual processing modules to be used in this run are selected and given initialization calls.

1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself

appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:

```
input data => processing step A => buffer => processing step B => output data
      |           |           |
      ----- controller -----
```

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a



higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

\* Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)

\* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required.

The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

\*\*\* Compression object structure \*\*\*

Here is a sketch of the logical structure of the JPEG compression library:

```

                                |-- Colospace conversion
|-- Preprocessing controller --|
|                                |-- Downsampling
Main controller --|
|                                |-- Forward DCT, quantize
|-- Coefficient controller --|
                                |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

\* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

- \* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.
  
- \* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.
  
- \* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as  $V_{max}$  pixel rows of each component before downsampling, and  $V_k$  sample rows afterwards (remember  $V_k$  differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of `block_size` samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of `block_size` rows).
  
- \* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.
  
- \* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)
  
- \* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

- \* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

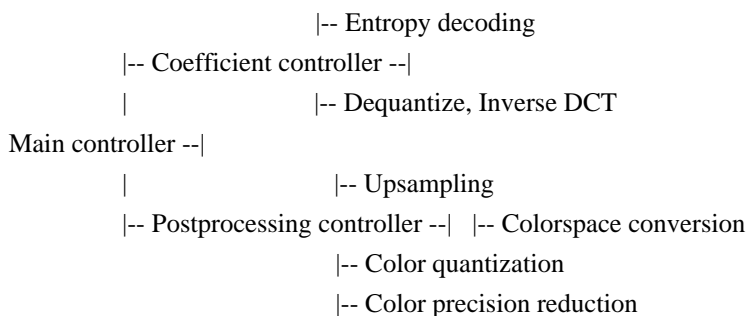
- \* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).
- \* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.
- \* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).
- \* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.
- \* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

\*\*\* Decompression object structure \*\*\*

Here is a sketch of the logical structure of the JPEG decompression library:



As before, this diagram also represents typical control flow. The objects shown are:

- \* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.
  
- \* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.
  
- \* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.
  
- \* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.
  
- \* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.
  
- \* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.
  
- \* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

\* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

\* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

\* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: `jdinput.c` controls only input-side processing, while `jdmaster.c` handles overall initialization and output-side control.

\* Marker reading: decodes JPEG markers (except for RSTn).

\* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

\* Memory manager: same as for compression library.

\* Error handler: same as for compression library.

\* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

\*\*\* Decompression input and output separation \*\*\*

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.
2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls `jpeg_consume_input()`; otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See `libjpeg.txt` for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. `jpeg_consume_input()` is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the `cinfo` data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

\*\*\* Data formats \*\*\*

Arrays of pixel sample values use the following data structure:

```
typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
```

```
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be  $\geq 0$ . This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

- \* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
- \* Indexing doesn't require multiplication; this is a performance win on many machines.
- \* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
- \* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)\*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```
typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks, corresponding to block\_size rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKS, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment).

We use a #define symbol FAR, which expands to the "far" keyword when



compiling on 80x86 machines and to nothing elsewhere.

\*\*\* Suspendable processing \*\*\*

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values

again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *\*not\** cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling `jpeg_finish_compress()` will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

\*\*\* Memory manager services \*\*\*

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever `malloc/free` are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

- \* `JPOOL_PERMANENT` lasts until master record is destroyed
- \* `JPOOL_IMAGE` lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, `JPOOL_PASS` = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the

peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:

1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:
  - \* On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
  - \* Pool allocation heuristics may differ for large and small objects.Note that individual "large" objects cannot exceed the size allowed by type `size_t`, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'etre is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their `jinit_XXX` routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. `realize_virt_arrays` will be called at the completion of initial setup.

The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the `realize_virt_arrays` computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing `realize_virt_arrays` to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in `jdcoefct.c` for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

\*\*\* Memory manager internal structure \*\*\*

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (`jmemmgr.c`) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

`jpeg_mem_init`, `jpeg_mem_term` system-dependent initialization/shutdown

`jpeg_get_small`, `jpeg_free_small` interface to `malloc` and `free` library routines (or their equivalents)

jpeg\_get\_large, jpeg\_free\_large interface to FAR malloc/free in MSDOS machines;

else usually the same as

jpeg\_get\_small/jpeg\_free\_small

jpeg\_mem\_available estimate available memory

jpeg\_open\_backing\_store create a backing-store object

read\_backing\_store, manipulate a backing-store object

write\_backing\_store,

close\_backing\_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg\_open\_backing\_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self\_destruct (typically via jpeg\_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

\*\*\* Implications of DNL marker \*\*\*

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance). In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:

1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.

This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:

1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):

`*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/structure.txt`

No license file was found, but licenses were detected in source scan.

/\*

\* jaricom.c

\*

\* Developed 1997-2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains probability estimation tables for common use in  
\* arithmetic entropy encoding and decoding routines.  
\*  
\* This data represents Table D.3 in the JPEG spec (D.2 in the draft),  
\* ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24  
\* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.  
\*/

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/\*

\* jcapimin.c

\*

\* Copyright (C) 1994-1998, Thomas G. Lane.

\* Modified 2003-2010 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains application interface code for the compression half  
\* of the JPEG library. These are the "minimum" API routines that may be  
\* needed in either the normal full-compression case or the transcoding-only  
\* case.

\*

\* Most of the routines intended to be called directly by an application

\* are in this file or in jcapistd.c. But also see jtparam.c for

\* parameter-setup helper routines, jcomapi.c for routines shared by

\* compression and decompression, and jctrans.c for the transcoding case.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcapimin.c

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/\*

\* jquant2.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains 2-pass color quantization (color mapping) routines.

\* These routines provide selection of a custom color map for an image,

\* followed by mapping of the image to that color map, with optional

\* Floyd-Steinberg dithering.

\* It is also possible to use just the second pass to map to an arbitrary

\* externally-given color map.  
\*  
\* Note: ordered dithering is not supported, since there isn't any fast  
\* way to compute intercolor distances; it's unclear that ordered dither's  
\* fundamental assumptions even hold with an irregularly spaced color map.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jquant2.c

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/\*

\* jidctflt.c

\*

\* Copyright (C) 1994-1998, Thomas G. Lane.

\* Modified 2010-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a floating-point implementation of the  
\* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine  
\* must also perform dequantization of the input coefficients.

\*

\* This implementation should be more accurate than either of the integer  
\* IDCT implementations. However, it may not give the same results on all  
\* machines because of differences in roundoff behavior. Speed will depend  
\* on the hardware's floating point capacity.

\*

\* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT  
\* on each row (or vice versa, but it's more convenient to emit a row at  
\* a time). Direct algorithms are also available, but they are much more  
\* complex and seem not to be any faster when reduced to code.

\*

\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.

\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.

\* The primary disadvantage of this method is that with a fixed-point  
\* implementation, accuracy is lost due to imprecise representation of the  
\* scaled quantization values. However, that problem does not arise if  
\* we use floating point arithmetic.



\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctflt.c

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/\*

\* jdsample.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2002-2015 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains upsampling routines.

\*

\* Upsampling input data is counted in "row groups". A row group

\* is defined to be  $(v\_samp\_factor * DCT\_v\_scaled\_size / min\_DCT\_v\_scaled\_size)$

\* sample rows of each component. Upsampling will normally produce

\*  $max\_v\_samp\_factor$  pixel rows from each row group (but this could vary

\* if the upsampler is applying a scale factor of its own).

\*

\* An excellent reference for image resampling is

\* Digital Image Warping, George Wolberg, 1990.

\* Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdsample.c

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/\*

\* jcsample.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains downsampling routines.

\*

\* Downsampling input data is counted in "row groups". A row group

\* is defined to be  $max\_v\_samp\_factor$  pixel rows of each component,

\* from which the downsampler produces  $v\_samp\_factor$  sample rows.

\* A single row group is processed in each call to the downsampler module.

\*

\* The downsampler is responsible for edge-expansion of its output data

\* to fill an integral number of DCT blocks horizontally. The source buffer

\* may be modified if it is helpful for this purpose (the source buffer is

- \* allocated wide enough to correspond to the desired output width).
- \* The caller (the prep controller) is responsible for vertical padding.
- \*
- \* The downsampler may request "context rows" by setting need\_context\_rows
- \* during startup. In this case, the input arrays will contain at least
- \* one row group's worth of pixels above and below the passed-in data;
- \* the caller will create dummy rows at image top and bottom by replicating
- \* the first or last real pixel row.
- \*
- \* An excellent reference for image resampling is
- \* Digital Image Warping, George Wolberg, 1990.
- \* Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
- \*
- \* The downsampling algorithm used here is a simple average of the source
- \* pixels covered by the output pixel. The hi-falutin sampling literature
- \* refers to this as a "box filter". In general the characteristics of a box
- \* filter are not very good, but for the specific cases we normally use (1:1
- \* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
- \* nearly so bad. If you intend to use other sampling ratios, you'd be well
- \* advised to improve this code.
- \*
- \* A simple input-smoothing capability is provided. This is mainly intended
- \* for cleaning up color-dithered GIF input files (if you find it inadequate,
- \* we suggest using an external filtering program such as pnmconvol). When
- \* enabled, each input pixel P is replaced by a weighted sum of itself and its
- \* eight neighbors. P's weight is 1-8\*SF and each neighbor's weight is SF,
- \* where SF = (smoothing\_factor / 1024).
- \* Currently, smoothing is only supported for 2h2v sampling factors.
- \*/

Found in path(s):

- \* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcsample.c

No license file was found, but licenses were detected in source scan.

/\*

- \* jcmarker.c

\*

- \* Copyright (C) 1991-1998, Thomas G. Lane.

- \* Modified 2003-2019 by Guido Vollbeding.

- \* This file is part of the Independent JPEG Group's software.

- \* For conditions of distribution and use, see the accompanying README file.

\*

- \* This file contains routines to write JPEG datastream markers.

\*/

Found in path(s):

- \* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmarker.c

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```
/*
 * jdatasrc.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2009-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different source manager.
 * IMPORTANT: we assume that fread() will correctly transcribe an array of
 * JOCTETs from 8-bit-wide elements on external storage.  If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdatasrc.c
No license file was found, but licenses were detected in source scan.
```

```
/*
 * jdhuft.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2006-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy decoding routines.
 * Both sequential and progressive modes are supported in this single module.
 *
 * Much of the complexity here has to do with supporting input suspension.
 * If the data source module demands suspension, we want to be able to back
 * up to the start of the current MCU.  To do this, we copy state variables
 * into local working storage, and update them back to the permanent
 * storage only upon successful completion of an MCU.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdhuft.c
No license file was found, but licenses were detected in source scan.
```

```
/*
 * rdppm.c
 *
```

```
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2019 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed PPM format).
```

```
*/
```

```
/* Portions of this code are based on the PBMPLUS library, which is:
```

```
**
```

```
** Copyright (C) 1988 by Jef Poskanzer.
```

```
**
```

```
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdppm.c
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
* jccolor.c
```

```
*
```

```
* Copyright (C) 1991-1996, Thomas G. Lane.
```

```
* Modified 2011-2019 by Guido Vollbeding.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

```
* This file contains input colorspace conversion routines.
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jccolor.c
```

No license file was found, but licenses were detected in source scan.

```

/*
 * jinclude.h
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * Modified 2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file exists to provide a single place to fix any problems with
 * including the wrong system include files. (Common problems are taken
 * care of by the standard jconfig symbols, but on really weird systems
 * you may have to edit this file.)
 *
 * NOTE: this file is NOT intended to be included by applications using the
 * JPEG library. Most applications need only include jpeglib.h.
 */

```

Found in path(s):

```

* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jinclude.h

```

No license file was found, but licenses were detected in source scan.

```

/*
 * rdgif.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in GIF format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed GIF format).
 */

```

```

/*
 * This code is loosely based on giftppm from the PBMPLUS distribution
 * of Feb. 1991. That file contains the following copyright notice:

```

```

 * +-----+
 * | Copyright 1990, David Koblas.          |
 * | Permission to use, copy, modify, and distribute this software |
 * | and its documentation for any purpose and without fee is hereby |
 * | granted, provided that the above copyright notice appear in all |
 * | copies and that both that copyright notice and this permission |
 * | notice appear in supporting documentation. This software is    |

```

```
* | provided "as is" without express or implied warranty.      |
* +-----+
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdgif.c
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
*/jdct.h
```

```
*/
```

```
*/ Copyright (C) 1994-1996, Thomas G. Lane.
```

```
*/ Modified 2002-2019 by Guido Vollbeding.
```

```
*/ This file is part of the Independent JPEG Group's software.
```

```
*/ For conditions of distribution and use, see the accompanying README file.
```

```
*/
```

```
*/ This include file contains common declarations for the forward and
```

```
*/ inverse DCT modules. These declarations are private to the DCT managers
```

```
*/ (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.
```

```
*/ The individual DCT algorithms are kept in separate files to ease
```

```
*/ machine-dependent tuning (e.g., assembly coding).
```

```
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdct.h
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
*/ckconfig.c
```

```
*/
```

```
*/ Copyright (C) 1991-1994, Thomas G. Lane.
```

```
*/ This file is part of the Independent JPEG Group's software.
```

```
*/ For conditions of distribution and use, see the accompanying README file.
```

```
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/ckconfig.c
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
*/rdjpgcom.c
```

```
*/
```

```
*/ Copyright (C) 1994-1997, Thomas G. Lane.
```

```
*/ Modified 2009 by Bill Allombert, Guido Vollbeding.
```

```
*/ This file is part of the Independent JPEG Group's software.
```

```
*/ For conditions of distribution and use, see the accompanying README file.
```

```
*/
```

```
*/ This file contains a very simple stand-alone application that displays
```

- \* the text in COM (comment) markers in a JFIF file.
- \* This may be useful as an example of the minimum logic needed to parse
- \* JPEG markers.
- \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdjpgcom.c  
 No license file was found, but licenses were detected in source scan.

/\*

\* jidctfst.c

\*

- \* Copyright (C) 1994-1998, Thomas G. Lane.
- \* Modified 2015-2017 by Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.

\*

- \* This file contains a fast, not so accurate integer implementation of the
- \* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
- \* must also perform dequantization of the input coefficients.

\*

- \* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
- \* on each row (or vice versa, but it's more convenient to emit a row at
- \* a time). Direct algorithms are also available, but they are much more
- \* complex and seem not to be any faster when reduced to code.

\*

- \* This implementation is based on Arai, Agui, and Nakajima's algorithm for
- \* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
- \* Japanese, but the algorithm is described in the Pennebaker & Mitchell
- \* JPEG textbook (see REFERENCES section in file README). The following code
- \* is based directly on figure 4-8 in P&M.

- \* While an 8-point DCT cannot be done in less than 11 multiplies, it is
- \* possible to arrange the computation so that many of the multiplies are
- \* simple scalings of the final outputs. These multiplies can then be
- \* folded into the multiplications or divisions by the JPEG quantization
- \* table entries. The AA&N method leaves only 5 multiplies and 29 adds
- \* to be done in the DCT itself.

- \* The primary disadvantage of this method is that with fixed-point math,
- \* accuracy is lost due to imprecise representation of the scaled
- \* quantization values. The smaller the quantization table entry, the less
- \* precise the scaled value, so this implementation does worse with high-
- \* quality-setting files than with low-quality ones.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctfst.c  
 No license file was found, but licenses were detected in source scan.

```
/*
 * jcapistd.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "standard" API routines that are
 * used in the normal full-compression case. They are not used by a
 * transcoding-only application. Note that if an application links in
 * jpeg_start_compress, it will end up linking in the entire compressor.
 * We thus must separate this file from jcapimin.c to avoid linking the
 * whole compression library into a transcoder.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcapistd.c
```

No license file was found, but licenses were detected in source scan.

```
/*
 * jfdctint.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modification developed 2003-2018 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
 * The primary algorithm described there uses 11 multiplies and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 *
 * We also provide FDCT routines with various input sample block sizes for
 * direct resolution reduction or enlargement and for direct resolving the
```



```

* common 2x1 and 1x2 subsampling cases without additional resampling: NxN
* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
*
* For N<8 we fill the remaining block coefficients with zero.
* For N>8 we apply a partial N-point FDCT on the input samples, computing
* just the lower 8 frequency coefficients and discarding the rest.
*
* We must scale the output coefficients of the N-point FDCT appropriately
* to the standard 8-point FDCT level by 8/N per 1-D pass. This scaling
* is folded into the constant multipliers (pass 2) and/or final/initial
* shifting.
*
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
*/

```

Found in path(s):

```

* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctint.c
No license file was found, but licenses were detected in source scan.

```

```

/*
* jmemdos.c
*
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides an MS-DOS-compatible implementation of the system-
* dependent portion of the JPEG memory manager. Temporary data can be
* stored in extended or expanded memory as well as in regular DOS files.
*
* If you use this file, you must be sure that NEED_FAR_POINTERS is defined
* if you compile in a small-data memory model; it should NOT be defined if
* you use a large-data memory model. This file is not recommended if you
* are using a flat-memory-space 386 environment such as DJGCC or Watcom C.
* Also, this code will NOT work if struct fields are aligned on greater than
* 2-byte boundaries.
*
* Based on code contributed by Ge' Weijers.
*/

```

Found in path(s):

```

* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemdos.c
No license file was found, but licenses were detected in source scan.

```

```

/*
* jidctint.c
*

```

\* Copyright (C) 1991-1998, Thomas G. Lane.  
 \* Modification developed 2002-2018 by Guido Vollbeding.  
 \* This file is part of the Independent JPEG Group's software.  
 \* For conditions of distribution and use, see the accompanying README file.  
 \*  
 \* This file contains a slow-but-accurate integer implementation of the  
 \* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine  
 \* must also perform dequantization of the input coefficients.  
 \*  
 \* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT  
 \* on each row (or vice versa, but it's more convenient to emit a row at  
 \* a time). Direct algorithms are also available, but they are much more  
 \* complex and seem not to be any faster when reduced to code.  
 \*  
 \* This implementation is based on an algorithm described in  
 \* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT  
 \* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,  
 \* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.  
 \* The primary algorithm described there uses 11 multiplies and 29 adds.  
 \* We use their alternate method with 12 multiplies and 32 adds.  
 \* The advantage of this method is that no data path contains more than one  
 \* multiplication; this allows a very simple and accurate implementation in  
 \* scaled fixed-point arithmetic, with a minimal number of shifts.  
 \*  
 \* We also provide IDCT routines with various output sample block sizes for  
 \* direct resolution reduction or enlargement and for direct resolving the  
 \* common 2x1 and 1x2 subsampling cases without additional resampling: NxN  
 \* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.  
 \*  
 \* For N<8 we simply take the corresponding low-frequency coefficients of  
 \* the 8x8 input DCT block and apply an NxN point IDCT on the sub-block  
 \* to yield the downsampled outputs.  
 \* This can be seen as direct low-pass downsampling from the DCT domain  
 \* point of view rather than the usual spatial domain point of view,  
 \* yielding significant computational savings and results at least  
 \* as good as common bilinear (averaging) spatial downsampling.  
 \*  
 \* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as  
 \* lower frequencies and higher frequencies assumed to be zero.  
 \* It turns out that the computational effort is similar to the 8x8 IDCT  
 \* regarding the output size.  
 \* Furthermore, the scaling and descaling is the same for all IDCT sizes.  
 \*  
 \* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases  
 \* since there would be too many additional constants to pre-calculate.  
 \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctint.c

No license file was found, but licenses were detected in source scan.

/\*

\* rdbmp.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to read input images in Microsoft "BMP"

\* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).

\* Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or

\* 4-bit (feeding such low-depth images into JPEG would be silly anyway).

\* Also, we don't support RLE-compressed files.

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume input from

\* an ordinary stdio stream. They further assume that reading begins

\* at the start of the file; start\_input may need work if the

\* user interface has already read some data (e.g., to determine that

\* the file is indeed BMP format).

\*

\* This code contributed by James Arthur Boucher.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdbmp.c

No license file was found, but licenses were detected in source scan.

/\*

\* jmemmgr.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2011-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the JPEG system-independent memory management

\* routines. This code is usable across a wide variety of machines; most

\* of the system dependencies have been isolated in a separate file.

\* The major functions provided here are:

\* \* pool-based allocation and freeing of memory;

\* \* policy decisions about how to divide available memory among the

\* virtual arrays;

\* \* control logic for swapping virtual arrays between main memory and

\* backing storage.

\* The separate system-dependent file provides the actual backing-storage  
\* access code, and it contains the policy decision about how much total  
\* main memory to use.  
\* This file is system-dependent in the sense that some of its functions  
\* are unnecessary in some systems. For example, if there is enough virtual  
\* memory so that backing storage will never be used, much of the virtual  
\* array control logic could be removed. (Of course, if you have that much  
\* memory then you shouldn't care about a little bit of unused code...)  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemmgr.c  
No license file was found, but licenses were detected in source scan.

/\*

\* djpeg.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a command-line user interface for the JPEG decompressor.

\* It should work on any system with Unix- or MS-DOS-style command lines.

\*

\* Two different command line styles are permitted, depending on the

\* compile-time switch TWO\_FILE\_COMMANDLINE:

\* djpeg [options] inputfile outputfile

\* djpeg [options] [inputfile]

\* In the second style, output is always to standard output, which you'd

\* normally redirect to a file or pipe to some other program. Input is

\* either from a named file or from standard input (typically redirected).

\* The second style is convenient on Unix but is unhelpful on systems that

\* don't support pipes. Also, you MUST use the first style if your system

\* doesn't do binary I/O to stdin/stdout.

\* To simplify script writing, the "-outfile" switch is provided. The syntax

\* djpeg [options] -outfile outputfile inputfile

\* works regardless of which command line style is used.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/djpeg.c  
No license file was found, but licenses were detected in source scan.

/\*

\* cdjpeg.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains common support routines used by the IJG application  
\* programs (cjpeg, djpeg, jpegtran).  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cdjpeg.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jcrepct.c

/\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

/\*

\* This file contains the compression preprocessing controller.

\* This controller manages the color conversion, downsampling,

\* and edge expansion steps.

/\*

\* Most of the complexity here is associated with buffering input rows

\* as required by the downsampler. See the comments at the head of

\* jcsample.c for the downsampler's needs.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcrepct.c  
No license file was found, but licenses were detected in source scan.

/\*

\* rdrle.c

/\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

/\*

\* This file contains routines to read input images in Utah RLE format.

\* The Utah Raster Toolkit library is required (version 3.1 or later).

/\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume input from

\* an ordinary stdio stream. They further assume that reading begins

\* at the start of the file; start\_input may need work if the

\* user interface has already read some data (e.g., to determine that

\* the file is indeed RLE format).

\*  
\* Based on code contributed by Mike Lijewski,  
\* with updates from Robert Hutchinson.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdrle.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jdarith.c  
\*  
\* Developed 1997-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains portable arithmetic entropy decoding routines for JPEG  
\* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).  
\*  
\* Both sequential and progressive modes are supported in this single module.  
\*  
\* Suspension is not currently supported in this module.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdarith.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jversion.h  
\*  
\* Copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains software version identification.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jversion.h  
No license file was found, but licenses were detected in source scan.

/\*  
\* jmainct.c  
\*  
\* Copyright (C) 1994-1996, Thomas G. Lane.  
\* Modified 2003-2012 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the main buffer controller for compression.  
\* The main buffer lies between the pre-processor and the JPEG  
\* compressor proper; it holds downsampled data in the JPEG colorspace.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmainct.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdmerge.c

/\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2013-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

/\*

\* This file contains code for merged upsampling/color conversion.

/\*

\* This file combines functions from jdsample.c and jdcolor.c;

\* read those files first to understand what's going on.

/\*

\* When the chroma components are to be upsampled by simple replication

\* (ie, box filtering), we can save some work in color conversion by

\* calculating all the output pixels corresponding to a pair of chroma

\* samples at one time. In the conversion equations

\*  $R = Y + K1 * Cr$

\*  $G = Y + K2 * Cb + K3 * Cr$

\*  $B = Y + K4 * Cb$

\* only the Y term varies among the group of pixels corresponding to a pair

\* of chroma samples, so the rest of the terms can be calculated just once.

\* At typical sampling ratios, this eliminates half or three-quarters of the

\* multiplications needed for color conversion.

/\*

\* This file currently provides implementations for the following cases:

\* YCC => RGB color conversion only (YCbCr or BG\_YCC).

\* Sampling ratios of 2h1v or 2h2v.

\* No scaling needed at upsample time.

\* Corner-aligned (non-CCIR601) sampling alignment.

\* Other special cases could be added, but in most applications these are

\* the only common cases. (For uncommon cases we fall back on the more

\* general code in jdsample.c and jdcolor.c.)

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmerge.c

No license file was found, but licenses were detected in source scan.

```
/*
 * rdcolmap.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file implements djpeg's "-map file" switch. It reads a source image
 * and constructs a colormap to be supplied to the JPEG decompressor.
 *
 * Currently, these file formats are supported for the map file:
 * GIF: the contents of the GIF's global colormap are used.
 * PPM (either text or raw flavor): the entire file is read and
 *   each unique pixel value is entered in the map.
 * Note that reading a large PPM file will be horrendously slow.
 * Typically, a PPM-format map file should contain just one pixel
 * of each desired color. Such a file can be extracted from an
 * ordinary image PPM file with ppmtomap(1).
 *
 * Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
 * currently implemented.
 */
/* Portions of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdcolmap.c
```

No license file was found, but licenses were detected in source scan.

```
/*
 * transupp.c
 *
 * Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains image transformation routines and other utility code
```



\* used by the jpegtran sample application. These are NOT part of the core  
\* JPEG library. But we keep these routines separate from jpegtran.c to  
\* ease the task of maintaining jpegtran-like programs that have other user  
\* interfaces.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/transupp.c

No license file was found, but licenses were detected in source scan.

## IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

Here is a road map to the files in the IJG JPEG distribution. The distribution includes the JPEG library proper, plus two application programs ("cjpeg" and "djpeg") which use the library to convert JPEG files to and from some other popular image formats. A third application "jpegtran" uses the library to do lossless conversion between different variants of JPEG. There are also two stand-alone applications, "rdjpgcom" and "wrjpgcom".

## THE JPEG LIBRARY

=====

Include files:

jpeglib.h JPEG library's exported data and function declarations.  
jconfig.h Configuration declarations. Note: this file is not present in the distribution; it is generated during installation.  
jmorecfg.h Additional configuration declarations; need not be changed for a standard installation.  
jerror.h Declares JPEG library's error and trace message codes.  
jinclude.h Central include file used by all IJG .c files to reference system include files.  
jpegint.h JPEG library's internal data structures.  
jdct.h Private declarations for forward & reverse DCT subsystems.  
jmemsys.h Private declarations for memory management subsystem.  
jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included if the application needs to reference individual JPEG error codes. The other include files are intended for internal use and would not normally

be included by an application program. (cjpeg/djpeg/etc do use jinclude.h, since its function is to improve portability of the whole IJG distribution. Most other applications will directly include the system include files they want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by an application program:

jpegim.c Application program interface: core routines for compression.  
jpegstd.c Application program interface: standard compression.  
jdpim.c Application program interface: core routines for decompression.  
jdpstd.c Application program interface: standard decompression.  
jcomapi.c Application program interface routines common to compression and decompression.  
jtparam.c Compression parameter setting helper routines.  
jctrans.c API and library routines for transcoding compression.  
jdtrans.c API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c Initialization: determines which other modules to use.  
jcmaster.c Master control: setup and inter-pass sequencing logic.  
jcmaint.c Main buffer controller (preprocessor => JPEG compressor).  
jcprepct.c Preprocessor buffer controller.  
jccoefct.c Buffer controller for DCT coefficient buffer.  
jccolor.c Color space conversion.  
jcsample.c Downsampling.  
jcdctmgr.c DCT manager (DCT implementation selection & control).  
jfdctint.c Forward DCT using slow-but-accurate integer method.  
jfdctfst.c Forward DCT using faster, less accurate integer method.  
jfdctflt.c Forward DCT using floating-point arithmetic.  
jchuff.c Huffman entropy coding.  
jcarith.c Arithmetic entropy coding.  
jcmarker.c JPEG marker writing.  
jdatadst.c Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c Master control: determines which other modules to use.  
jdinput.c Input controller: controls input processing modules.  
jdmaint.c Main buffer controller (JPEG decompressor => postprocessor).  
jdcoefct.c Buffer controller for DCT coefficient buffer.  
jdpostct.c Postprocessor buffer controller.  
jdmarker.c JPEG marker reading.  
jdhuff.c Huffman entropy decoding.

jdarith.c Arithmetic entropy decoding.  
jddctmgr.c IDCT manager (IDCT implementation selection & control).  
jidctint.c Inverse DCT using slow-but-accurate integer method.  
jidctfst.c Inverse DCT using faster, less accurate integer method.  
jidctflt.c Inverse DCT using floating-point arithmetic.  
jdsample.c Upsampling.  
jdcolor.c Color space conversion.  
jdmerge.c Merged upsampling/color conversion (faster, lower quality).  
jquant1.c One-pass color quantization using a fixed-spacing colormap.  
jquant2.c Two-pass color quantization using a custom-generated colormap.  
Also handles one-pass quantization to an externally given map.  
jdatasrc.c Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c Tables for common use in arithmetic entropy encoding and decoding routines.  
jerror.c Standard error handling routines (application replaceable).  
jmemmgr.c System-independent (more or less) memory management code.  
jutils.c Miscellaneous utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c "No backing store": assumes adequate virtual memory exists.  
jmemansi.c Makes temporary files with ANSI-standard routine tmpfile().  
jmemname.c Makes temporary files with program-generated file names.  
jmemdos.c Custom implementation for MS-DOS (16-bit environment only): can use extended and expanded memory as well as temp files.  
jmemmac.c Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use).  
On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jmemdosa.asm 80x86 assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.

CJPEG/DJPEG/JPEGTRAN

=====

Include files:

cdjpeg.h Declarations shared by cjpeg/djpeg/jpegtran modules.  
cderror.h Additional error and trace message codes for cjpeg et al.  
transupp.h Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c Main program for cjpeg.  
djpeg.c Main program for djpeg.  
jpegtran.c Main program for jpegtran.  
cdjpeg.c Utility routines used by all three programs.  
rdcolmap.c Code to read a colormap file for djpeg's "-map" switch.  
rdswitch.c Code to process some of cjpeg's more complex switches.  
Also used by jpegtran.  
transupp.c Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:

rdbmp.c BMP file input.  
rdgif.c GIF file input.  
rdppm.c PPM/PGM file input.  
rdrlc.c Utah RLE file input.  
rdtarga.c Targa file input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.  
wrgif.c GIF file output.  
wrppm.c PPM/PGM file output.  
wrrlc.c Utah RLE file output.  
wrtarga.c Targa file output.

## RDJPGCOM/WRJPGCOM

=====

C source code files:

rdjpgcom.c Stand-alone rdjpgcom application.  
wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use  
jconfig.h and jinclude.h, only to improve portability.

## ADDITIONAL FILES

=====

Documentation (see README for a guide to the documentation files):

README Master documentation file.

\*.txt Other documentation files.

\*.1 Documentation in Unix man page format.

change.log Version-to-version change highlights.

example.c Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configure Unix shell script to perform automatic configuration.

configure.ac Source file for use with Autoconf to generate configure.

ltmain.sh Support scripts for configure (from GNU libtool).

config.guess

config.sub

depcomp

missing

ar-lib

compile

install-sh Install shell script for those Unix systems lacking one.

Makefile.in Makefile input for configure.

Makefile.am Source file for use with Automake to generate Makefile.in.

ckconfig.c Program to generate jconfig.h on non-Unix systems.

jconfig.txt Template for making jconfig.h by hand.

mak\*.\* Sample makefiles for particular systems.

jconfig.\* Sample jconfig.h for particular systems.

libjpeg.map Script to generate shared library with versioned symbols.

libjpeg.pc.in libjpeg.pc pkg-config file input for configure.

aclocal.m4 M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test\*.\* Source and comparison files for confidence test.

These are binary image files, NOT text files.

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/filelist.txt

No license file was found, but licenses were detected in source scan.

/\*

\* jccoefct.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2003-2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the coefficient buffer controller for compression.

- \* This controller is the top level of the JPEG compressor proper.
- \* The coefficient buffer lies between forward-DCT and entropy encoding steps.
- \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jccoefct.c

No license file was found, but licenses were detected in source scan.

/\*

\* jmemnobs.c

\*

\* Copyright (C) 1992-1996, Thomas G. Lane.

\* Modified 2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file provides a really simple implementation of the system-

\* dependent portion of the JPEG memory manager. This implementation

\* assumes that no backing-store files are needed: all required space

\* can be obtained from malloc().

\* This is very portable in the sense that it'll compile on almost anything,

\* but you'd better have lots of main memory (or virtual memory) if you want

\* to process big images.

\* Note that the max\_memory\_to\_use option is respected by this implementation.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemnobs.c

No license file was found, but licenses were detected in source scan.

/\*

\* jdtrans.c

\*

\* Copyright (C) 1995-1997, Thomas G. Lane.

\* Modified 2000-2009 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains library routines for transcoding decompression,

\* that is, reading raw DCT coefficient arrays from an input JPEG file.

\* The routines in jdapimin.c will also be needed by a transcoder.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdtrans.c

No license file was found, but licenses were detected in source scan.

/\*

```
* jdcoefct.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2002-2011 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for decompression.
* This controller is the top level of the JPEG decompressor proper.
* The coefficient buffer lies between entropy decoding and inverse-DCT steps.
*
* In buffered-image mode, this controller is the interface between
* input-oriented processing and output-oriented processing.
* Also, the input side (only) is used when reading a file for transcoding.
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdcoefct.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* jcparam.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains optional default-setting code for the JPEG compressor.
* Applications do not have to use this file, but those that don't use it
* must know a lot more about the innards of the JPEG code.
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcparam.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* wrgif.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2015-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in GIF format.
*
* These routines may need modification for non-Unix environments or
```

```
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*/
/*
* This code is loosely based on ppmtogif from the PBMPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
* Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
* Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
* Copyright (C) 1989 by Jef Poskanzer.
* Permission to use, copy, modify, and distribute this software and its
* documentation for any purpose and without fee is hereby granted, provided
* that the above copyright notice appear in all copies and that both that
* copyright notice and this permission notice appear in supporting
* documentation. This software is provided "as is" without express or
* implied warranty.
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrgif.c
```

No license file was found, but licenses were detected in source scan.

```
/*
* jdinput.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input control logic for the JPEG decompressor.
* These routines are concerned with controlling the decompressor's input
* processing (marker reading and coefficient decoding). The actual input
* reading is done in jdmarker.c, jdhuft.c, and jdarith.c.
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdinput.c
```

No license file was found, but licenses were detected in source scan.

```
/*
* rdtarga.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2017-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Targa format.
```



\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume input from  
\* an ordinary stdio stream. They further assume that reading begins  
\* at the start of the file; start\_input may need work if the  
\* user interface has already read some data (e.g., to determine that  
\* the file is indeed Targa format).  
\*  
\* Based on code contributed by Lee Daniel Crocker.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdtarga.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jcdctmgr.c  
\*  
\* Copyright (C) 1994-1996, Thomas G. Lane.  
\* Modified 2003-2013 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the forward-DCT management logic.  
\* This code selects a particular DCT implementation to be used,  
\* and it performs related housekeeping chores including coefficient  
\* quantization.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcdctmgr.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jmemansi.c  
\*  
\* Copyright (C) 1992-1996, Thomas G. Lane.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file provides a simple generic implementation of the system-  
\* dependent portion of the JPEG memory manager. This implementation  
\* assumes that you have the ANSI-standard library routine tmpfile().  
\* Also, the problem of determining the amount of memory available  
\* is shoved onto the user.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemansi.c

No license file was found, but licenses were detected in source scan.

/\*

\* jerror.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2012-2015 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains simple error-reporting and trace-message routines.

\* These are suitable for Unix-like systems and others where writing to

\* stderr is the right thing to do. Many applications will want to replace

\* some or all of these routines.

\*

\* If you define USE\_WINDOWS\_MESSAGEBOX in jconfig.h or in the makefile,

\* you get a Windows-specific hack to display error messages in a dialog box.

\* It ain't much, but it beats dropping error messages into the bit bucket,

\* which is what happens to output to stderr under most Windows C compilers.

\*

\* These routines are used by both the compression and decompression code.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jerror.c

No license file was found, but licenses were detected in source scan.

/\*

\* cdjpeg.h

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains common declarations for the sample applications

\* cjpeg and djpeg. It is NOT used by the core JPEG library.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cdjpeg.h

No license file was found, but licenses were detected in source scan.

/\*

\* jdpostct.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the decompression postprocessing controller.  
\* This controller manages the upsampling, color conversion, and color  
\* quantization/reduction steps; specifically, it controls the buffering  
\* between upsample/color conversion and color quantization/reduction.  
\*  
\* If no color quantization/reduction is required, then this module has no  
\* work to do, and it just hands off to the upsample/color conversion code.  
\* An integrated upsample/convert/quantize process would replace this module  
\* entirely.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdpostct.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdmarker.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.  
\* Modified 2009-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to decode JPEG datastream markers.  
\* Most of the complexity arises from our desire to support input  
\* suspension: if not all of the data for a marker is available,  
\* we must exit back to the application. On resumption, we reprocess  
\* the marker.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmarker.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemmac.c

\*

\* Copyright (C) 1992-1997, Thomas G. Lane.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* jmemmac.c provides an Apple Macintosh implementation of the system-  
\* dependent portion of the JPEG memory manager.  
\*  
\* If you use jmemmac.c, then you must define USE\_MAC\_MEMMGR in the

```

* JPEG_INTERNALS part of jconfig.h.
*
* jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr
* instead of malloc and free. It accurately determines the amount of
* memory available by using CompactMem. Notice that if left to its
* own devices, this code can chew up all available space in the
* application's zone, with the exception of the rather small "slop"
* factor computed in jpeg_mem_available(). The application can ensure
* that more space is left over by reducing max_memory_to_use.
*
* Large images are swapped to disk using temporary files and System 7.0+'s
* temporary folder functionality.
*
* Note that jmemmac.c depends on two features of MacOS that were first
* introduced in System 7: FindFolder and the FSSpec-based calls.
* If your application uses jmemmac.c and is run under System 6 or earlier,
* and the jpeg library decides it needs a temporary file, it will abort,
* printing error messages about requiring System 7. (If no temporary files
* are created, it will run fine.)
*
* If you want to use jmemmac.c in an application that might be used with
* System 6 or earlier, then you should remove dependencies on FindFolder
* and the FSSpec calls. You will need to replace FindFolder with some
* other mechanism for finding a place to put temporary files, and you
* should replace the FSSpec calls with their HFS equivalents:
*
* FSpDelete  -> HDelete
* FSpGetFInfo -> HGetFInfo
* FSpCreate  -> HCreate
* FSpOpenDF  -> HOpen    *** Note: not HOpenDF ***
* FSMakeFSSpec -> (fill in spec by hand.)
*
* (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen,
* which is on all HFS macs. HOpenDF is a System 7 addition which avoids the
* ages-old problem of names starting with a period.)
*
* Contributed by Sam Bushell (jsam@iagu.on.net) and
* Dan Gildor (gyld@in-touch.com).
*/

```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemmac.c
```

No license file was found, but licenses were detected in source scan.

The Independent JPEG Group's JPEG software

=====

README for release 9d of 12-Jan-2020

=====  
This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone, Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson, John Korejwa, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

## 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.  
ACKNOWLEDGMENTS Special thanks.  
FILE FORMAT WARS Software \*not\* to get.  
TO DO           Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.txt    How to configure and install the IJG software.  
usage.txt      Usage instructions for cjpeg, djpeg, jpegtran,  
                rdjpgcom, and wrjpgcom.  
\*.1            Unix-style man pages for programs (same info as usage.txt).  
wizard.txt     Advanced usage instructions for JPEG wizards only.  
change.log     Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.txt    How to use the JPEG library in your own programs.  
example.c      Sample code for calling the JPEG library.  
structure.txt   Overview of the JPEG library's internal structure.  
filelist.txt   Road map of IJG files.  
coderrules.txt Coding style rules --- please read if you contribute code.

Please read at least the files install.txt and usage.txt. Some 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

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This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and grayscale images.

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. 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.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

## LEGAL ISSUES

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In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

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- (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
- (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
- (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

## REFERENCES

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We 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 PDF file containing a revised version of Wallace's article is available at <http://www.ijg.org/files/Wallace.JPEG.pdf>. 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 currently available 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).

Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.

If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.



The original JPEG 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.

IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.

IJG JPEG 9 introduces a reversible color transform for improved lossless compression which is described in a contributed document ISO/IEC JTC1/SC29/WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from <http://www.itu.int/rec/T-REC-T.871>. A PDF file of the older JFIF document is available at <http://www.w3.org/Graphics/JPEG/jfif3.pdf>.

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 <http://www.ijg.org/files/>. 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.

## ARCHIVE LOCATIONS

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The "official" archive site for this software is [www.ijg.org](http://www.ijg.org). The most recent released version can always be found there in directory "files". This particular version will be archived as <http://www.ijg.org/files/jpegsrc.v9d.tar.gz>, and in Windows-compatible "zip" archive format as <http://www.ijg.org/files/jpegsr9d.zip>.

The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.

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](mailto:mail-server@rtfm.mit.edu) with body

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

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

## ACKNOWLEDGMENTS

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Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

Thank to Nico Zschach and Dirk Stelling of the technical support team at the Digital Images company in Halle for providing me with extra equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful communication about JPEG configuration in Sigma Photo Pro software.

Thank to Andrew Finkenstadt for hosting the [ijg.org](http://ijg.org) site.

Thank to Thomas G. Lane for the original design and development of this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert,

Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

## FILE FORMAT WARS

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The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies.

IJG therefore does not and will not support such momentary mistakes (see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.

Don't use an incompatible file format!

(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification.

Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code.

The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties.

We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases.

Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the

value of the people of this planet without their knowing, willing and intentional consent.

The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet. People of the planet, on every country, may have a financial interest in the assets of these former principals, agents, and beneficiaries of the foreclosed institutions and corporations.

IJG asserts what is: that each man, woman, and child has unalienable value and rights granted and deposited in them by the Creator and not any one of the people is subordinate to any artificial principality, corporate fiction or the special interest of another without their appropriate knowing, willing and intentional consent made by contract or accommodation agreement. IJG expresses that which already was.

The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.

IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") is currently prepared and will be published later.

TO DO

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Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec.

More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to [jpeg-info@jpegclub.org](mailto:jpeg-info@jpegclub.org).

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/README

No license file was found, but licenses were detected in source scan.

/\*

\* cjpeg.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2003-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a command-line user interface for the JPEG compressor.

\* It should work on any system with Unix- or MS-DOS-style command lines.

\*

\* Two different command line styles are permitted, depending on the

```
* compile-time switch TWO_FILE_COMMANDLINE:
* cjpeg [options] inputfile outputfile
* cjpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* cjpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cjpeg.c
No license file was found, but licenses were detected in source scan.
```

```
/*
```

```
* transupp.h
```

```
*
```

```
* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

```
* This file contains declarations for image transformation routines and
* other utility code used by the jpegtran sample application. These are
* NOT part of the core JPEG library. But we keep these routines separate
* from jpegtran.c to ease the task of maintaining jpegtran-like programs
* that have other user interfaces.
```

```
*
```

```
* NOTE: all the routines declared here have very specific requirements
* about when they are to be executed during the reading and writing of the
* source and destination files. See the comments in transupp.c, or see
* jpegtran.c for an example of correct usage.
```

```
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/transupp.h
No license file was found, but licenses were detected in source scan.
```

```
/*
```

```
* cderror.h
```

```
*
```

```
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
```

\*  
\* This file defines the error and message codes for the cjpeg/djpeg  
\* applications. These strings are not needed as part of the JPEG library  
\* proper.  
\* Edit this file to add new codes, or to translate the message strings to  
\* some other language.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cderror.h

No license file was found, but licenses were detected in source scan.

/\*

\* jquant1.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2011 by Guido Vollbeding.

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\*

\* This file contains 1-pass color quantization (color mapping) routines.

\* These routines provide mapping to a fixed color map using equally spaced

\* color values. Optional Floyd-Steinberg or ordered dithering is available.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jquant1.c

No license file was found, but licenses were detected in source scan.

/\*

\* wrbmp.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2017-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write output images in Microsoft "BMP"

\* format (MS Windows 3.x and OS/2 1.x flavors).

\* Either 8-bit colormapped or 24-bit full-color format can be written.

\* No compression is supported.

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume output to

\* an ordinary stdio stream.

\*

\* This code contributed by James Arthur Boucher.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrbmp.c

No license file was found, but licenses were detected in source scan.

/\*

\* jddctmgr.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2002-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the inverse-DCT management logic.

\* This code selects a particular IDCT implementation to be used,

\* and it performs related housekeeping chores. No code in this file

\* is executed per IDCT step, only during output pass setup.

\*

\* Note that the IDCT routines are responsible for performing coefficient

\* dequantization as well as the IDCT proper. This module sets up the

\* dequantization multiplier table needed by the IDCT routine.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jddctmgr.c

No license file was found, but licenses were detected in source scan.

/\*

\* jmemname.c

\*

\* Copyright (C) 1992-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file provides a generic implementation of the system-dependent

\* portion of the JPEG memory manager. This implementation assumes that

\* you must explicitly construct a name for each temp file.

\* Also, the problem of determining the amount of memory available

\* is shoved onto the user.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemname.c

No license file was found, but licenses were detected in source scan.

/\*

\* jpegtran.c

\*

\* Copyright (C) 1995-2019, Thomas G. Lane, Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains a command-line user interface for JPEG transcoding.  
\* It is very similar to cjpeg.c, and partly to djpeg.c, but provides  
\* lossless transcoding between different JPEG file formats. It also  
\* provides some lossless and sort-of-lossless transformations of JPEG data.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpegtran.c  
No license file was found, but licenses were detected in source scan.

/\*

\* wrppm.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.  
\* Modified 2009-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to write output images in PPM/PGM format.  
\* The extended 2-byte-per-sample raw PPM/PGM formats are supported.  
\* The PBMPLUS library is NOT required to compile this software  
\* (but it is highly useful as a set of PPM image manipulation programs).  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume output to  
\* an ordinary stdio stream.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrppm.c  
No license file was found, but licenses were detected in source scan.

## USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.  
This file is part of the Independent JPEG Group's software.  
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application



programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been \*major\* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

## TABLE OF CONTENTS

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### Overview:

Functions provided by the library

Outline of typical usage

### Basic library usage:

Data formats

Compression details

Decompression details

Mechanics of usage: include files, linking, etc

### Advanced features:

Compression parameter selection

Decompression parameter selection

Special color spaces

Error handling

Compressed data handling (source and destination managers)

I/O suspension

Progressive JPEG support

Buffered-image mode

Abbreviated datastreams and multiple images

Special markers

Raw (downsampled) image data

Really raw data: DCT coefficients

Progress monitoring

Memory management

Memory usage

Library compile-time options

Portability considerations

Notes for MS-DOS implementors

You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

## OVERVIEW

=====

## Functions provided by the library

-----

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *\*not\** provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

- \* Hierarchical storage
- \* Lossless JPEG
- \* DNL marker
- \* Nonintegral subsampling ratios

We support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

## Outline of typical usage

-----

The rough outline of a JPEG compression operation is:

```
Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
    jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object
```

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to `jpeg_write_scanlines()` from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

```
Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
    jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object
```

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source

manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to `jpeg_read_scanlines()`.

It is possible to abort an incomplete compression or decompression operation by calling `jpeg_abort()`; or, if you do not need to retain the JPEG object, simply release it by calling `jpeg_destroy()`.

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as `jpeg_destroy()` can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

## BASIC LIBRARY USAGE

=====

### Data formats

-----

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel).

PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE.

A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to

right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS\_IN\_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS\_IN\_JSAMPLE = 9 to 12. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel; its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel value (map index) j. Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (ie, at most 256 colors for an 8-bit JPEG library).

#### Compression details

-----

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg\_compress\_struct". (It also has

a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg\_error\_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg\_error\_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg\_create\_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg\_create\_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

**WARNING:** it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg\_start\_compress() and jpeg\_finish\_compress().

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

image\_width Width of image, in pixels  
image\_height Height of image, in pixels  
input\_components Number of color channels (samples per pixel)  
in\_color\_space Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input\_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in\_color\_space field must be assigned one of the J\_COLOR\_SPACE enum constants, typically JCS\_RGB or JCS\_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg\_set\_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in\_color\_space correctly before calling jpeg\_set\_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg\_start\_compress(). There's no harm in calling jpeg\_set\_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```
cinfo.image_width = Width; /* image width and height, in pixels */
```

```
cinfo.image_height = Height;
cinfo.input_components = 3; /* # of color components per pixel */
cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

jpeg_set_defaults(&cinfo);
/* Make optional parameter settings here */
```

4. `jpeg_start_compress(...)`;

After you have established the data destination and set all the necessary source image info and other parameters, call `jpeg_start_compress()` to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```
jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called `jpeg_start_compress()`, you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. `while (scan lines remain to be written)`  
`jpeg_write_scanlines(...)`;

Now write all the required image data by calling `jpeg_write_scanlines()` one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you **WILL** use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `cjpeg`.

The library maintains a count of the number of scanlines written so far in the `next_scanline` field of the JPEG object. Usually you can just use



this variable as the loop counter, so that the loop test looks like "while (cinfo.next\_scanline < cinfo.image\_height)".

Code for this step depends heavily on the way that you store the source data. example.c shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```

jpeg\_write\_scanlines() returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:

- \* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
- \* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of next\_scanline.

## 6. jpeg\_finish\_compress(...);

After all the image data has been written, call jpeg\_finish\_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination.

jpeg\_finish\_compress() also releases working memory associated with the JPEG object.

Typical code:

```
jpeg_finish_compress(&cinfo);
```

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg\_finish\_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg\_finish\_compress() may take

quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call `jpeg_finish_compress()` before writing the necessary total number of scanlines. If you wish to abort compression, call `jpeg_abort()` as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call `jpeg_set_defaults()` to adjust for the new colorspace; and then you'll need to repeat all of step 3.

## 7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling `jpeg_destroy_compress()`. This will free all subsidiary memory (regardless of the previous state of the object). Or you can call `jpeg_destroy()`, which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, `jpeg_destroy()` should be passed a `j_common_ptr`.)

If you allocated the `jpeg_compress_struct` structure from `malloc()`, freeing it is your responsibility --- `jpeg_destroy()` won't. Ditto for the error handler structure.

Typical code:

```
jpeg_destroy_compress(&cinfo);
```

## 8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

\* If you don't need the JPEG object any more, just call `jpeg_destroy_compress()` or `jpeg_destroy()` to release memory. This is legitimate at any point after calling `jpeg_create_compress()` --- in fact, it's safe even if `jpeg_create_compress()` fails.

\* If you want to re-use the JPEG object, call `jpeg_abort_compress()`, or call `jpeg_abort()` which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. `jpeg_abort()` is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call `term_destination()`. (See "Compressed data handling", below, for more about that.)

`jpeg_destroy()` and `jpeg_abort()` are the only safe calls to make on a JPEG object that has reported an error by calling `error_exit` (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

## Decompression details

-----

Here we revisit the JPEG decompression outline given in the overview.

### 1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct `jpeg_decompress_struct`" and you call `jpeg_create_decompress()`. Error handling is exactly the same.

Typical code:

```
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

### 2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```

FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);

```

where the last line invokes the standard source module.

**WARNING:** it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg\_read\_header() and jpeg\_finish\_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg\_read\_header() to jpeg\_finish\_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg\_read\_header() to obtain image info.

Typical code for this step is just

```
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if

- \* A suspending data source is used --- in that case jpeg\_read\_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
- \* Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg\_destroy() when you are done with the JPEG object, or call jpeg\_abort() to return it to an idle state before selecting a new data

source and reading another header.

#### 4. Set parameters for decompression.

`jpeg_read_header()` sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to `jpeg_read_header()`. If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

#### 5. `jpeg_start_decompress(...)`;

Once the parameter values are satisfactory, call `jpeg_start_decompress()` to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

```
jpeg_start_decompress(&cinfo);
```

If you have requested a multi-pass operating mode, such as 2-pass color quantization, `jpeg_start_decompress()` will do everything needed before data output can begin. In this case `jpeg_start_decompress()` may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; `jpeg_start_decompress()` will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

```
output_width  image width and height, as scaled
output_height
out_color_components # of color components in out_color_space
output_components # of color components returned per pixel
colormap      the selected colormap, if any
actual_number_of_colors number of entries in colormap
```

output\_components is 1 (a colormap index) when quantizing colors; otherwise it equals out\_color\_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output\_width \* output\_components JSAMPLEs per scanline in your output buffer, and a total of output\_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers \*before\* calling jpeg\_start\_decompress(). This is a little tricky since the output\_XXX fields are not normally valid then. You can make them valid by calling jpeg\_calc\_output\_dimensions() after setting the relevant parameters (scaling, output color space, and quantization flag).

```
6. while (scan lines remain to be read)
    jpeg_read_scanlines(...);
```

Now you can read the decompressed image data by calling jpeg\_read\_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg\_read\_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output\_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output\_scanline < cinfo.output\_height)". (Note that the test should NOT be against image\_height, unless you never use scaling. The image\_height field is the height of the original unscaled image.) The return value always equals the change in the value of output\_scanline.

If you don't use a suspending data source, it is safe to assume that jpeg\_read\_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that jpeg\_read\_scanlines() fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must

always provide a loop that calls `jpeg_read_scanlines()` repeatedly until the whole image has been read.

#### 7. `jpeg_finish_decompress(...)`;

After all the image data has been read, call `jpeg_finish_decompress()` to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

```
jpeg_finish_decompress(&cinfo);
```

If using the `stdio` source manager, don't forget to close the source `stdio` stream if necessary.

It is an error to call `jpeg_finish_decompress()` before reading the correct total number of scanlines. If you wish to abort decompression, call `jpeg_abort()` as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

#### 8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling `jpeg_destroy_decompress()` or `jpeg_destroy()`. The previous discussion of destroying compression objects applies here too.

Typical code:

```
jpeg_destroy_decompress(&cinfo);
```

#### 9. Aborting.

You can abort a decompression cycle by calling `jpeg_destroy_decompress()` or `jpeg_destroy()` if you don't need the JPEG object any more, or `jpeg_abort_decompress()` or `jpeg_abort()` if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

-----

Applications using the JPEG library should include the header file `jpeglib.h` to obtain declarations of data types and routines. Before including `jpeglib.h`, include system headers that define at least the typedefs `FILE` and `size_t`. On ANSI-conforming systems, including `<stdio.h>` is sufficient; on older Unix systems, you may need `<sys/types.h>` to define `size_t`.

If the application needs to refer to individual JPEG library error codes, also include `jerror.h` to define those symbols.

`jpeglib.h` indirectly includes the files `jconfig.h` and `jpeglib.h`. If you are installing the JPEG header files in a system directory, you will want to install all four files: `jpeglib.h`, `jerror.h`, `jconfig.h`, `jpeglib.h`.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("`libjpeg.a`", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build `libjpeg.a` automatically (see `install.txt`).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *\*not\** guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the `jmemdos.c` memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See `cjpeg.c` or `djpeg.c` for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use `jmemnobs.c` (or another memory manager of your own devising). More info about the minimum system library requirements may be found in `jininclude.h`.

## ADVANCED FEATURES

=====



## Compression parameter selection

-----

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call `jpeg_set_defaults()` first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling `cinfo` fields directly.

The helper routines are:

`jpeg_set_defaults (j_compress_ptr cinfo)`

This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field `in_color_space`, which must already be set in `cinfo`). Many applications will only need to use this routine and perhaps `jpeg_set_quality()`.

`jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)`

Sets the JPEG file's colorspace (field `jpeg_color_space`) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call `jpeg_set_colorspace()` before rather than after.

`jpeg_default_colorspace (j_compress_ptr cinfo)`

Selects an appropriate JPEG colorspace based on `cinfo->in_color_space`, and calls `jpeg_set_colorspace()`. This is actually a subroutine of `jpeg_set_defaults()`. It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

`jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)`

Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the `force_baseline` parameter is `TRUE`, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a

difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when `force_baseline` is `FALSE`, but other decoders may not be.

`jpeg_set_linear_quality` (`j_compress_ptr` cinfo, `int` scale\_factor,  
    `boolean` force\_baseline)

Same as `jpeg_set_quality()` except that the generated tables are the sample tables given in the JPEG spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus `scale_factor = 100` reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. `force_baseline` again constrains the computed table entries to 1..255.

`int` `jpeg_quality_scaling` (`int` quality)

Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

`jpeg_default_qtables` (`j_compress_ptr` cinfo, `boolean` force\_baseline)

Set default quantization tables with linear `q_scale_factor[]` values (see below).

`jpeg_add_quant_table` (`j_compress_ptr` cinfo, `int` which\_tbl,  
    `const unsigned int` \*basic\_table,  
    `int` scale\_factor, `boolean` force\_baseline)

Allows an arbitrary quantization table to be created. `which_tbl` indicates which table slot to fill. `basic_table` points to an array of 64 unsigned ints given in normal array order. These values are multiplied by `scale_factor/100` and then clamped to the range 1..65535 (or to 1..255 if `force_baseline` is `TRUE`).

CAUTION: prior to library version 6a, `jpeg_add_quant_table` expected the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this routine, you must check the library version number. Something like `"#if JPEG_LIB_VERSION >= 61"` is the right test.

`jpeg_simple_progression` (`j_compress_ptr` cinfo)

Generates a default scan script for writing a progressive-JPEG file. This is the recommended method of creating a progressive file, unless you want to make a custom scan sequence. You must ensure that the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

boolean arith\_code

If TRUE, use arithmetic coding.

If FALSE, use Huffman coding.

int block\_size

Set DCT block size. All N from 1 to 16 are possible.

Default is 8 (baseline format).

Larger values produce higher compression,  
smaller values produce higher quality.

An exact DCT stage is possible with 1 or 2.

With the default quality of 75 and default Luminance qtable  
the DCT+Quantization stage is lossless for value 1.

Note that values other than 8 require a SmartScale capable decoder,  
introduced with IJG JPEG 8. Setting the block\_size parameter for  
compression works with version 8c and later.

J\_DCT\_METHOD dct\_method

Selects the algorithm used for the DCT step. Choices are:

JDCT\_ISLOW: slow but accurate integer algorithm

JDCT\_IFAST: faster, less accurate integer method

JDCT\_FLOAT: floating-point method

JDCT\_DEFAULT: default method (normally JDCT\_ISLOW)

JDCT\_FASTEST: fastest method (normally JDCT\_IFAST)

The FLOAT method is very slightly more accurate than the ISLOW method,  
but may give different results on different machines due to varying  
roundoff behavior. The integer methods should give the same results  
on all machines. On machines with sufficiently fast FP hardware, the  
floating-point method may also be the fastest. The IFAST method is  
considerably less accurate than the other two; its use is not  
recommended if high quality is a concern. JDCT\_DEFAULT and  
JDCT\_FASTEST are macros configurable by each installation.

unsigned int scale\_num, scale\_denom

Scale the image by the fraction scale\_num/scale\_denom. Default is  
1/1, or no scaling. Currently, the supported scaling ratios are  
M/N with all N from 1 to 16, where M is the destination DCT size,  
which is 8 by default (see block\_size parameter above).

(The library design allows for arbitrary scaling ratios but this  
is not likely to be implemented any time soon.)

J\_COLOR\_SPACE jpeg\_color\_space

int num\_components

The JPEG color space and corresponding number of components; see  
"Special color spaces", below, for more info. We recommend using  
jpeg\_set\_colorspace() if you want to change these.

J\_COLOR\_TRANSFORM color\_transform

Internal color transform identifier, writes LSE marker if nonzero (requires decoder with inverse color transform support, introduced with IJG JPEG 9).

Two values are currently possible: JCT\_NONE and JCT\_SUBTRACT\_GREEN.

Set this value for lossless RGB application *before* calling jpeg\_set\_colorspace(), because entropy table assignment in jpeg\_set\_colorspace() depends on color\_transform.

boolean optimize\_coding

TRUE causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is FALSE, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent of file size compared to the default tables. Note that when this is TRUE, you need not supply Huffman tables at all, and any you do supply will be overwritten.

unsigned int restart\_interval

int restart\_in\_rows

To emit restart markers in the JPEG file, set one of these nonzero.

Set restart\_interval to specify the exact interval in MCU blocks.

Set restart\_in\_rows to specify the interval in MCU rows. (If restart\_in\_rows is not 0, then restart\_interval is set after the image width in MCUs is computed.) Defaults are zero (no restarts).

One restart marker per MCU row is often a good choice.

NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs.

If you use restarts, you may want to use larger intervals in those cases.

const jpeg\_scan\_info \* scan\_info

int num\_scans

By default, scan\_info is NULL; this causes the compressor to write a single-scan sequential JPEG file. If not NULL, scan\_info points to an array of scan definition records of length num\_scans. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (jpeg\_simple\_progression creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

boolean do\_fancy\_downsampling

If TRUE, use direct DCT scaling with DCT size > 8 for downsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate downsampling.

Default is TRUE.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding `do_fancy_upsampling` value in decompression.

int `smoothing_factor`

If non-zero, the input image is smoothed; the value should be 1 for minimal smoothing to 100 for maximum smoothing. Consult `jcsample.c` for details of the smoothing algorithm. The default is zero.

boolean `write_JFIF_header`

If TRUE, a JFIF APP0 marker is emitted. `jpeg_set_defaults()` and `jpeg_set_colorspace()` set this TRUE if a JFIF-legal JPEG color space (ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 `JFIF_major_version`

UINT8 `JFIF_minor_version`

The version number to be written into the JFIF marker.

`jpeg_set_defaults()` initializes the version to 1.01 (major=minor=1).

You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

UINT8 `density_unit`

UINT16 `X_density`

UINT16 `Y_density`

The resolution information to be written into the JFIF marker; not used otherwise. `density_unit` may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

boolean `write_Adobe_marker`

If TRUE, an Adobe APP14 marker is emitted. `jpeg_set_defaults()` and `jpeg_set_colorspace()` set this TRUE if JPEG color space RGB, CMYK, or YCCK is selected, otherwise FALSE. It is generally a bad idea to set both `write_JFIF_header` and `write_Adobe_marker`. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT\_TBL \* `quant_tbl_ptrs[ NUM_QUANT_TBLS ]`

Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should be set via one of the above helper routines; `jpeg_add_quant_table()` is general enough to define any quantization table. The other routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

int `q_scale_factor[ NUM_QUANT_TBLS ]`

Linear quantization scaling factors (percentage, initialized 100)  
for use with `jpeg_default_qtables()`.  
See `rdswitch.c` and `cjpeg.c` for an example of usage.  
Note that the `q_scale_factor[]` fields are the "linear" scales, so you  
have to convert from user-defined ratings via `jpeg_quality_scaling()`.  
Here is an example code which corresponds to `cjpeg -quality 90,70`:

```
jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);
```

CAUTION: You must also set 1x1 subsampling for efficient separate  
color quality selection, since the default value used by library  
is 2x2:

```
cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;
```

JHUFF\_TBL \* dc\_huff\_tbl\_ptrs[NUM\_HUFF\_TBLS]  
JHUFF\_TBL \* ac\_huff\_tbl\_ptrs[NUM\_HUFF\_TBLS]  
Pointers to Huffman coding tables, one per table slot, or NULL if  
no table is defined for a slot. Slots 0 and 1 are filled with the  
JPEG sample tables by `jpeg_set_defaults()`. If you need to allocate  
more table structures, `jpeg_alloc_huff_table()` may be used.  
Note that optimal Huffman tables can be computed for an image  
by setting `optimize_coding`, as discussed above; there's seldom  
any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are  
given by the following fields. These are computed from the input image  
dimensions and the compression parameters by `jpeg_start_compress()`. You can  
also call `jpeg_calc_jpeg_dimensions()` to obtain the values that will result  
from the current parameter settings. This can be useful if you are trying  
to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg\_width Actual dimensions of output image.  
JDIMENSION jpeg\_height

Per-component parameters are stored in the struct `cinfo.comp_info[i]` for  
component number `i`. Note that components here refer to components of the  
JPEG color space, \*not\* the source image color space. A suitably large

comp\_info[] array is allocated by jpeg\_set\_defaults(); if you choose not to use that routine, it's up to you to allocate the array.

int component\_id

The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

int h\_samp\_factor

int v\_samp\_factor

Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

int quant\_tbl\_no

Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

int dc\_tbl\_no

int ac\_tbl\_no

DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

int component\_index

Must equal the component's index in comp\_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

#### Decompression parameter selection

-----

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by jpeg\_read\_header() and may be useful to the application in choosing decompression parameters:

JDIMENSION image\_width Width and height of image  
JDIMENSION image\_height  
int num\_components Number of color components  
J\_COLOR\_SPACE jpeg\_color\_space Colorspace of image  
boolean saw\_JFIF\_marker TRUE if a JFIF APP0 marker was seen  
UINT8 JFIF\_major\_version Version information from JFIF marker  
UINT8 JFIF\_minor\_version  
UINT8 density\_unit Resolution data from JFIF marker  
UINT16 X\_density  
UINT16 Y\_density  
boolean saw\_Adobe\_marker TRUE if an Adobe APP14 marker was seen  
UINT8 Adobe\_transform Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

J\_COLOR\_SPACE out\_color\_space  
Output color space. jpeg\_read\_header() sets an appropriate default based on jpeg\_color\_space; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to JCS\_GRAYSCALE to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend jdcolor.c if you want an unusual conversion.

unsigned int scale\_num, scale\_denom  
Scale the image by the fraction scale\_num/scale\_denom. Currently, the supported scaling ratios are M/N with all M from 1 to 16, where N is the source DCT size, which is 8 for baseline JPEG. (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) The values are initialized by jpeg\_read\_header() with the source DCT size. For baseline JPEG this is 8/8. If you change only the scale\_num value while leaving the other unchanged, then this specifies the DCT scaled size to be applied on the given input. For baseline JPEG this is equivalent to M/8 scaling, since the source DCT size for baseline JPEG is 8. Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.



boolean `quantize_colors`

If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if `quantize_colors` is TRUE.

int `desired_number_of_colors`

Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field).

Default 256. Ignored when the application supplies its own color map.

boolean `two_pass_quantize`

If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

J\_DITHER\_MODE `dither_mode`

Selects color dithering method. Supported values are:

JDITHER\_NONE no dithering: fast, very low quality

JDITHER\_ORDERED ordered dither: moderate speed and quality

JDITHER\_FS Floyd-Steinberg dither: slow, high quality

Default is JDITHER\_FS. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when `two_pass_quantize` is TRUE or when you supply an external color map, you'll get F-S dithering.)

When `quantize_colors` is TRUE, the target color map is described by the next two fields. `colormap` is set to NULL by `jpeg_read_header()`. The application can supply a color map by setting `colormap` non-NULL and setting `actual_number_of_colors` to the map size. Otherwise, `jpeg_start_decompress()` selects a suitable color map and sets these two fields itself.

[Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

JSAMPARRAY `colormap`

The color map, represented as a 2-D pixel array of `out_color_components` rows and `actual_number_of_colors` columns. Ignored if not quantizing.

CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by `jpeg_finish_decompress()`.

Copy the colormap somewhere else first, if you want to save it.

int `actual_number_of_colors`

The number of colors in the color map.

Additional decompression parameters that the application may set include:

J\_DCT\_METHOD `dct_method`

Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do\_fancy\_upsampling

If TRUE, use direct DCT scaling with DCT size > 8 for upsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate upsampling.

Default is TRUE.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do\_fancy\_downsampling value in compression.

boolean do\_block\_smoothing

If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without.

In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable\_1pass\_quant

boolean enable\_external\_quant

boolean enable\_2pass\_quant

These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg\_start\_decompress(). You can also call jpeg\_calc\_output\_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers \*before\* jpeg\_start\_decompress().

JDIMENSION output\_width Actual dimensions of output image.

JDIMENSION output\_height

int out\_color\_components Number of color components in out\_color\_space.

int output\_components Number of color components returned.

int rec\_outbuf\_height Recommended height of scanline buffer.

When quantizing colors, output\_components is 1, indicating a single color map index per pixel. Otherwise it equals out\_color\_components. The output arrays are required to be output\_width \* output\_components JSAMPLEs wide.

rec\_outbuf\_height is the recommended minimum height (in scanlines) of the buffer passed to jpeg\_read\_scanlines(). If the buffer is smaller, the

library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, `rec_outbuf_height` is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4). If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring `rec_outbuf_height` so as to avoid data copying. (An output buffer larger than `rec_outbuf_height` lines is OK, but won't provide any material speed improvement over that height.)

### Special color spaces

-----

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG\_RGB or BG\_YCC (big gamut color spaces, JFIF version 2). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB  $\Leftrightarrow$  YCbCr and CMYK  $\Leftrightarrow$  YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field `in_color_space`. This is transformed to the JPEG file's color space given by `jpeg_color_space`. `jpeg_set_defaults()` chooses a reasonable JPEG color space depending on `in_color_space`, but you can override this by calling `jpeg_set_colorspace()`. Of course you must select a supported transformation. `jccolor.c` currently supports the following transformations:

RGB  $\Rightarrow$  YCbCr

RGB  $\Rightarrow$  GRAYSCALE

RGB  $\Rightarrow$  BG\_YCC

YCbCr  $\Rightarrow$  GRAYSCALE

YCbCr  $\Rightarrow$  BG\_YCC

CMYK  $\Rightarrow$  YCCK

plus the null transforms: GRAYSCALE  $\Rightarrow$  GRAYSCALE, RGB  $\Rightarrow$  RGB, BG\_RGB  $\Rightarrow$  BG\_RGB, YCbCr  $\Rightarrow$  YCbCr, BG\_YCC  $\Rightarrow$  BG\_YCC, CMYK  $\Rightarrow$  CMYK, YCCK  $\Rightarrow$  YCCK, and UNKNOWN  $\Rightarrow$  UNKNOWN.

The file interchange format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the interchange standards.

`jpeg_set_colorspace()` will set the compression parameters to include or omit

the APPn markers properly, so long as it is told the truth about the JPEG color space. For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting `in_color_space` and `jpeg_color_space` to `JCS_YCbCr`; use `JCS_UNKNOWN`. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is `UNKNOWN`, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for `jpeg_set_colorspace()`, in `jcparam.c`, for details.

For decompression, the JPEG file's color space is given in `jpeg_color_space`, and this is transformed to the output color space `out_color_space`. `jpeg_read_header`'s setting of `jpeg_color_space` can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override `jpeg_read_header`'s guess by setting `jpeg_color_space`. `jpeg_read_header` also selects a default output color space based on (its guess of) `jpeg_color_space`; set `out_color_space` to override this. Again, you must select a supported transformation. `jdcolor.c` currently supports

`YCbCr => RGB`

`YCbCr => GRAYSCALE`

`BG_YCC => RGB`

`BG_YCC => GRAYSCALE`

`RGB => GRAYSCALE`

`GRAYSCALE => RGB`

`YCCK => CMYK`

as well as the null transforms. (Since `GRAYSCALE=>RGB` is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, `jquant2.c`, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that `jquant2.c` is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

**CAUTION:** it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect.

This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot "fix" this in the library by inverting the data during the `CMYK<=>YCCK` transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in

EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

## Error handling

-----

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on `stderr`, followed by `exit()`. You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file `example.c` illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:

- \* Fatal errors: the library cannot continue.
- \* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
- \* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (`jerror.c`) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling `jpeg_std_error()` as usual, but then overriding some of the method pointers in the `jpeg_error_mgr` struct, as illustrated by `example.c`.

All of the error handling routines will receive a pointer to the JPEG object (a `j_common_ptr` which points to either a `jpeg_compress_struct` or a `jpeg_decompress_struct`; if you need to tell which, test the `is_decompressor` field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the `jpeg_error_mgr` struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see `example.c` for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client\_data" in each JPEG object, which the application can also use to find related data. The library does not touch `client_data` at all.)

The individual methods that you might wish to override are:

`error_exit(j_common_ptr cinfo)`

Receives control for a fatal error. Information sufficient to generate the error message has been stored in `cinfo->err`; call `output_message` to display it. Control must NOT return to the caller; generally this routine will `exit()` or `longjmp()` somewhere. Typically you would override this routine to get rid of the `exit()` default behavior. Note that if you continue processing, you should clean up the JPEG object with `jpeg_abort()` or `jpeg_destroy()`.

`output_message(j_common_ptr cinfo)`

Actual output of any JPEG message. Override this to send messages somewhere other than `stderr`. Note that this method does not know how to generate a message, only where to send it.

`format_message(j_common_ptr cinfo, char * buffer)`

Constructs a readable error message string based on the error info stored in `cinfo->err`. This method is called by `output_message`. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

`emit_message(j_common_ptr cinfo, int msg_level)`

Decide whether or not to emit a warning or trace message; if so, calls `output_message`. The main reason for overriding this method would be to abort on warnings. `msg_level` is -1 for warnings, 0 and up for trace messages.

Only `error_exit()` and `emit_message()` are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field `err->jpeg_message_table`. The messages are numbered from 0 to `err->last_jpeg_message`, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See `jerror.h` for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer `err->addon_message_table` and the message numbers `err->first_addon_message` and `err->last_addon_message`. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications `cjpeg/djpeg` for an example of using addon messages (the addon messages are defined in `cderror.h`).

Actual invocation of the error handler is done via macros defined in `jerror.h`:

ERREXITn(...) for fatal errors  
WARNMSn(...) for corrupt-data warnings  
TRACEMSn(...) for trace and informational messages.

These macros store the message code and any additional parameters into the error handler struct, then invoke the `error_exit()` or `emit_message()` method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard `printf()` format codes.

See `jerror.h` and `jerror.c` for further details.

#### Compressed data handling (source and destination managers)

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The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a `stdio` stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a `stdio` stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype `JOCTET`, which is generally "char" or "unsigned char". On a machine where `char` is not exactly 8 bits wide, you must define `JOCTET` as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

```
JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer;    /* # of byte spaces remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is filled. The manager's `empty_output_buffer` method must reset the pointer

and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

`init_destination (j_compress_ptr cinfo)`

Initialize destination. This is called by `jpeg_start_compress()` before any data is actually written. It must initialize `next_output_byte` and `free_in_buffer`. `free_in_buffer` must be initialized to a positive value.

`empty_output_buffer (j_compress_ptr cinfo)`

This is called whenever the buffer has filled (`free_in_buffer` reaches zero). In typical applications, it should write out the \*entire\* buffer (use the saved start address and buffer length; ignore the current state of `next_output_byte` and `free_in_buffer`). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped. `free_in_buffer` must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

`term_destination (j_compress_ptr cinfo)`

Terminate destination --- called by `jpeg_finish_compress()` after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either `next_output_byte` or `free_in_buffer` to determine how much data is in the buffer.

`term_destination()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_destination_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_dest()` or `jpeg_mem_dest()` routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional frammishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;      /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer



is emptied. The manager's `fill_input_buffer` method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

`init_source (j_decompress_ptr cinfo)`

Initialize source. This is called by `jpeg_read_header()` before any data is actually read. Unlike `init_destination()`, it may leave `bytes_in_buffer` set to 0 (in which case a `fill_input_buffer()` call will occur immediately).

`fill_input_buffer (j_decompress_ptr cinfo)`

This is called whenever `bytes_in_buffer` has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of `next_input_byte` and `bytes_in_buffer`), reset the pointer & count to the start of the buffer, and return `TRUE` indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` **MUST** be set to a positive value if `TRUE` is returned. A `FALSE` return should only be used when I/O suspension is desired (this mode is discussed in the next section).

`skip_input_data (j_decompress_ptr cinfo, long num_bytes)`

Skip `num_bytes` worth of data. The buffer pointer and count should be advanced over `num_bytes` input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

`resync_to_restart (j_decompress_ptr cinfo, int desired)`

This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, `jpeg_resync_to_restart()`. However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the `read_restart_marker()` and `jpeg_resync_to_restart()` routines in `jdmarker.c` if you think you'd like to implement your own resync procedure.

`term_source (j_decompress_ptr cinfo)`

Terminate source --- called by `jpeg_finish_decompress()` after all data has been read. Often a no-op.

For both `fill_input_buffer()` and `skip_input_data()`, there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via `ERREXIT()` or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. `jdatasrc.c` illustrates the recommended error recovery behavior.

`term_source()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_source_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_src()` or `jpeg_mem_src()` routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in `jdatasrc.c` and `jdatadst.c`.

## I/O suspension

-----

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the `empty_output_buffer()` or `fill_input_buffer()` routine is a no-op, merely returning `FALSE` to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an `empty_output_buffer()` routine that returns `FALSE`; typically it will not do anything else. This will cause the compressor to return to the caller of `jpeg_write_scanlines()`, with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call `jpeg_write_scanlines()` again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although `empty_output_buffer()` is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of `next_output_byte/free_in_buffer`. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call `jpeg_write_scanlines()` unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

- \* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
- \* When you call `jpeg_finish_compress()`, there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling `jpeg_finish_compress()`.

A more significant restriction is that `jpeg_finish_compress()` cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during `jpeg_finish_compress()`, which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its

operating modes.)

Decompression suspension:

For decompression suspension, use a `fill_input_buffer()` routine that simply returns `FALSE` (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:

- \* `jpeg_read_header()`: will return `JPEG_SUSPENDED`.
- \* `jpeg_start_decompress()`: will return `FALSE`, rather than its usual `TRUE`.
- \* `jpeg_read_scanlines()`: will return the number of scanlines already completed (possibly 0).
- \* `jpeg_finish_decompress()`: will return `FALSE`, rather than its usual `TRUE`.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of `jpeg_read_scanlines()`, increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When `fill_input_buffer()` is called, `next_input_byte/bytes_in_buffer` point to the current restart point, which is where the decompressor will backtrack to if `FALSE` is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The `skip_input_data()` source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement `bytes_in_buffer` to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then `skip_input_data()` must set `bytes_in_buffer` to zero and record the additional skip distance somewhere else. The decompressor will immediately call `fill_input_buffer()`, which should return `FALSE`, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within `fill_input_buffer()`; the latter is probably more efficient. If `fill_input_buffer()` knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return `TRUE` just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling `skip_input_data()`. In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on `skip_input_data`'s shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having `empty_output_buffer()` or `fill_input_buffer()` set the pointer and count to reference the next available buffer; `FALSE` is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when `FALSE` is returned could back up into an earlier buffer. For example, when `fill_input_buffer()` is called, the current pointer & count indicate the backtrack restart point. Since `fill_input_buffer()` will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to `fill_input_buffer()` occurs in the same library call, and no additional input data is available, so `fill_input_buffer` must return `FALSE`. If the JPEG library has not moved the pointer/count forward in the current buffer, then \*the correct restart point is the saved position in the prior buffer\*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a `skip_input_data()` call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when `fill_input_buffer()` is

called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

## Progressive JPEG support

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Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

### Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan\_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list,

you can call the `jpeg_simple_progression()` helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in `rdswitch.c`, so that you can read scan script files just like `cjpeg`'s.)

When `scan_info` is not `NULL`, the compression library will store DCT'd data into a buffer array as `jpeg_write_scanlines()` is called, and will emit all the requested scans during `jpeg_finish_compress()`. This implies that multiple-scan output cannot be created with a suspending data destination manager, since `jpeg_finish_compress()` does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

#### Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during `jpeg_start_decompress()`, so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from `jpeg_start_decompress()`.

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

#### Buffered-image mode

-----

In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```
jpeg_create_decompress()  
set data source  
jpeg_read_header()
```

```

set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output() /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output() /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()

```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to `jpeg_start_output()` indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and `jpeg_finish_output()` advances to the next scan or end-of-image marker (hence `input_scan_number` will be incremented by the time control arrives back at `jpeg_start_output()`).

With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the `jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output()` sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.



When done with the image, be sure to call `jpeg_finish_decompress()` to release the buffered image (or just use `jpeg_destroy_decompress()`).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine `jpeg_consume_input()`.

The return value is one of the following:

`JPEG_REACHED_SOS`: reached an SOS marker (the start of a new scan)

`JPEG_REACHED_EOI`: reached the EOI marker (end of image)

`JPEG_ROW_COMPLETED`: completed reading one MCU row of compressed data

`JPEG_SCAN_COMPLETED`: completed reading last MCU row of current scan

`JPEG_SUSPENDED`: suspended before completing any of the above

(`JPEG_SUSPENDED` can occur only if a suspending data source is used.) This routine can be called at any time after initializing the JPEG object. It reads some additional data and returns when one of the indicated significant events occurs. (If called after the EOI marker is reached, it will immediately return `JPEG_REACHED_EOI` without attempting to read more data.)

The library's output processing will automatically call `jpeg_consume_input()` whenever the output processing overtakes the input; thus, simple lockstep display requires no direct calls to `jpeg_consume_input()`. But by adding calls to `jpeg_consume_input()`, you can absorb data in advance of what is being displayed. This has two benefits:

- \* You can limit buildup of unprocessed data in your input buffer.
- \* You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to `jpeg_consume_input()` with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it's best to call `jpeg_consume_input()` only after a hundred or so new bytes have arrived. This is discussed further under "I/O suspension", above. (Note: the JPEG library currently is not thread-safe. You must not call `jpeg_consume_input()` from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass `cinfo.input_scan_number` as the target scan number to `jpeg_start_output()`. The `input_scan_number` field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling `jpeg_start_output()`: call `jpeg_consume_input()` repeatedly until it returns `JPEG_SUSPENDED` or `JPEG_REACHED_EOI`.

The target scan number passed to `jpeg_start_output()` is saved in the `cinfo.output_scan_number` field. The library's output processing calls

`jpeg_consume_input()` whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what `jpeg_start_decompress()` does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, `jpeg_consume_input()` will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);
```

rather than quitting as soon as `jpeg_input_complete()` returns `TRUE`. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```
for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}
```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the `JPEG_REACHED_EOI` return code from `jpeg_consume_input()`, or equivalently by testing `jpeg_input_complete()`.) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call `jpeg_finish_output()` and then start a new pass with `jpeg_start_output()`.

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting `JPEG_REACHED_SOS` returns and/or examining `cinfo.input_scan_number`. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call `jpeg_consume_input()` until it returns `JPEG_REACHED_SOS` or `JPEG_REACHED_EOI`. Or just use the next higher number as the target scan for `jpeg_start_output()`; but that method doesn't

let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, `jpeg_start_decompress()` never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:

- \* `jpeg_start_output()` performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
- \* `jpeg_read_scanlines()`, as always, returns the number of scanlines that it was able to produce before suspending.
- \* `jpeg_finish_output()` will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if `jpeg_consume_input()` has already reached the end of the file or a SOS marker beyond the target output scan.)
- \* `jpeg_finish_decompress()` will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling `jpeg_input_complete()`).

`jpeg_start_output()`, `jpeg_finish_output()`, and `jpeg_finish_decompress()` all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after `jpeg_start_decompress()` is called:

- \* `dct_method` can be changed before each call to `jpeg_start_output()`. For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
- \* `dither_mode` can be changed before each call to `jpeg_start_output()`; of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial `max_memory_to_use` specification to be exceeded, which in the worst case would result in an out-of-memory failure.
- \* `do_block_smoothing` can be changed before each call to `jpeg_start_output()`. This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.

\* Color quantization mode can be changed under the rules described below. You \*cannot\* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.  
Selected by `cinfo.two_pass_quantize = FALSE` and `cinfo.colormap = NULL`.
  2. Single-pass quantization to an application-supplied colormap.  
Selected by setting `cinfo.colormap` to point to the colormap (the value of `two_pass_quantize` is ignored); also set `cinfo.actual_number_of_colors`.
  3. Two-pass quantization to a colormap chosen specifically for the image.  
Selected by `cinfo.two_pass_quantize = TRUE` and `cinfo.colormap = NULL`. (This is the default setting selected by `jpeg_read_header`, but it is probably NOT what you want for the first pass of progressive display!)
- These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call `jpeg_start_decompress()`. (If we did not require this, the `max_memory_to_use` setting would be a complete fiction.)

You do this by setting one or more of these three `cinfo` fields to TRUE:

`enable_1pass_quant` Fixed color cube colormap  
`enable_external_quant` Externally-supplied colormap  
`enable_2pass_quant` Two-pass custom colormap

All three are initialized FALSE by `jpeg_read_header()`. But `jpeg_start_decompress()` automatically sets TRUE the one selected by the current `two_pass_quantize` and `colormap` settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at `jpeg_start_decompress()` time, you can change to any enabled quantization method by setting `two_pass_quantize` and `colormap` properly just before calling `jpeg_start_output()`. The following special rules apply:

1. You must explicitly set `cinfo.colormap` to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call `jpeg_new_colormap()` after setting `cinfo.colormap`.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because `cinfo.colormap` will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass

quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during `jpeg_start_output()`, not during `jpeg_start_decompress()`.

When using two-pass quantization, `jpeg_start_output()` makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, `jpeg_start_output()` will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from `jpeg_start_output()` under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which `jpeg_start_output()` will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling `jpeg_has_multiple_scans()`, which will return a correct result at any time after `jpeg_read_header()` completes.

It is also worth noting that when you use `jpeg_consume_input()` to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager `jmemnobs.c` if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that `max_memory_to_use` is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven't gotten around to it yet.)

In some applications it may be convenient to use `jpeg_consume_input()` for all input processing, including reading the initial markers; that is, you may wish to call `jpeg_consume_input()` instead of `jpeg_read_header()` during startup. This works, but note that you must check for `JPEG_REACHED_SOS` and `JPEG_REACHED_EOI` return codes as the equivalent of `jpeg_read_header()`'s codes. Once the first SOS marker has been reached, you must call `jpeg_start_decompress()` before `jpeg_consume_input()` will consume more input;

it'll just keep returning JPEG\_REACHED\_SOS until you do. If you read a tables-only file this way, jpeg\_consume\_input() will return JPEG\_REACHED\_EOI without ever returning JPEG\_REACHED\_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg\_abort() to reset it. It is OK to call jpeg\_consume\_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG\_SUSPENDED.

#### Abbreviated datastreams and multiple images

-----

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

- \* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
- \* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
- \* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent\_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent\_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg\_start\_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg\_suppress\_tables(&cinfo, TRUE)" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual sent\_table fields directly.

To create an abbreviated image, you must also call jpeg\_start\_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg\_start\_compress() will force all the sent\_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg\_start\_compress() and so on, call jpeg\_write\_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent\_tables flag is already TRUE, and then all the sent\_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

```
create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);
```

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the jpeg\_start\_compress() ... jpeg\_finish\_compress() sequence many times to produce many abbreviated image files matching the table file.



You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set `optimize_coding = TRUE` when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See `jpeg_copy_critical_parameters()` for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL* */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL* */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}
```

(Note that trying to set `cinfo.quant_tbl_ptrs[n]` to point directly at a constant `JQUANT_TBL` object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than

hard-wiring them into your application. The `jpeg_read_header()` call is sufficient to read a tables-only file. You must pass a second parameter of `FALSE` to indicate that you do not require an image to be present. Thus, the typical scenario is

```
create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);
```

In some cases, you may want to read a file without knowing whether it contains an image or just tables. In that case, pass `FALSE` and check the return value from `jpeg_read_header()`: it will be `JPEG_HEADER_OK` if an image was found, `JPEG_HEADER_TABLES_ONLY` if only tables were found. (A third return value, `JPEG_SUSPENDED`, is possible when using a suspending data source manager.) Note that `jpeg_read_header()` will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in `jpeg_start_decompress()`.

It is possible to read a series of images from a single source file by repeating the `jpeg_read_header() ... jpeg_finish_decompress()` sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at `term_destination()` time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing `FALSE` to `jpeg_start_compress()`.

## Special markers

-----

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data.

Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling `jpeg_write_marker()` after `jpeg_start_compress()` and before the first call to `jpeg_write_scanlines()`. When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG\_COM" for COM or "JPEG\_APP0 + n" for APPn. (Actually, `jpeg_write_marker` will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by `comment_text`:  
`jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));`

If it's not convenient to store all the marker data in memory at once, you can instead call `jpeg_write_m_header()` followed by multiple calls to `jpeg_write_m_byte()`. If you do it this way, it's your responsibility to call `jpeg_write_m_byte()` exactly the number of times given in the length parameter to `jpeg_write_m_header()`. (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting

any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set `cinfo.JFIF_minor_version = 2` so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:

1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.

The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling `jpeg_read_header()`, because the markers of interest will typically be near the head of the file and so will be scanned by `jpeg_read_header`. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call `jpeg_save_markers(cinfo, marker_code, length_limit)` where `marker_code` is the marker type to save, `JPEG_COM` or `JPEG_APP0+n`. (To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than `length_limit` data bytes, only `length_limit` bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set `length_limit` to `0xFFFF`; that is enough since marker lengths are only 16 bits. As a special case, setting `length_limit` to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After `jpeg_read_header()` completes, you can examine the special markers by

following the `cinfo->marker_list` pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn't ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed `length_limit` for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which `jpeg_read_header` stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing `jpeg_read_header`, to ensure that the `max_memory_to_use` setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call `jpeg_finish_decompress` or `jpeg_abort`, at which point the memory is freed and the list is set to empty. (`jpeg_destroy` also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by `malloc()` limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling `jpeg_set_marker_processor()`. A marker processor routine must have the signature

```
boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
```

Although the marker code is not explicitly passed, the routine can find it in `cinfo->unread_marker`. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in `jdmarker.c` for appropriate coding methods if you need to use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling `jpeg_save_markers()`; that method doesn't interfere

with the library's own processing of these markers.)

`jpeg_set_marker_processor()` and `jpeg_save_markers()` are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in `djpeg.c`. Also, see `jpegtran.c` for an example of using `jpeg_save_markers`.

#### Raw (downsampled) image data

-----

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set `jpeg_color_space = in_color_space` (or `jpeg_color_space = out_color_space` for decompression). The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of `DCT_h_scaled_size` valid samples, and there must be a multiple of `DCT_v_scaled_size` sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call `jpeg_write_raw_data()` in place of `jpeg_write_scanlines()`. Before calling `jpeg_start_compress()`, you must do the following:

\* Set `cinfo->raw_data_in` to TRUE. (It is set FALSE by `jpeg_set_defaults()`.)

This notifies the library that you will be supplying raw data.

- \* Ensure jpeg\_color\_space is correct --- an explicit jpeg\_set\_colorspace() call is a good idea. Note that since color conversion is bypassed, in\_color\_space is ignored, except that jpeg\_set\_defaults() uses it to choose the default jpeg\_color\_space setting.
- \* Ensure the sampling factors, cinfo->comp\_info[i].h\_samp\_factor and cinfo->comp\_info[i].v\_samp\_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg\_write\_raw\_data() in place of jpeg\_write\_scanlines(). The two routines work similarly except that jpeg\_write\_raw\_data takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg\_write\_raw\_data is measured in terms of the component with the largest v\_samp\_factor.

jpeg\_write\_raw\_data() processes one MCU row per call, which is to say v\_samp\_factor\*min\_DCT\_v\_scaled\_size sample rows of each component. The passed num\_lines value must be at least max\_v\_samp\_factor\*min\_DCT\_v\_scaled\_size, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

```
cinfo->comp_info[i].width_in_blocks *
cinfo->comp_info[i].DCT_h_scaled_size  samples per row
cinfo->comp_info[i].height_in_blocks *
cinfo->comp_info[i].DCT_v_scaled_size  rows in image
```

after jpeg\_start\_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCT\_scaled\_size samples.

An example may help here. Assume 2h2v downsampling of YCbCr data, that is

```
cinfo->comp_info[0].h_samp_factor = 2  for Y
cinfo->comp_info[0].v_samp_factor = 2
cinfo->comp_info[1].h_samp_factor = 1  for Cb
cinfo->comp_info[1].v_samp_factor = 1
cinfo->comp_info[2].h_samp_factor = 1  for Cr
cinfo->comp_info[2].v_samp_factor = 1
```

and suppose that the nominal image dimensions (cinfo->image\_width and cinfo->image\_height) are 101x101 pixels. Then jpeg\_start\_compress() will compute downsampled\_width = 101 and width\_in\_blocks = 13 for Y, downsampled\_width = 51 and width\_in\_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least 13\*8 = 104 columns and rows, the Cb/Cr data to at least 7\*8 = 56 columns and rows. The MCU height is max\_v\_samp\_factor = 2 DCT rows so you must pass at least 16

scanlines on each call to `jpeg_write_raw_data()`, which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of  $7*16 = 112$  "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, `jpeg_write_raw_data()` will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set `cinfo->raw_data_out = TRUE` before `jpeg_start_decompress()` (it is set `FALSE` by `jpeg_read_header()`). Be sure to verify that the color space and sampling factors are ones you can handle. Then call `jpeg_read_raw_data()` in place of `jpeg_read_scanlines()`. The decompression process is otherwise the same as usual.

`jpeg_read_raw_data()` returns one MCU row per call, and thus you must pass a buffer of at least  $\text{max\_v\_samp\_factor} * \text{min\_DCT\_v\_scaled\_size}$  scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, `jpeg_read_raw_data()` will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

-----

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.



To read the contents of a JPEG file as DCT coefficients, open the file and do `jpeg_read_header()` as usual. But instead of calling `jpeg_start_decompress()` and `jpeg_read_scanlines()`, call `jpeg_read_coefficients()`. This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's `access_virt_barray` method (see Memory management, below, and also read `structure.txt`'s discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to `jpeg_write_coefficients()`.

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the `width_in_blocks` and `height_in_blocks` fields of the component's `comp_info` entry.) This is also the data format expected by `jpeg_write_coefficients()`.

When you are done using the virtual arrays, call `jpeg_finish_decompress()` to release the array storage and return the decompression object to an idle state; or just call `jpeg_destroy()` if you don't need to reuse the object.

If you use a suspending data source, `jpeg_read_coefficients()` will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call `jpeg_read_coefficients()` to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This frammish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call `jpeg_read_coefficients()` after the last `jpeg_finish_output()` call. The arrays will be available for your use until you call `jpeg_finish_decompress()`.

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by `jpeg_read_coefficients()`, or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, `jpeg_write_coefficients()` is substituted for `jpeg_start_compress()` and `jpeg_write_scanlines()`. Thus the sequence is

- \* Create compression object
- \* Set all compression parameters as necessary
- \* Request virtual arrays if needed
- \* `jpeg_write_coefficients()`

\* jpeg\_finish\_compress()

\* Destroy or re-use compression object

jpeg\_write\_coefficients() is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to cinfo.num\_components.

The virtual arrays need only have been requested, not realized, before jpeg\_write\_coefficients() is called. A side-effect of jpeg\_write\_coefficients() is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling jpeg\_write\_coefficients(). The data is actually written out when you call jpeg\_finish\_compress(); jpeg\_write\_coefficients() only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using jpeg\_copy\_critical\_parameters(). This routine initializes all the compression parameters to default values (like jpeg\_set\_defaults()), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting jpeg\_finish\_decompress().

jpeg\_write\_coefficients() marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like jpeg\_start\_compress(cinfo, TRUE)). This is for safety's sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an abbreviated JPEG file, call jpeg\_suppress\_tables(), or set the tables' individual sent\_table flags, between calling jpeg\_write\_coefficients() and jpeg\_finish\_compress().

#### Progress monitoring

-----

Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see cjpeg.c or djpeg.c.) Although you do get control back frequently during the data-transferring pass (the jpeg\_read\_scanlines or jpeg\_write\_scanlines loop), any additional passes will occur inside jpeg\_finish\_compress or jpeg\_start\_decompress; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row

group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of `jpeg_read_scanlines` or `jpeg_write_scanlines`, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct `jpeg_progress_mgr`, fill in its `progress_monitor` field with a pointer to your callback routine, and set `cinfo->progress` to point to the struct. The callback will be called whenever `cinfo->progress` is non-NULL. (This pointer is set to NULL by `jpeg_create_compress` or `jpeg_create_decompress`; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime `JPOOL_PERMANENT` will work nicely.) You can use the same callback routine for both compression and decompression.

The `jpeg_progress_mgr` struct contains four fields which are set by the library:

```
long pass_counter; /* work units completed in this pass */
long pass_limit; /* total number of work units in this pass */
int completed_passes; /* passes completed so far */
int total_passes; /* total number of passes expected */
```

During any one pass, `pass_counter` increases from 0 up to (not including) `pass_limit`; the step size is usually but not necessarily 1. The `pass_limit` value may change from one pass to another. The expected total number of passes is in `total_passes`, and the number of passes already completed is in `completed_passes`. Thus the fraction of work completed may be estimated as

$$\frac{\text{completed\_passes} + (\text{pass\_counter}/\text{pass\_limit})}{\text{total\_passes}}$$

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, `pass_limit` can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets `total_passes` based on the assumption that there will be one more output pass if the input file end hasn't yet been read (`jpeg_input_complete()` isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that `total_passes` will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read

will probably be more useful than using the library's value.

## Memory management

-----

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read `structure.txt`'s section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use `malloc()` and `free()` for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by `jpeg_finish_compress`, `jpeg_finish_decompress`, or `jpeg_abort`. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use `JPOOL_PERMANENT` to get storage that lasts as long as the JPEG object. Use `alloc_large` instead of `alloc_small` for anything bigger than a few Kbytes. There are also `alloc_sarray` and `alloc_barray` routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (`jmemnobs.c`), then no temporary files are used; virtual arrays are simply `malloc()`'d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting `cinfo->mem->max_memory_to_use` after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before `jpeg_start_compress()` or `jpeg_start_decompress()` in order to have them counted against the max memory limit. Also keep in mind

that space allocated with `alloc_small()` is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting `max_memory_to_use`.

If you use the `jmemname.c` or `jmemdos.c` memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with `jmemdos.c`, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either `jpeg_abort()` or `jpeg_destroy()` for any active JPEG objects. A handler is not needed with `jmemnobs.c`, and shouldn't be necessary with `jmemansi.c` or `jmemmac.c` either, since the C library is supposed to take care of deleting files made with `tmpfile()`.

## Memory usage

-----

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:

1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes \* width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use `jmemnobs` and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the `MEM_STATS` code in `jmemmgr.c`.

#### Library compile-time options

-----

A number of compile-time options are available by modifying `jmorecfg.h`.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining `BITS_IN_JSAMPLE` as 8, 9, 10, 11, or 12.

Note that a value larger than 8 causes `JSAMPLE` to be larger than a char, so it affects the surrounding application's image data.

The sample applications `cjpeg` and `djpeg` can support deeper than 8-bit data only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit `cjpeg` or `djpeg`. (`install.txt` has more information about that.)

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (`jpegtran`) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining `NEED_SHORT_EXTERNAL_NAMES` for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, `cjpeg` uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined by MAX\_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx\_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg\_std\_message\_table[]) from jerror.c, and alter format\_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?

#### Portability considerations

-----

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that

char is at least 8 bits wide

short is at least 16 bits wide

int is at least 16 bits wide

long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger

than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in `jmorecfg.h`. However, you will probably have difficulty if `int` is less than 16 bits wide, since references to plain `int` abound in the code.

`char` can be either signed or unsigned, although the code runs faster if an unsigned `char` type is available. If `char` is wider than 8 bits, you will need to redefine `JOCTET` and/or provide custom data source/destination managers so that `JOCTET` represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in `cjpeg/djpeg` do have ASCII dependencies in file-header manipulation; so does `cjpeg's select_file_type()` routine.

The JPEG library does not rely heavily on the C library. In particular, C `stdio` is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (`cjpeg/djpeg` are more heavily dependent on `stdio`.) `malloc` and `free` are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining `NEED_SHORT_EXTERNAL_NAMES`.

More info about porting the code may be gleaned by reading `jconfig.txt`, `jmorecfg.h`, and `jinclude.h`.

Notes for MS-DOS implementors

-----

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile `cjpeg` or `djpeg` by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also `malloc` about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary



depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/libjpeg.txt
```

No license file was found, but licenses were detected in source scan.

```
/*
```

```
* jcinit.c
```

```
*
```

```
* Copyright (C) 1991-1997, Thomas G. Lane.
```

```
* Modified 2003-2017 by Guido Vollbeding.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

```
* This file contains initialization logic for the JPEG compressor.
```

```
* This routine is in charge of selecting the modules to be executed and
```

```
* making an initialization call to each one.
```

```
*
```

```
* Logically, this code belongs in jcmaster.c. It's split out because
```

```
* linking this routine implies linking the entire compression library.
```

```
* For a transcoding-only application, we want to be able to use jcmaster.c
```

```
* without linking in the whole library.
```

```
*/
```

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrsrc-v9d-tar-gz/jpeg-9d/jcinit.c

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/\*

\* jcarith.c

\*

\* Developed 1997-2019 by Guido Vollbeding.

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\*

\* This file contains portable arithmetic entropy encoding routines for JPEG

\* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).

\*

\* Both sequential and progressive modes are supported in this single module.

\*

\* Suspension is not currently supported in this module.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrsrc-v9d-tar-gz/jpeg-9d/jcarith.c

# 1.274 vx-grid 0.0.199

## 1.274.1 Available under license :

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# 1.275 qt5-qtquick3d 5.15.1

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Version 3, 29 June 2007

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# 1.279 wayland-protocols 1.17

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## 1.280 qt6-qtquick3d 6.0.4

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"Qt for Device Creation" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

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"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at <https://www.qt.io/terms-conditions/> and as further defined in Section 8 hereunder.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall have the meaning set forth in Section 12.

"The Qt Company" shall mean:

- (i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or
- (ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Third-Party Software" shall have the meaning set forth in Section 4.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing

enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

## 2. OWNERSHIP

### 2.1. Ownership of The Qt Company

The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All of The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

### 2.2. Ownership of Licensee

All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.

All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

### 2.3. Modified Software

Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software ("Modified Software"). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces ("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee's Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company ("Submitted Modified Software") in connection with Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

## 3. LICENSES GRANTED

### 3.1. Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers. Each Application and/or Device can only include, incorporate or integrate code generated under this Agreement by such Designated Users who are duly licensed for the applicable Development Platform(s) and Deployment Platform(s) (i.e have a valid license for the appropriate Licensed Software product).

Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing, or any other method acceptable to The Qt Company, that it does not wish to continue the License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective License Term.

Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may either request the Licensee to place a purchase order corresponding to a quote by The Qt Company, or uses Licensees stored Credit Card information in the QtAccount to automatically charge the Licensee for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective notification from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10 %) of the

total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than thirty (30) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

### 3.2. Distribution of Applications

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

### 3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

### 3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);
- (iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;
- (v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
- (vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
- (vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;
- (viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be



Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;

- (ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);
- (x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
- (xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

#### 4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

#### 5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a

final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

## 6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

## 7. INDEMNIFICATION AND LIMITATION OF LIABILITY

### 7.1. Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

#### 8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

#### 9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and

employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

### 10.2. Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

### 10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

### 10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

### 10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

## 11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

### 11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an

accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

#### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12. TERM AND TERMINATION

### 12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development

License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

#### 12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

#### 12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

#### 12.4. Parties' Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, and where such decision of non-renewal is not due to any ongoing breach or alleged breach (as reasonably determined by The Qt Company) by Licensee of the terms of this Agreement or any applicable license terms of Open Source Qt, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

#### 12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;



- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

## 14. GENERAL PROVISIONS

### 14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

### 14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

### 14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

### 14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may

need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

#### 14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

#### 14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8. Export Control

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#### 14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

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#### 14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

### APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

### APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table. The modules and tools are ported to Qt 6 in stages and are subject to availability.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

| Modules / Tools       | QtAD | QtDC | QtMCU | Qt3DS | QtDS |
|-----------------------|------|------|-------|-------|------|
| Qt Core               | X, R | X, R |       |       |      |
| Qt GUI                | X, R | X, R |       |       |      |
| Qt Multimedia         | X, R | X, R |       |       |      |
| Qt Multimedia Widgets | X, R | X, R |       |       |      |
| Qt Network            | X, R | X, R |       |       |      |
| Qt PDF                | X, R | X, R |       |       |      |
| Qt QML                | X, R | X, R |       |       |      |
| Qt Quick              | X, R | X, R |       |       |      |
| Qt Quick Controls 2   | X, R | X, R |       |       |      |
| Qt Quick Dialogs      | X, R | X, R |       |       |      |
| Qt Quick Layouts      | X, R | X, R |       |       |      |
| Qt Quick Test         | X, R | X, R |       |       |      |
| Qt SQL                | X, R | X, R |       |       |      |
| Qt Test               | X, R | X, R |       |       |      |
| Qt Widgets            | X, R | X, R |       |       |      |
| Active Qt             | X, R | X, R |       |       |      |
| Qt 3D                 | X, R | X, R |       |       |      |
| Qt Android Extras     | X, R | X, R |       |       |      |
| Qt Bluetooth          | X, R | X, R |       |       |      |
| Qt Canvas 3D          | X, R | X, R |       |       |      |
| Qt Concurrent         | X, R | X, R |       |       |      |

|                          |             |  |  |  |
|--------------------------|-------------|--|--|--|
| Qt D-Bus                 | X, R   X, R |  |  |  |
| Qt Gamepad               | X, R   X, R |  |  |  |
| Qt Graphical Effects     | X, R   X, R |  |  |  |
| Qt Help                  | X, R   X, R |  |  |  |
| Qt Image Formats         | X, R   X, R |  |  |  |
| Qt Location              | X, R   X, R |  |  |  |
| Qt Mac Extras            | X, R   X, R |  |  |  |
| Qt Network Authorization | X, R   X, R |  |  |  |
| Qt NFC                   | X, R   X, R |  |  |  |
| Qt Platform Headers      | X, R   X, R |  |  |  |
| Qt Positioning           | X, R   X, R |  |  |  |
| Qt Print Support         | X, R   X, R |  |  |  |
| Qt Purchasing            | X, R   X, R |  |  |  |
| Qt for Python            | X, R   X, R |  |  |  |
| Qt Quick Controls        | X, R   X, R |  |  |  |
| Qt Quick Extras          | X, R   X, R |  |  |  |
| Qt Quick Widgets         | X, R   X, R |  |  |  |
| Qt SCXML                 | X, R   X, R |  |  |  |
| Qt Sensors               | X, R   X, R |  |  |  |
| Qt Serial Bus            | X, R   X, R |  |  |  |
| Qt Serial Port           | X, R   X, R |  |  |  |
| Qt Speech                | X, R   X, R |  |  |  |
| Qt SVG                   | X, R   X, R |  |  |  |
| Qt UI Tools              | X, R   X, R |  |  |  |

|                                       |                    |      |      |  |
|---------------------------------------|--------------------|------|------|--|
| Qt WebChannel                         | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt WebEngine                          | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt WebSockets                         | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt WebView                            | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Windows Extras                     | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt X11 Extras                         | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt XML                                | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt XML Patterns                       | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Wayland Compositor                 | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Charts                             | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Data Visualization                 | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Virtual Keyboard                   | X, R   X, R        |      |      |  |
| +-----+                               |                    |      |      |  |
| Boot 2 Qt stack                       |                    | X, R |      |  |
| +-----+                               |                    |      |      |  |
| Qt OTA                                |                    | X, R |      |  |
| +-----+                               |                    |      |      |  |
| Device Utilities                      |                    | X, R |      |  |
| +-----+                               |                    |      |      |  |
| Qt Debugging Bridge (QDB) Daemon      |                    | X, R |      |  |
| +-----+                               |                    |      |      |  |
| Qt Quick Ultralite Controls           |                    |      | X, R |  |
| +-----+                               |                    |      |      |  |
| Qt Quick Ultralite                    |                    |      | X, R |  |
| +-----+                               |                    |      |      |  |
| Qt Creator                            | X   X   X          |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Designer (Qt Widget Designer)      | X   X              |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Quick Designer (Qt Creator plugin) | X, R   X, R   X, R |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Linguist                           | X, R   X, R   X, R |      |      |  |
| +-----+                               |                    |      |      |  |
| Qt Assistant                          | X, R   X, R   X, R |      |      |  |
| +-----+                               |                    |      |      |  |
| Lupdate                               | X, R   X, R   X, R |      |      |  |

|                                |                    |       |      |  |
|--------------------------------|--------------------|-------|------|--|
| Lrelease                       | X, R   X, R   X, R |       |      |  |
| Qmake                          | X   X              |       |      |  |
| Uic                            | X   X              |       |      |  |
| Rcc                            | X   X              |       |      |  |
| Qlalr                          | X   X              |       |      |  |
| Qdoc                           | X   X              |       |      |  |
| Qmlscene                       | X   X              |       |      |  |
| Qmlviewer                      | X   X              |       |      |  |
| Target toolchains              |                    | X   X |      |  |
| Qt Debugging Bridge (QDB) Host |                    | X     |      |  |
| Tools                          |                    |       |      |  |
| qtconfig-gui                   |                    | X     |      |  |
| Qt Emulator                    |                    | X     |      |  |
| Qmlinterfacegenerator          |                    |       | X    |  |
| Qmltoccpp                      |                    |       | X    |  |
| qulfontcompiler                |                    |       | X    |  |
| Qt53DStudioRuntime2            |                    |       | X, R |  |
| Qt 3D Studio                   |                    |       | X    |  |
| Qt Design Studio               |                    |       | X    |  |

### APPENDIX 3: ADDITIONS TO LICENSED SOFTWARE

In addition to what is provided under the definition of the Licensed Software, Parties agree that Licensed Software shall also include the Add-On Products of The Qt Company, as mentioned in this Appendix, if included in the quote / invoice.

The Modules and/or Tools of the Licensed Software that are included with each

Add-On Product respectively are marked with 'X' in the below table. The modules are ported to Qt 6 in stages and are subject to availability.

Parts of the respective Add-On Product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

| -----+                                          |            |            |         |             |          |            |    |
|-------------------------------------------------|------------|------------|---------|-------------|----------|------------|----|
| Add-On Product(s)                               |            |            |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Modules / Tools of                              | Qt for     | Qt         | Qt      | Qt          | Qt       | Qt         | Qt |
| Licensed Software                               | Automation | Automotive | Safe    | Application | GammaRay | Deployment |    |
| Qt M2M                                          | Suite      | Renderer   | Manager |             | Platform |            |    |
| Protocols                                       |            |            |         | Package     |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt MQTT                                         | X, R       |            |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt KNX                                          | X, R       |            |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt OPC UA                                       | X, R       |            |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt CoAP                                         | X, R       |            |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt Safe Renderer                                |            | X, R       | X, R    |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt Application<br>Manager                       |            | X, R       |         | X, R        |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt IVI                                          |            | X, R       |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Reference UI                                    |            | X, R       |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt GENIVI Extras                                |            | X, R       |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| QML Live                                        |            | X          |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt Creator<br>Deployment                        |            | X          |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt Creator Plugin<br>for Qt Application Manager |            | X          |         | X           |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt Automotive Suite<br>Deployment Server        |            | X          |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt Design Studio                                |            | X          |         |             |          |            |    |
| -----+                                          |            |            |         |             |          |            |    |
| Qt 3D Studio                                    |            | X          |         |             |          |            |    |



|                      |  |  |   |  |  |  |   |   |  |
|----------------------|--|--|---|--|--|--|---|---|--|
| GammaRay             |  |  | X |  |  |  | X |   |  |
| Platform adaptations |  |  |   |  |  |  |   | X |  |
| for specified        |  |  |   |  |  |  |   |   |  |
| Deployment Platforms |  |  |   |  |  |  |   |   |  |
| Qt for Device        |  |  | X |  |  |  |   |   |  |
| Creation             |  |  |   |  |  |  |   |   |  |

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#### APPENDIX 4: SMALL BUSINESS AND STARTUP

The provisions of this Appendix 4 are applicable for companies with an annual revenue, including funding, equivalent to maximum of 250,000 USD (in applicable currency) during the latest full calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company ("Start-up Company").

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#### APPENDIX 5: NON-COMMERCIAL USE

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For the purpose of this Appendix 5, the following additional definitions (replacing the relevant definition of the Agreement, where applicable) shall be applicable:

"Demo Units" shall mean (i) hardware development platform, which incorporates the Licensed Software along with Licensee's software and/or hardware, and

(ii) prototype versions of Applications or Devices.

"Designated User(s)" shall mean the employees and students of the Licensee.

"Licensee Products" shall mean Applications and/or Devices.

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"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

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- II. Section 3.1 shall be replaced in its entirety to read as follows:  
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- III. Sections 3.2, 3.3, 8 and 10 shall be deleted.
- IV. Section 3.4 shall be replaced in its entirety to read as follows:  
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V. Section 12 shall be replaced in its entirety to read as follows:

"This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of Section 12.

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Except for the modifications specified above, this Appendix carries no change to the terms of the Agreement which shall remain in full force.

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(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

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## 2. OWNERSHIP 2.1

### Ownership of The Qt Company

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Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

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Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and (ii) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and (iii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications and/or Devices for their respective intended purposes.

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For the avoidance of any doubt it is specifically acknowledged and agreed that distribution of Redistributables solely as installed, incorporated or integrated into Applications for execution on the Deployment Platform(s), as specified in (i) of the first paragraph of Section 3.2 above, i.e. with no connection to Devices or intention to use in connection therewith, shall not require a Distribution License.

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(i) the Licensees SDK Contractors are only entitled to use the Licensed Software as part of SDK and for the sole purpose of developing software for Devices that are distributed under the Program; and

(ii) Licensees SDK Contractors shall not be entitled to distribute the SDK or any part thereof to any third parties.

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### 3.4 Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

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## 7. INDEMNIFICATION AND LIMITATION OF LIABILITY

### 7.1 Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES RECEIVED BY THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

### 7.2 Licensees Indemnification

Licensee shall indemnify and hold harmless The Qt Company from and against any claim, injury, judgment, settlement, loss or expense, including attorneys' fees related to: (a) Licensee's misrepresentation in connection with The Qt Company or the Licensed Software or breach of this Agreement, (b) the Application or Device (except where such cause of liability is solely attributable to the Licensed Software).

## 8. SUPPORT, UPDATES AND ONLINE SERVICES

Licensee will be eligible to receive Support and Updates and to use the Online Services during the Support Term. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

Licenses granted under this Agreement shall include a prepaid Initial Support Term.

Initial Support Term shall be automatically extended to one or more Support Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the Support, such notification to be provided to the other Party no less than ninety (90) days before expiry of the Initial Support Term or respective Support Renewal Term. During any such Support Renewal Term Support shall be available subject to prices and terms agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Support Renewal Term. From time to time The Qt Company may change Support provided within each Support plan; provided that during the respective Initial Support Term or Support Renewal Term (as the case may be), the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to the Customers.

## 9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose,

in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1 License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be. The License Fees shall not be refunded or claimed as a credit, even on the ground that Distribution Licenses are not used, i.e. Redistributables are not actually distributed corresponding to the Distribution Licenses purchased, or for any other reason.

### 10.2 Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

### 10.3 Distribution

License Packs Unless otherwise agreed, the Distribution Licenses are bought by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for installing, bundling or integrating (all jointly "installing") the Redistributables with the Devices or for otherwise distributing the Redistributables in accordance with this Agreement.

Each time Licensee "installs" or distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may "install" copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

Redistributables will be deemed to have been "installed" into a Device when one of the following circumstances shall have occurred: a) the Redistributables have been loaded onto the Device and used outside of the Licensee's premises or b) the Device has been fully tested and placed into Licensee's inventory (or sold) for the first time (i.e., Licensee will not be required to use (or pay for) more than one Distribution License for each individual Device, e.g. in a situation where a Device is returned to Licensee's inventory after delivery to a distributor or sale to a Customer). In addition, if Licensee includes a back-up copy of the Redistributables on a CD-ROM or other storage medium along with the product, that backup copy of the Redistributables will not be deemed to have been "installed" and will not require an additional Distribution License.

#### 10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee. A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

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#### 10.5 Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax and other taxes, duties or tariffs ("Taxes"). Such applicable Taxes shall be paid by Licensee, or, where applicable, in lieu of payment of such Taxes, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

### 11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

#### 11.1 Licensee's Record-keeping

Licensee shall at all times maintain accurate and up-to-date written records of Licensee's activities related to the use of Licensed Software and distribution of Redistributables. The records shall be adequate to determine Licensee's compliance with the provisions of this Agreement and to demonstrate the number



of Designated Users and Redistributables distributed by Licensee. The records shall conform to good accounting practices reasonably acceptable to The Qt Company.

Licensee shall, within thirty (30) days from the end of each calendar quarter, deliver to The Qt Company a report detailing the number of Designated Users and copies of Redistributables distributed by Licensee during that calendar quarter, and also detailing the number of undistributed copies of Redistributables made by Licensee and remaining in its account (i.e., undistributed copies for which Distribution Licenses have been or need to be obtained from The Qt Company). Such report shall contain such other information as The Qt Company shall reasonably require from time to time.

#### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the use of the Redistributables, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12 TERM AND TERMINATION

### 12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

### 12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any

obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

### 12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

### 12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall, within 30 days after such termination, cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

## 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the

laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

## 14. GENERAL PROVISIONS

### 14.1 No Assignment Licensee

shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

### 14.2 No Third Party Representations

Licensee shall make no representations or warranties concerning the Licensed

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#### 14.3 Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive.

#### 14.4 Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

#### 14.5 Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order shall apply unless expressly accepted by The Qt Company in writing.

#### 14.6 Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non- performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non- performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7 Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for The Qt Company in the beginning of this Agreement, and for the Licensee in the Licensees account profile. Each communication and document made or delivered by

one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8 Export Control

Licensee acknowledges that the Redistributables may be subject to export control restrictions under the applicable laws of respective countries.

Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

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#### 14.10 Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

#### 14.11 Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

IN WITNESS WHEREOF, the Parties hereto, intending to be legally bound hereby, have caused this Agreement to be executed by Licensees authorized representative installing the Licensed Software and accepting the terms hereof in connection therewith.

#### Appendix 1

1. Parts of the Licensed Software that are permitted for distribution in object code form only ("Redistributables") under this Agreement:

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- The Licensed Software's configuration tool ("qtconfig")
- The Licensed Software's help tool ("Qt Assistant")

- The Licensed Software's internationalization tools ("Qt Linguist", "lupdate", "lrelease")
- The Licensed Software's QML ("Qt Quick") launcher tool ("qmlscene" and "qmlviewer")
- The Licensed Software's installer framework

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- The Licensed Software's tool for writing makefiles ("qmake")
- The Licensed Software's Meta Object Compiler ("moc")
- The Licensed Software's User Interface Compiler ("uic" or in the case of Qt Jambi: "juic")
- The Licensed Software's Resource Compiler ("rcc")
- The Licensed Software's generator (only in the case of Qt Jambi if applicable)
- The Licensed Software's parts of the IDE tool ("Qt Creator")
- The Licensed Software's Emulator
- Build scripts, recipes and other material for creating the configuration of Licensed Software and/or 3rd party components, including the reference operating system configuration delivered in conjunction with the Boost Software License - Version 1.0 - August 17th, 2003

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the

software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
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Portions of code from MODP\_ASCII - Ascii transformations (upper/lower, etc)

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```
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```

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```

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```
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# 1.290 @babel/plugin-proposal-object-rest-spread 7.18.0

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# 1.291 crda 3.18

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## 1.292 e2fsprogs 1.43.9

### 1.292.1 Available under license :

This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from <http://sourceforge.net/projects/e2fsprogs>

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#

# This is a Makefile stub which handles the creation of BSD shared

```

# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
    @echo " MKDIR pic"
    @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image: $(BSD_LIB)

$(BSD_LIB): $(OBJS)
    (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
    $(MV) pic/$(BSD_LIB) .
    $(RM) -f ../$(BSD_LIB)
    (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
    `echo $(my_dir) | sed -e 's;lib/;;' /$(BSD_LIB) $(BSD_LIB)`)

install-shlibs install:: $(BSD_LIB)
    @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
    @$(INSTALL_PROGRAM) $(BSD_LIB) \
    $(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
    @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
    $(RM) -f $(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
    $(RM) -rf pic
    $(RM) -f $(BSD_LIB)
    $(RM) -f ../$(BSD_LIB)

```

This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: `tdbsa/tdb.c`

```
=====
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
/*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
- Copyright (C) Andrew Tridgell      2005
+ Copyright (C) Andrew Tridgell      1999-2005
+ Copyright (C) Jeremy Allison      2000-2006
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Theodore Ts'o  
23-June-2007

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It is part of the main e2fsprogs distribution, which can be found at:

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Gadi Oxman, August 1995

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## 1.298 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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builds/unix/pkg.m4

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docs/FTL.TXT

docs/GPLv2.TXT

#

include/freetype/internal/fthash.h

#

src/base/fthash.c

src/base/md5.c

src/base/md5.h

#

src/bdf/bdf.c

src/bdf/bdf.h

src/bdf/bdfdrivr.c

src/bdf/bdfdrivr.h

src/bdf/bdferror.h

src/bdf/bdflib.c

src/bdf/module.mk

src/bdf/README

src/bdf/rules.mk

#

src/pcf/module.mk

```
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
# EOF
```

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## 1.303 inotify-tools 3.22.1.0

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# mysqldumpslow - parse and summarize the MySQL slow query log

# Original version by Tim Bunce, sometime in 2000.
# Further changes by Tim Bunce, 8th March 2001.
# Handling of strings with \ and double " by Monty 11 Aug 2001.
```

## 1.308 qcom-display-hal SDK 845 LE 2.0

### r00009.1-a35eabe613c

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treats it as such.

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/\* nicstar.c v0.22 Jawaid Bazyar (bazyar@hypermall.com)

\* nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)

\*

\* Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.

\* <http://www.hypermall.com/>

\* 10/1/97 - commented out CFG\_PHYIE bit - we don't care when the PHY

\* interrupts us (except possibly for removal/insertion of the cable?)

\* 10/4/97 - began heavy inline documentation of the code. Corrected typos

\* and spelling mistakes.

\* 10/5/97 - added code to handle PHY interrupts, disable PHY on

\* loss of link, and correctly re-enable PHY when link is

\* re-established. (put back CFG\_PHYIE)

\*

\* Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.

\*

\* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997

\*

\* Linux driver for the IDT77201 NICStAR PCI ATM controller.

\* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;

\* see init\_nicstar() for PHY initialization to change this. This driver

\* expects the Linux ATM stack to support scatter-gather lists

\* (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.

\*

\* Implementing minimal-copy of received data:

\* IDT always receives data into a small buffer, then large buffers

\* as needed. This means that data must always be copied to create

\* the linear buffer needed by most non-ATM protocol stacks (e.g. IP)

\* Fix is simple: make large buffers large enough to hold entire

\* SDU, and leave <small\_buffer\_data> bytes empty at the start. Then

\* copy small buffer contents to head of large buffer.

\* Trick is to avoid fragmenting Linux, due to need for a lot of large

```

* buffers. This is done by 2 things:
* 1) skb->destructor / skb->atm.recycle_buffer
*    combined, allow nicstar_free_rx_skb to be called to
*    recycle large data buffers
* 2) skb_clone of received buffers
* See nicstar_free_rx_skb and linearize_buffer for implementation
* details.
*
*
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* Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
*
* M. Welsh, 6 July 1996
*
*
*/

```

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(in case you are wondering where CyberLogin is, EON changed its login procedure and CyberLogin is no longer used.)

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single nxt200x frontend driver.

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## 1.320 libevent 2.1.12

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

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If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year name of author  
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
This is free software, and you are welcome to redistribute it  
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

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'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

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Agreement version 4.3

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The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

#### 10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

## 11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

### 11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of

conducting such audit.

## 12. TERM AND TERMINATION

### 12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

### 12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

### 12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

### 12.4. Parties' Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, and where such decision of non-renewal is not due to any ongoing breach or alleged breach (as reasonably determined by The Qt Company) by Licensee of the terms of this Agreement or any applicable license terms of Open Source Qt, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or

- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

#### 12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of

arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

#### 14. GENERAL PROVISIONS

##### 14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

##### 14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

##### 14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

##### 14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.



In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

#### 14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

#### 14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8. Export Control

Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully

comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

#### 14.9. No Implied License

There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

#### 14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

#### 14.11. Privacy

Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

#### 14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

## APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

## APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table. The modules and tools are ported to Qt 6 in stages and are subject to availability.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

| Modules / Tools       | QtAD | QtDC | QtMCU | Qt3DS | QtDS |
|-----------------------|------|------|-------|-------|------|
| Qt Core               | X, R | X, R |       |       |      |
| Qt GUI                | X, R | X, R |       |       |      |
| Qt Multimedia         | X, R | X, R |       |       |      |
| Qt Multimedia Widgets | X, R | X, R |       |       |      |
| Qt Network            | X, R | X, R |       |       |      |
| Qt PDF                | X, R | X, R |       |       |      |
| Qt QML                | X, R | X, R |       |       |      |
| Qt Quick              | X, R | X, R |       |       |      |
| Qt Quick Controls 2   | X, R | X, R |       |       |      |
| Qt Quick Dialogs      | X, R | X, R |       |       |      |
| Qt Quick Layouts      | X, R | X, R |       |       |      |
| Qt Quick Test         | X, R | X, R |       |       |      |
| Qt SQL                | X, R | X, R |       |       |      |
| Qt Test               | X, R | X, R |       |       |      |
| Qt Widgets            | X, R | X, R |       |       |      |
| Active Qt             | X, R | X, R |       |       |      |
| Qt 3D                 | X, R | X, R |       |       |      |
| Qt Android Extras     | X, R | X, R |       |       |      |

|                          |             |  |  |  |
|--------------------------|-------------|--|--|--|
| Qt Bluetooth             | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Canvas 3D             | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Concurrent            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt D-Bus                 | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Gamepad               | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Graphical Effects     | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Help                  | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Image Formats         | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Location              | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Mac Extras            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Network Authorization | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt NFC                   | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Platform Headers      | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Positioning           | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Print Support         | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Purchasing            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt for Python            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Quick Controls        | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Quick Extras          | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Quick Widgets         | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt SCXML                 | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Sensors               | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Serial Bus            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Serial Port           | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |

|                                          |             |      |      |  |
|------------------------------------------|-------------|------|------|--|
| Qt Speech                                | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt SVG                                   | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt UI Tools                              | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt WebChannel                            | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt WebEngine                             | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt WebSockets                            | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt WebView                               | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt Windows Extras                        | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt X11 Extras                            | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt XML                                   | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt XML Patterns                          | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt Wayland Compositor                    | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt Charts                                | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt Data Visualization                    | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Qt Virtual Keyboard                      | X, R   X, R |      |      |  |
| +-----+                                  |             |      |      |  |
| Boot 2 Qt stack                          |             | X, R |      |  |
| +-----+                                  |             |      |      |  |
| Qt OTA                                   |             | X, R |      |  |
| +-----+                                  |             |      |      |  |
| Device Utilities                         |             | X, R |      |  |
| +-----+                                  |             |      |      |  |
| Qt Debugging Bridge (QDB) Daemon         |             | X, R |      |  |
| +-----+                                  |             |      |      |  |
| Qt Quick Ultralite Controls              |             |      | X, R |  |
| +-----+                                  |             |      |      |  |
| Qt Quick Ultralite                       |             |      | X, R |  |
| +-----+                                  |             |      |      |  |
| Qt Creator                               | X           | X    | X    |  |
| +-----+                                  |             |      |      |  |
| Qt Designer (Qt Widget Designer)         | X           | X    |      |  |
| +-----+                                  |             |      |      |  |
| Qt Quick Designer (Qt Creator<br>plugin) | X, R        | X, R | X, R |  |

|                                |                    |       |      |  |
|--------------------------------|--------------------|-------|------|--|
| Qt Linguist                    | X, R   X, R   X, R |       |      |  |
| Qt Assistant                   | X, R   X, R   X, R |       |      |  |
| Lupdate                        | X, R   X, R   X, R |       |      |  |
| Lrelease                       | X, R   X, R   X, R |       |      |  |
| Qmake                          | X   X              |       |      |  |
| Uic                            | X   X              |       |      |  |
| Rcc                            | X   X              |       |      |  |
| Qlalr                          | X   X              |       |      |  |
| Qdoc                           | X   X              |       |      |  |
| Qmlscene                       | X   X              |       |      |  |
| Qmlviewer                      | X   X              |       |      |  |
| Target toolchains              |                    | X   X |      |  |
| Qt Debugging Bridge (QDB) Host |                    | X     |      |  |
| Tools                          |                    |       |      |  |
| qtconfig-gui                   |                    | X     |      |  |
| Qt Emulator                    |                    | X     |      |  |
| Qmlinterfacegenerator          |                    |       | X    |  |
| Qmltoccpp                      |                    |       | X    |  |
| qulfontcompiler                |                    |       | X    |  |
| Qt53DStudioRuntime2            |                    |       | X, R |  |
| Qt 3D Studio                   |                    |       | X    |  |
| Qt Design Studio               |                    |       | X    |  |

APPENDIX 3: ADDITIONS TO LICENSED SOFTWARE

In addition to what is provided under the definition of the Licensed Software, Parties agree that Licensed Software shall also include the Add-On Products of The Qt Company, as mentioned in this Appendix, if included in the quote / invoice.

The Modules and/or Tools of the Licensed Software that are included with each Add-On Product respectively are marked with 'X' in the below table. The modules are ported to Qt 6 in stages and are subject to availability.

Parts of the respective Add-On Product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

| -----+                                       |                   |              |               |         |                        |             |                        |
|----------------------------------------------|-------------------|--------------|---------------|---------|------------------------|-------------|------------------------|
|                                              | Add-On Product(s) |              |               |         |                        |             |                        |
|                                              | -----+            |              |               |         |                        |             |                        |
| Modules / Tools of Licensed Software         | Qt for Automation | Qt M2M Suite | Qt Automotive | Qt Safe | Qt Application Manager | Qt GammaRay | Qt Deployment Platform |
|                                              |                   |              |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt MQTT                                      | X, R              |              |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt KNX                                       | X, R              |              |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt OPC UA                                    | X, R              |              |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt CoAP                                      | X, R              |              |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt Safe Renderer                             |                   | X, R         | X, R          |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt Application Manager                       |                   | X, R         |               | X, R    |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt IVI                                       |                   | X, R         |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Reference UI                                 |                   | X, R         |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt GENIVI Extras                             |                   | X, R         |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| QML Live                                     |                   | X            |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt Creator                                   |                   | X            |               |         |                        |             |                        |
| Deployment                                   |                   |              |               |         |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |
| Qt Creator Plugin for Qt Application Manager |                   | X            |               | X       |                        |             |                        |
| -----+                                       |                   |              |               |         |                        |             |                        |

|                      |  |   |  |  |   |   |  |
|----------------------|--|---|--|--|---|---|--|
| Qt Automotive Suite  |  | X |  |  |   |   |  |
| Deployment Server    |  |   |  |  |   |   |  |
| +-----+              |  |   |  |  |   |   |  |
| Qt Design Studio     |  | X |  |  |   |   |  |
| +-----+              |  |   |  |  |   |   |  |
| Qt 3D Studio         |  | X |  |  |   |   |  |
| +-----+              |  |   |  |  |   |   |  |
| GammaRay             |  | X |  |  | X |   |  |
| +-----+              |  |   |  |  |   |   |  |
| Platform adaptations |  |   |  |  |   | X |  |
| for specified        |  |   |  |  |   |   |  |
| Deployment Platforms |  |   |  |  |   |   |  |
| +-----+              |  |   |  |  |   |   |  |
| Qt for Device        |  | X |  |  |   |   |  |
| Creation             |  |   |  |  |   |   |  |
| +-----+              |  |   |  |  |   |   |  |

All the above Redistributables are subject to applicable provisions and limitations including but not limited to what is defined in section 3 of the Agreement.

#### APPENDIX 4: SMALL BUSINESS AND STARTUP

The provisions of this Appendix 4 are applicable for companies with an annual revenue, including funding, equivalent to maximum of 250,000 USD (in applicable currency) during the latest full calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company ("Start-up Company").

Start-up Companies are qualified for a discounted License Fee for maximum of four (4) Development Licenses ("Start-up Development License") unless otherwise agreed between the parties.

Start-up Development License entitles the respective Designated User for Support only for installation related issues.

Upon expiry of the respective License Term, the Start-up Development Licenses shall be automatically extended, pursuant to Section 3.1 of the Agreement, for a Renewal Term either as new Start-up Development Licenses (if the Licensee still qualifies as a Start-up Company), or as normal Development Licenses (if the Licensee no longer qualifies as a Start-up company).

#### APPENDIX 5: NON-COMMERCIAL USE

The provisions of this Appendix 5 are applicable for non-commercial use of the Licensed Software by the Licensee.



For the purpose of this Appendix 5, the following additional definitions (replacing the relevant definition of the Agreement, where applicable) shall be applicable:

"Demo Units" shall mean (i) hardware development platform, which incorporates the Licensed Software along with Licensee's software and/or hardware, and (ii) prototype versions of Applications or Devices.

"Designated User(s)" shall mean the employees and students of the Licensee.

"Licensee Products" shall mean Applications and/or Devices.

"Permitted Purpose" shall mean (i) Licensee's internal evaluation and testing of Licensed Software, (ii) building Demo Units as well as (iii) educational use.

"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

- I. Recital (A) shall be replaced in its entirety to read as follows:  
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Version 3, 29 June 2007

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## 1. DEFINITIONS

"Affiliate" of a Party shall mean an entity (i) which is directly or indirectly controlling such Party; (ii) which is under the same direct or indirect ownership or control as such Party; or (iii) which is directly or indirectly owned or controlled by such Party. For these purposes, an entity shall be treated as being controlled by another if that other entity has fifty percent (50 %) or more of the votes in such entity, is able to direct its affairs and/or to control the composition of its board of directors or equivalent body.

"Applications" shall mean Licensee's software products created using the Licensed Software in connection with the Program, which may include the Redistributables, or part thereof.

"Contractor(s)" shall mean third party consultants, distributors and contractors performing services to a Party under applicable contractual arrangement.

"Customer(s)" shall mean Licensee's end users to whom Licensee, directly or indirectly, distributes copies of the Redistributables.

"Deployment Platforms" shall mean operating systems specified in the License Certificate, in which the Redistributables can be distributed pursuant to the terms and conditions of this Agreement.

"Designated User(s)" shall mean the employee(s) of Licensee or Licensee's Affiliates acting within the scope of their employment or Licensee's Contractors acting within the scope of their services for Licensee and on behalf of Licensee. Designated Users shall be named in the License Certificate.

"Development License" shall mean the license needed by the Licensee for each Designated User to use the Licensed Software under the license grant described in Section 3.1 of this Agreement.

"Development Platforms" shall mean those operating systems specified in the License Certificate, in which the Licensed Software can be used under the Development License, but not distributed in any form or used for any other purpose.

"Devices" shall mean hardware devices or products that 1) are manufactured and/or distributed by the Licensee or its Affiliates or Contractors in connection with the Program, and (2)(i) incorporate or integrate the Redistributables or parts thereof; or (ii) do not incorporate or integrate the Redistributables at the time of distribution, but where, when used by a Customer, the main user interface or substantial functionality of such

device is provided by Application(s) or otherwise depends on the Licensed Software.

"Distribution License(s)" shall mean the license required for distribution of Redistributables in accordance with the license grant described in Section 3.2(ii)-(iii) of this Agreement.

"Distribution License Packs" shall mean set of prepaid Distribution Licenses for distribution of Redistributables, as defined in The Qt Company's standard price list, quote, Purchase Order confirmation or in an appendix hereto, as the case may be.

"Initial Support Term" shall mean a time period of twelve (12) months, calculated from the effective date of this Agreement.

"Intellectual Property Rights" shall mean patents (including utility models), design patents, and designs (whether or not capable of registration), chip topography rights and other like protection, copyrights, trademarks, service marks, trade names, logos or other words or symbols and any other form of statutory protection of any kind and applications for any of the foregoing as well as any trade secrets.

"Licensee" shall mean the individual or legal entity that is party to this Agreement, as identified on the signature page hereof.

"License Certificate" shall mean a certificate accompanying the Licensed Software and generated for each Designated User respectively. License Certificate will specify the Designated User, the Development Platforms, Deployment Platforms, Program and the Term of this Agreement. The terms of the License Certificate are considered part of this Agreement and shall be updated from time to time to reflect any changes to the foregoing terms relating to Licensee's rights to the Licensed Software.

"Licensee's Records" shall mean books and records that are likely to contain information bearing on Licensee's compliance with this Agreement or the payments due to The Qt Company under this Agreement, including, but not limited to: assembly logs, sales records and distribution records.

"Licensees SDK Contractors" shall mean Contractors of Licensee, who have purchased or received SDK from the Licensee relating to the Program.

"License Fee" shall mean the fee charged to the Licensee for rights granted under the terms of this Agreement.

"Licensed Software" shall mean all versions of The Qt Company's computer software products, online or electronic documentation, associated media and printed materials, including the source code, example programs and the documentation, licensed to the Licensee under this Agreement. Licensed Software does not include Third Party Software (as defined in Section 4) or Open Source

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"Open Source Qt" shall mean all versions of The Qt Company's Qt computer software products, online or electronic documentation, associated media and printed materials, including the source code, example programs and the documentation available under the terms of the GNU Lesser General Public License, version 2.1 or later ("LGPL") or the GNU General Public License, version 2.0 or later ("GPL").

"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Program" shall mean Licensees business program for which purpose the Licensee is entitled to use the Licensed Software and grant the Licensee's SDK Contractors a right to use the Licensed Software as part of a SDK.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1, Section 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"SDK" or "Software Development Kit" shall mean a combination of software modules including Licensed Software intended to be utilized in connection with the Program.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms.

"Support Renewal Term" shall mean a time period of twelve (12) months, calculated from the end of the Initial Support Term or previous Support Renewal Term, as applicable.

"Support Term" shall mean the Initial Support Term and any possible Support Renewal Terms(s) during which time the Licensee is eligible to receive for

Support for the Licensed Software.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall mean the validity period of this Agreement, as set forth in the License Certificate.

The Qt Company shall mean:

(i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or

(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

## 2. OWNERSHIP 2.1

### Ownership of The Qt Company

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All The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

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All the Licensee's Intellectual Property Rights are and shall remain the

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All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

### 2.3 Modified Software

Licensee may create Modified Software that breaks the source or binary compatibility with the Licensed Software. This includes, but is not limited to, changing the application programming interfaces ("API") by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries. To the extent that Licensee breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

To the extent Licensee submits Modified Software to The Qt Company ("Submitted Modified Software"), Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion. For the sake of clarity, the Licensee shall have no obligation to provide Modified Software to The Qt Company.

## 3. LICENSES GRANTED

### 3.1 Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other services to end-user Customers.

Licensee may install copies of the Licensed Software on an unlimited number of computers provided that (i) only the Designated Users may use the Licensed Software, and (ii) all Designated Users must have a valid Development License to use Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

### 3.2 Distribution of Redistributables

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and (ii) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and (iii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications and/or Devices for their respective intended purposes.

Right to distribute the Redistributables as provided herein is conditional upon the Licensee having purchased and paid the appropriate amount of Development and Distribution Licenses from The Qt Company before distributing any Redistributables to Customers.

For the avoidance of any doubt it is specifically acknowledged and agreed that distribution of Redistributables solely as installed, incorporated or integrated into Applications for execution on the Deployment Platform(s), as specified in (i) of the first paragraph of Section 3.2 above, i.e. with no connection to Devices or intention to use in connection therewith, shall not require a Distribution License.

### 3.3 SDK License

The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute Licensed Software as a part of the SDK to Licensees SDK Contractors in connection with the Program and (ii) in connection with the Program, by itself or by Licensee's SDK Contractors, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt, provided, however, that:

(i) the Licensees SDK Contractors are only entitled to use the Licensed Software as part of SDK and for the sole purpose of developing software for Devices that are distributed under the Program; and

(ii) Licensees SDK Contractors shall not be entitled to distribute the SDK or any part thereof to any third parties.

For the avoidance of any doubt, the distribution of such software development tools that do not contain Licensed Software shall not be covered by this Agreement.

### 3.4 Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice contained in any portion of the Licensed Software;
- (ii) Applications and SDKs must add primary and substantial functionality to the Licensed Software;
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- (iv) Applications and SDKs must not compete with the Licensed Software;
- (v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications or SDKs, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
- (vi) Except as expressly provided in Section 3.3, Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement);
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- (viii) Except as expressly provided in Section 3.3, Licensee shall not and shall cause that its Affiliates, Contractors and Licensee's SDK Contractors shall not a) in any way, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt or b) incorporate or integrate Applications into a hardware device or product other than a Device, unless Licensee has received an advance written permission from The Qt Company to do so. Unless specifically otherwise agreed, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or

substantial functionality is provided by software build with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered as distribution under this Agreement and dependent on compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution);

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

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The Licensed Software may contain pre-release code and functionality marked or otherwise stated as "Technology Preview", "Alpha", "Beta" or similar designation. Such pre-release code may be present in order to provide experimental support for new platforms or preliminary versions of one or more new functionalities. The pre-release code may not be at the level of performance



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## 7. INDEMNIFICATION AND LIMITATION OF LIABILITY

### 7.1 Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II)

LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES RECEIVED BY THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

#### 7.2 Licensees Indemnification

Licensee shall indemnify and hold harmless The Qt Company from and against any claim, injury, judgment, settlement, loss or expense, including attorneys' fees related to: (a) Licensee's misrepresentation in connection with The Qt Company or the Licensed Software or breach of this Agreement, (b) the Application or Device (except where such cause of liability is solely attributable to the Licensed Software).

### 8. SUPPORT, UPDATES AND ONLINE SERVICES

Licensee will be eligible to receive Support and Updates and to use the Online Services during the Support Term. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

Licenses granted under this Agreement shall include a prepaid Initial Support Term.

Initial Support Term shall be automatically extended to one or more Support Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the Support, such notification to be provided to the other Party no less than ninety (90) days before expiry of the Initial Support Term or respective Support Renewal Term. During any such Support Renewal Term Support shall be available subject to prices and terms agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Support Renewal Term. From time to time The Qt Company may change Support provided within each Support plan; provided that during the respective Initial Support Term or Support Renewal Term (as the case may be), the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to the Customers.

### 9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1 License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be. The License Fees shall not be refunded or claimed as a credit, even on the ground

that Distribution Licenses are not used, i.e. Redistributables are not actually distributed corresponding to the Distribution Licenses purchased, or for any other reason.

## 10.2 Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

## 10.3 Distribution

License Packs Unless otherwise agreed, the Distribution Licenses are bought by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for installing, bundling or integrating (all jointly "installing") the Redistributables with the Devices or for otherwise distributing the Redistributables in accordance with this Agreement.

Each time Licensee "installs" or distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may "install" copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

Redistributables will be deemed to have been "installed" into a Device when one of the following circumstances shall have occurred: a) the Redistributables have been loaded onto the Device and used outside of the Licensee's premises or b) the Device has been fully tested and placed into Licensee's inventory (or sold) for the first time (i.e., Licensee will not be required to use (or pay for) more than one Distribution License for each individual Device, e.g. in a situation where a Device is returned to Licensee's inventory after delivery to a distributor or sale to a Customer). In addition, if Licensee includes a back-up copy of the Redistributables on a CD-ROM or other storage medium along with the product, that backup copy of the Redistributables will not be deemed to have been "installed" and will not require an additional Distribution License.

## 10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee. A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

The Qt Company shall have the right to suspend, terminate or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Developer License, Distribution License, and Support, should Licensee fail to make payment in a timely fashion.

#### 10.5 Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax and other taxes, duties or tariffs ("Taxes"). Such applicable Taxes shall be paid by Licensee, or, where applicable, in lieu of payment of such Taxes, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

### 11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

#### 11.1 Licensee's Record-keeping

Licensee shall at all times maintain accurate and up-to-date written records of Licensee's activities related to the use of Licensed Software and distribution of Redistributables. The records shall be adequate to determine Licensee's compliance with the provisions of this Agreement and to demonstrate the number of Designated Users and Redistributables distributed by Licensee. The records shall conform to good accounting practices reasonably acceptable to The Qt Company.

Licensee shall, within thirty (30) days from the end of each calendar quarter, deliver to The Qt Company a report detailing the number of Designated Users and copies of Redistributables distributed by Licensee during that calendar quarter, and also detailing the number of undistributed copies of Redistributables made by Licensee and remaining in its account (i.e., undistributed copies for which Distribution Licenses have been or need to be obtained from The Qt Company). Such report shall contain such other information as The Qt Company shall reasonably require from time to time.

#### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the use of the Redistributables, but

not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12 TERM AND TERMINATION

### 12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

### 12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

### 12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

### 12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall,

within 30 days after such termination, cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

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## 1.323 mingw64-qt5-qtgraphicaleffects 5.15.2

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depending on which product(s) the Licensee has purchased under this Agreement, as well as corresponding online or electronic documentation, associated media and printed materials, including the source code (where applicable), example programs and the documentation, licensed to the Licensee under this Agreement. Licensed Software does not include Third Party Software (as defined in Section 4) or Open Source Qt. The Qt Company may, in the course of its development activities, at its free and absolute discretion and without any obligation to send or publish any notifications to the Licensee or in general, make changes, additions or deletions in the components and functionalities of the Licensed Software, provided that no such changes, additions or deletions will affect the already released version of the Licensed Software, but only upcoming version(s).

"Licensee" shall mean the individual or legal entity that is party to this Agreement, as identified on the signature page hereof.

"Licensee's Records" shall mean books and records that are likely to contain information bearing on Licensee's compliance with this Agreement, Licensee's use of Open Source Qt and/or the payments due to The Qt Company under this Agreement, including, but not limited to user information, assembly logs, sales records and distribution records.



"Modified Software" shall have the meaning as set forth in Section 2.3.

"Online Services" shall mean any services or access to systems made available by The Qt Company to the Licensee over the Internet relating to the Licensed Software or for the purpose of use by the Licensee of the Licensed Software or Support. Use of any such Online Services is discretionary for the Licensee and some of them may be subject to additional fees.

"Open Source Qt" shall mean the non-commercial Qt computer software products, licensed under the terms of the GNU Lesser General Public License, version 2.1 or later ("LGPL") or the GNU General Public License, version 2.0 or later ("GPL"). For clarity, Open Source Qt shall not be provided nor governed under this Agreement.

"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Permitted Software" shall mean any (i) open source software (excluding Open Source Qt) that is a) generally available for public in source code form without additional cost under any of the licenses approved by Open Source Initiative as listed on <https://opensource.org/licenses>; and (b) is in no way, directly or indirectly, developed by or for or otherwise related to or in the interest of the Licensee or its Affiliates, or (ii) software The Qt Company has made available via its Qt Marketplace online distribution channel.

"Pre-Release Code" shall have the meaning as set forth in Section 4.

"Prohibited Combination" shall mean any means to (i) use, combine, incorporate, link or integrate Licensed Software with any software created with or incorporating Open Source Qt, (ii) use Licensed Software for creation of any software created with or incorporating Open Source Qt, or (iii) incorporate or integrate Applications into a hardware device or product other than a Device.

"Qt 3D Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt Design Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Application Development" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Device Creation" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for MCUs" shall mean The Qt Company's productized offering, which consist

of all versions of modules and tools as set forth in Appendix 1.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at <https://www.qt.io/terms-conditions/> and as further defined in Section 8 hereunder.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall have the meaning set forth in Section 12.

"The Qt Company" shall mean:

- (i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or
- (ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Third-Party Software" shall have the meaning set forth in Section 4.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the

first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

## 2. OWNERSHIP

### 2.1. Ownership of The Qt Company

The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All of The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

### 2.2. Ownership of Licensee

All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.

All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

### 2.3. Modified Software

Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software ("Modified Software"). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces ("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee's Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company ("Submitted Modified Software") in connection with Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

## 3. LICENSES GRANTED

### 3.1. Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers. Each Application and/or Device can only include, incorporate or integrate code generated under this Agreement by such Designated Users who are duly licensed for the applicable Development Platform(s) and Deployment Platform(s) (i.e have a valid license for the appropriate Licensed Software product).

Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective License Term.

Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective notification from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10 %) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than thirty (30) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

### 3.2. Distribution of Applications

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

### 3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

### 3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);
- (iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;
- (v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
- (vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
- (vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;
- (viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution).

Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;

- (ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);
- (x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
- (xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

#### 4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

#### 5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt

Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

## 6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

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Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

## 7. INDEMNIFICATION AND LIMITATION OF LIABILITY

### 7.1. Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO



EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

#### 8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

#### 9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii)

not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

### 10.2. Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a

"Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

### 10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

### 10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

### 10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

## 11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

### 11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general

good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

#### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's usiness activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12. TERM AND TERMINATION

### 12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

## 12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

## 12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

## 12.4. Parties' Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

#### 12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration

Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

## 14. GENERAL PROVISIONS

### 14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

### 14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

### 14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

### 14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

### 14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

#### 14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8. Export Control

Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

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#### 14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

#### 14.11. Privacy

Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

#### 14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

### APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

### APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

|                 |      |      |       |       |      |
|-----------------|------|------|-------|-------|------|
| Modules / Tools | QtAD | QtDC | QtMCU | Qt3DS | QtDS |
|-----------------|------|------|-------|-------|------|

|                       |             |  |  |  |
|-----------------------|-------------|--|--|--|
| Qt Core               | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt GUI                | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Multimedia         | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Multimedia Widgets | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Network            | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt QML                | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Quick              | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Quick Controls 2   | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Quick Dialogs      | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Quick Layouts      | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Quick Test         | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt SQL                | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Test               | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Widgets            | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Active Qt             | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt 3D                 | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Android Extras     | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Bluetooth          | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Canvas 3D          | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Concurrent         | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt D-Bus              | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Gamepad            | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Graphical Effects  | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |
| Qt Help               | X, R   X, R |  |  |  |
| +-----+               |             |  |  |  |

|                          |             |  |  |  |
|--------------------------|-------------|--|--|--|
| Qt Image Formats         | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Location              | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Mac Extras            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Network Authorization | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt NFC                   | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Platform Headers      | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Positioning           | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Print Support         | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Purchasing            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt for Python            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Quick Controls        | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Quick Extras          | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Quick Widgets         | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt SCXML                 | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Sensors               | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Serial Bus            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Serial Port           | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt Speech                | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt SVG                   | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt UI Tools              | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt WebChannel            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt WebEngine             | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt WebSockets            | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |
| Qt WebView               | X, R   X, R |  |  |  |
| +-----+                  |             |  |  |  |

|                                            |             |  |  |  |
|--------------------------------------------|-------------|--|--|--|
| Qt Windows Extras                          | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt X11 Extras                              | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt XML                                     | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt XML Patterns                            | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Wayland Compositor                      | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Charts                                  | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Data visualization                      | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Virtual Keyboard                        | X, R   X, R |  |  |  |
| +-----+                                    |             |  |  |  |
| Boot 2 Qt stack                            | X, R        |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt OTA                                     | X, R        |  |  |  |
| +-----+                                    |             |  |  |  |
| Device Utilities                           | X, R        |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Debugging Bridge (QDB) Daemon           | X, R        |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Quick Ultralite Controls                | X, R        |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Quick Ultralite                         | X, R        |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Creator                                 | X   X   X   |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Designer (Qt Widget Designer)           | X   X       |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Quick Designer (Qt Creator<br>  plugin) | X   X   X   |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Linguist                                | X   X   X   |  |  |  |
| +-----+                                    |             |  |  |  |
| Qt Assistant                               | X   X   X   |  |  |  |
| +-----+                                    |             |  |  |  |
| Lupdate                                    | X   X   X   |  |  |  |
| +-----+                                    |             |  |  |  |
| Lrelease                                   | X   X   X   |  |  |  |
| +-----+                                    |             |  |  |  |
| Qmake                                      | X   X       |  |  |  |
| +-----+                                    |             |  |  |  |
| Uic                                        | X   X       |  |  |  |
| +-----+                                    |             |  |  |  |
| Rcc                                        | X   X       |  |  |  |

|                                |   |   |   |      |  |  |
|--------------------------------|---|---|---|------|--|--|
| Qlalr                          | X | X |   |      |  |  |
| Qdoc                           | X | X |   |      |  |  |
| Qmlscene                       | X | X |   |      |  |  |
| Qmlviewer                      | X | X |   |      |  |  |
| Target toolchains              |   | X | X |      |  |  |
| Qt Debugging Bridge (QDB) Host |   |   | X |      |  |  |
| Tools                          |   |   |   |      |  |  |
| qtconfig-gui                   |   | X |   |      |  |  |
| Qt Emulator                    |   | X |   |      |  |  |
| Qmlinterfacegenerator          |   |   | X |      |  |  |
| Qmltocpp                       |   |   | X |      |  |  |
| qulfontcompiler                |   |   | X |      |  |  |
| Qt53DStudioRuntime2            |   |   |   | X, R |  |  |
| Qt 3D Studio                   |   |   |   | X    |  |  |
| Qt Design Studio               |   |   |   | X    |  |  |

### APPENDIX 3: ADDITIONS TO LICENSED SOFTWARE

In addition to what is provided under the definition of the Licensed Software, Parties agree that Licensed Software shall also include the Add-On Products of The Qt Company, as mentioned in this Appendix, if included in the quote / invoice.

The Modules and/or Tools of the Licensed Software that are included with each Add-On Product respectively are marked with 'X' in the below table.

Parts of the respective Add-On Product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

|  | Add-On Product(s) |
|--|-------------------|
|--|-------------------|

| Modules / Tools of                                      | Qt for     | Qt         | Qt      | Qt          | Qt       | Qt         | Qt |
|---------------------------------------------------------|------------|------------|---------|-------------|----------|------------|----|
| Licensed Software                                       | Automation | Automotive | Safe    | Application | GammaRay | Deployment |    |
| /Qt M2M                                                 | Suite      | Renderer   | Manager |             | Platform |            |    |
| Protocols                                               |            |            |         | Package     |          |            |    |
| Qt MQTT                                                 | X, R       |            |         |             |          |            |    |
| Qt KNX                                                  | X, R       |            |         |             |          |            |    |
| Qt OPC UA                                               | X, R       |            |         |             |          |            |    |
| Qt CoAP                                                 | X, R       |            |         |             |          |            |    |
| Qt Safe Renderer                                        |            | X, R       | X, R    |             |          |            |    |
| Qt Application Manager                                  |            | X, R       |         | X, R        |          |            |    |
| Qt IVI                                                  |            | X, R       |         |             |          |            |    |
| Reference UI                                            |            | X, R       |         |             |          |            |    |
| Qt GENIVI Extras                                        |            | X, R       |         |             |          |            |    |
| QML Live                                                |            | X          |         |             |          |            |    |
| Qt Creator                                              |            | X          |         |             |          |            |    |
| Deployment                                              |            |            |         |             |          |            |    |
| Qt Creator Plugin for Qt Application Manager            |            | X          |         | X           |          |            |    |
| Qt Automotive Suite                                     |            | X          |         |             |          |            |    |
| Deployment Server                                       |            |            |         |             |          |            |    |
| Qt Design Studio                                        |            | X          |         |             |          |            |    |
| Qt 3D Studio                                            |            | X          |         |             |          |            |    |
| GammaRay                                                |            | X          |         |             | X        |            |    |
| Platform adaptations for specified Deployment Platforms |            |            |         |             |          | X          |    |
| Qt for Device Creation                                  |            | X          |         |             |          |            |    |

+-----+  
All the above Redistributables are subject to applicable provisions and limitations including but not limited to what is defined in section 3 of the Agreement.

#### APPENDIX 4: SMALL BUSINESS AND STARTUP

The provisions of this Appendix 4 are applicable for companies with an annual revenue, including funding, equivalent to maximum of 250,000 USD (in applicable currency) during the latest full calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company ("Start-up Company").

Start-up Companies are qualified for a discounted License Fee for maximum of four (4) Development Licenses ("Start-up Development License") unless otherwise agreed between the parties.

Start-up Development License entitles the respective Designated User for Support only for installation related issues.

Upon expiry of the respective License Term, the Start-up Development Licenses shall be automatically extended, pursuant to Section 3.1 of the Agreement, for a Renewal Term either as new Start-up Development Licenses (if the Licensee still qualifies as a Start-up Company), or as normal Development Licenses (if the Licensee no longer qualifies as a Start-up company).

#### APPENDIX 5: NON-COMMERCIAL USE

The provisions of this Appendix 5 are applicable for non-commercial use of the Licensed Software by the Licensee.

For the purpose of this Appendix 5, the following additional definitions (replacing the relevant definition of the Agreement, where applicable) shall be applicable:

"Demo Units" shall mean (i) hardware development platform, which incorporates the Licensed Software along with Licensee's software and/or hardware, and (ii) prototype versions of Applications or Devices.

"Designated User(s)" shall mean the employees and students of the Licensee.

"Licensee Products" shall mean Applications and/or Devices.

"Permitted Purpose" shall mean (i) Licensee's internal evaluation and testing of Licensed Software, (ii) building Demo Units as well as (iii) educational use.

"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

- I. Recital (A) shall be replaced in its entirety to read as follows:  
"(A) Licensee wishes to use the Licensed Software for the Permitted Purpose."
- II. Section 3.1 shall be replaced in its entirety to read as follows:  
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For clarity, this Agreement does not (i) entitle Licensee to use Licensed Software to create Applications or Devices (other than prototypes thereof) or (ii) carry any distribution rights to Licensee, but such rights are subject to and conditional upon conclusion of a separate license agreement with The Qt Company."

III. Sections 3.2, 3.3, 8 and 10 shall be deleted.

- IV. Section 3.4 shall be replaced in its entirety to read as follows:  
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Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company."

V. Section 12 shall be replaced in its entirety to read as follows:

"This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of Section 12.

Upon termination of the Agreement, Licensee shall cease using the Licensed Software. All other copies of Licensed Software in the possession or control of Licensee must be erased or destroyed. An officer of Licensee must, upon request, promptly deliver to The Qt Company a written confirmation that this has occurred."

Except for the modifications specified above, this Appendix carries no change to the terms of the Agreement which shall remain in full force.

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Version 2, June 1991

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```
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the Free Software Foundation, either version 3 of the License, or  
(at your option) any later version.
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```
<program> Copyright (C) <year> <name of author>  
This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
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### 10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee. A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

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#### 10.5 Taxes

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### 11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

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If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12 TERM AND TERMINATION

### 12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

### 12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

### 12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

### 12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall, within 30 days after such termination, cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will

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Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The

arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

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shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

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##### 14.3 Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive.

##### 14.4 Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

##### 14.5 Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order shall apply unless expressly accepted by The Qt Company in writing.

##### 14.6 Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the

event and to the extent that such delay or non- performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non- performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7 Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for The Qt Company in the beginning of this Agreement, and for the Licensee in the Licensees account profile. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8 Export Control

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#### 14.10 Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

#### 14.11 Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall

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#### Appendix 1

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- The Licensed Software's help tool ("Qt Assistant")
- The Licensed Software's internationalization tools ("Qt Linguist", "lupdate", "lrelease")
- The Licensed Software's QML ("Qt Quick") launcher tool ("qmlscene" and "qmlviewer")
- The Licensed Software's installer framework

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## 1.324 wayland-ivi-extension master-cisco.11

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## 1.329 libnsl 2.23

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## v1.7.2

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a

derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2)

will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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That's all there is to it!

```
@c \input texinfo.tex @c -*-texinfo-*  
@c  
@c %**start of header
```

```
@c All text is ignored before the setfilename.  
@setfilename LGPL.info
```

```
@center GNU LESSER GENERAL PUBLIC LICENSE  
@center Version 2.1, February 1999
```

```
@sp 1
```

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```
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@center Preamble  
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```

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The modified work must itself be a software library.

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You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a ``work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a ``work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a ``work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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As an exception to the Sections above, you may also combine or link a ``work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable ``work that uses the Library'', as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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## 1.332 alsa-utils 1.2.6

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\*

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```
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```
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```

```
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Ty Coon, President of Vice
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```
/*!
```

```
* jQuery JavaScript Library v1.7.1
```

```
* http://jquery.com/
```

```
*
```

```
* Copyright 2011, John Resig
```

```
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```

\* <http://jquery.org/license>  
\*  
\* Includes Sizzle.js  
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\* Date: Mon Nov 21 21:11:03 2011 -0500  
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## 1.337 vim 8.2.4926

## 1.338 libevdev 1.5.8

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## 1.342 py3-networkx 2.6.3

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## 1.343 python-lxml 4.7.1

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## 1.344 strace 5.17

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# 1.346 nginx 1.20.2

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Because of this blurred distinction, using the ordinary General

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## 1.349 hexagon 3.5.1

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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.  
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REFERENCES     Where to learn more about JPEG.  
ARCHIVE LOCATIONS Where to find newer versions of this software.  
RELATED SOFTWARE Other stuff you should get.  
FILE FORMAT WARS Software \*not\* to get.  
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](ftp://ftp.uu.net/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](mailto: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](ftp://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/>. If you don't have Web or FTP access, send e-mail to [mail-server@rtfm.mit.edu](mailto: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](mailto:jpeg-info@uunet.uu.net).

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## ADDITIONAL ACKNOWLEDGEMENTS

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README for release 6b of 27-Mar-1998  
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This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi,

Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

## 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.  
FILE FORMAT WARS Software \*not\* to get.  
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 wrjpgcom.  
\*.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.  
coderules.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

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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> 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> (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](mailto: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/>. If you don't have Web or FTP access, send e-mail to [mail-server@rtfm.mit.edu](mailto: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](mailto:jpeg-info@uunet.uu.net).

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# 1.356 python-torch 1.4.0

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## 1.357 xkeyboard-config 2.24

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Blttermann, Mario  
Bogusz, Jakub  
Buo-ren, Lin

Casagrande, Milo  
Castro, Felipe  
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## 7.8.3

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## 1.369 webob 1.8.6

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## 1.377 sox 14.4.2

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```

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```
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```

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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the

Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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Version 2, June 1991

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only

works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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## 1.381 util-linux 2.26.2

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Initialize empty image

f1c9645dbc14efddc7d8a322685f26eb bsd.img

Create new DOS partition table

57e721e38d1266c2df055067c18f2cf9 bsd.img

---layout-----

Disk <removed>: 10 MiB, 10485760 bytes, 20480 sectors

Units: sectors of 1 \* 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disklabel type: dos

Disk identifier: <removed>

-----

Create 1st primary partition

ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout-----

Disk <removed>: 10 MiB, 10485760 bytes, 20480 sectors

Units: sectors of 1 \* 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disklabel type: dos

Disk identifier: <removed>

| Device     | Boot | Start | End  | Sectors | Size | Id | Type  |
|------------|------|-------|------|---------|------|----|-------|
| <removed>1 |      | 2048  | 4095 | 2048    | 1M   | 83 | Linux |

-----

Create 2st primary partition

1bebf87248e05d6e4e62b749da65d023 bsd.img

Set 2nd partition type

2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout-----

Disk <removed>: 10 MiB, 10485760 bytes, 20480 sectors

Units: sectors of 1 \* 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disklabel type: dos

Disk identifier: <removed>

| Device     | Boot | Start | End   | Sectors | Size | Id | Type    |
|------------|------|-------|-------|---------|------|----|---------|
| <removed>1 |      | 2048  | 4095  | 2048    | 1M   | 83 | Linux   |
| <removed>2 |      | 4096  | 20479 | 16384   | 8M   | a5 | FreeBSD |

-----

Create default BSD

2e1cee529cb59c9341afef0443f196a1 bsd.img

---layout-----

Welcome to fdisk <removed>.

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help): Entering nested BSD disklabel.

Command (m for help): Disk <removed>2: 10 MiB, 10485760 bytes, 20480 sectors

Geometry: 255 heads, 63 sectors/track, 1 cylinders

Units: sectors of 1 \* 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disklabel type: bsd

partitions: 4

| Slice | Start | End | Sectors | Size | Type | Fsize | Bsize | Cpg |
|-------|-------|-----|---------|------|------|-------|-------|-----|
|-------|-------|-----|---------|------|------|-------|-------|-----|

|   |      |       |       |    |        |   |   |   |
|---|------|-------|-------|----|--------|---|---|---|
| c | 4096 | 20479 | 16384 | 8M | unused | 0 | 0 | 0 |
|---|------|-------|-------|----|--------|---|---|---|

|   |   |       |       |      |        |   |   |   |
|---|---|-------|-------|------|--------|---|---|---|
| d | 0 | 16064 | 16065 | 7.9M | unused | 0 | 0 | 0 |
|---|---|-------|-------|------|--------|---|---|---|

Partition table entries are not in disk order.

Command (m for help): Leaving nested disklabel.

Command (m for help):

-----

b5c121c2091b2ff26b880551feac7112 bsd.img

---layout-----

Welcome to fdisk <removed>.

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help): Entering nested BSD disklabel.

Command (m for help): Disk <removed>2: 10 MiB, 10485760 bytes, 20480 sectors

Geometry: 255 heads, 63 sectors/track, 1 cylinders

Units: sectors of 1 \* 512 = 512 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disklabel type: bsd

partitions: 4

| Slice | Start | End   | Sectors | Size | Type   | Fsize | Bsize | Cpg |
|-------|-------|-------|---------|------|--------|-------|-------|-----|
| a     | 4096  | 6144  | 2049    | 1M   | 4.2BSD | 0     | 0     | 0   |
| c     | 4096  | 20479 | 16384   | 8M   | unused | 0     | 0     | 0   |
| d     | 0     | 16064 | 16065   | 7.9M | unused | 0     | 0     | 0   |

Partition table entries are not in disk order.

Command (m for help): Leaving nested disklabel.

Command (m for help):

-----

Changes will remain in memory only, until you decide to write them.

Be careful before using the write command.

Command (m for help): Entering nested BSD disklabel.

Command (m for help):

|   |           |   |                |   |          |    |       |
|---|-----------|---|----------------|---|----------|----|-------|
| 0 | unused    | 5 | 4.1BSD         | 9 | 4.4LFS   | d  | boot  |
| 1 | swap      | 6 | Eighth Edition | a | unknown  | e  | ADOS  |
| 2 | Version 6 | 7 | 4.2BSD         | b | HPFS     | f  | HFS   |
| 3 | Version 7 | 8 | MS-DOS         | c | ISO-9660 | 10 | AdvFS |
| 4 | System V  |   |                |   |          |    |       |

Command (m for help):

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## 1.382 linux-kernel 4.9.309

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/\* nicstar.c v0.22 Jawaid Bazyar (bazyar@hypermall.com)

\* nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)

\*

\* Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.

\* <http://www.hypermall.com/>

\* 10/1/97 - commented out CFG\_PHYIE bit - we don't care when the PHY  
 \* interrupts us (except possibly for removal/insertion of the cable?)  
 \* 10/4/97 - began heavy inline documentation of the code. Corrected typos  
 \* and spelling mistakes.  
 \* 10/5/97 - added code to handle PHY interrupts, disable PHY on  
 \* loss of link, and correctly re-enable PHY when link is  
 \* re-established. (put back CFG\_PHYIE)  
 \*  
 \* Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.  
 \*  
 \* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997  
 \*  
 \* Linux driver for the IDT77201 NICStAR PCI ATM controller.  
 \* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;  
 \* see init\_nicstar() for PHY initialization to change this. This driver  
 \* expects the Linux ATM stack to support scatter-gather lists  
 \* (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.  
 \*  
 \* Implementing minimal-copy of received data:  
 \* IDT always receives data into a small buffer, then large buffers  
 \* as needed. This means that data must always be copied to create  
 \* the linear buffer needed by most non-ATM protocol stacks (e.g. IP)  
 \* Fix is simple: make large buffers large enough to hold entire  
 \* SDU, and leave <small\_buffer\_data> bytes empty at the start. Then  
 \* copy small buffer contents to head of large buffer.  
 \* Trick is to avoid fragmenting Linux, due to need for a lot of large  
 \* buffers. This is done by 2 things:  
 \* 1) skb->destructor / skb->atm.recycle\_buffer  
 \* combined, allow nicstar\_free\_rx\_skb to be called to  
 \* recycle large data buffers  
 \* 2) skb\_clone of received buffers  
 \* See nicstar\_free\_rx\_skb and linearize\_buffer for implementation  
 \* details.  
 \*  
 \*  
 \*  
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- \*
- \* M. Welsh, 6 July 1996
- \*
- \*
- \*/

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\* SpanDSP - a series of DSP components for telephony

\*

\* g722\_decode.c - The ITU G.722 codec, decode part.

\*

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# debug

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A tiny JavaScript debugging utility modelled after Node.js core's debugging technique. Works in Node.js and web browsers.

## Installation

```
```bash
```

```
$ npm install debug
```



...

## ## Usage

`debug`` exposes a function; simply pass this function the name of your module, and it will return a decorated version of `console.error`` for you to pass debug statements to. This will allow you to toggle the debug output for different parts of your module as well as the module as a whole.

Example [`_app.js_`](./examples/node/app.js):

```
```js
var debug = require('debug')('http')
, http = require('http')
, name = 'My App';
```

```
// fake app
```

```
debug('booting %o', name);
```

```
http.createServer(function(req, res){
  debug(req.method + ' ' + req.url);
  res.end('hello\n');
}).listen(3000, function(){
  debug('listening');
});
```

```
// fake worker of some kind
```

```
require('./worker');
```

...

Example [`_worker.js_`](./examples/node/worker.js):

```
```js
var a = require('debug')('worker:a')
, b = require('debug')('worker:b');
```

```
function work() {
  a('doing lots of uninteresting work');
  setTimeout(work, Math.random() * 1000);
}
```

```
work();
```

```
function workb() {
  b('doing some work');
  setTimeout(workb, Math.random() * 2000);
}
```

```
workb();  
...
```

The `DEBUG` environment variable is then used to enable these based on space or comma-delimited names.

Here are some examples:

```
  
  

```

#### Windows command prompt notes

##### CMD

On Windows the environment variable is set using the `set` command.

```
``cmd  
set DEBUG=*,-not_this  
...
```

Example:

```
``cmd  
set DEBUG=* & node app.js  
...
```

##### PowerShell (VS Code default)

PowerShell uses different syntax to set environment variables.

```
``cmd  
$env:DEBUG = "*,-not_this"  
...
```

Example:

```
``cmd  
$env:DEBUG='app';node app.js  
...
```

Then, run the program to be debugged as usual.

npm script example:

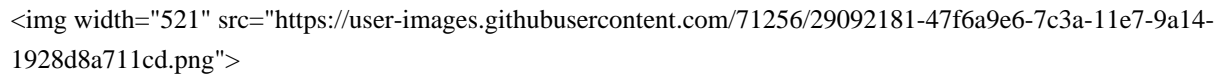
```
``js
"windowsDebug": "@powershell -Command $env:DEBUG='*';node app.js",
``
```

## ## Namespace Colors

Every debug instance has a color generated for it based on its namespace name. This helps when visually parsing the debug output to identify which debug instance a debug line belongs to.

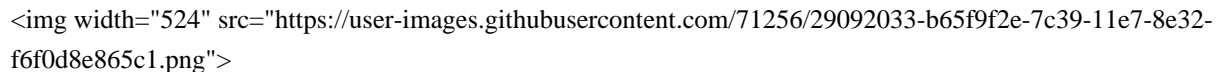
## #### Node.js

In Node.js, colors are enabled when stderr is a TTY. You also `_should_` install the `[`supports-color`](https://npmjs.org/supports-color)` module alongside debug, otherwise debug will only use a small handful of basic colors.



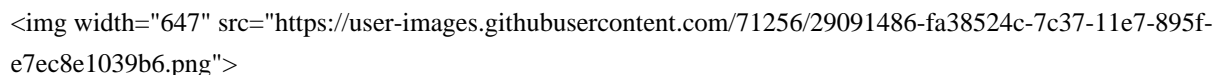
## #### Web Browser

Colors are also enabled on "Web Inspectors" that understand the ``%c`` formatting option. These are WebKit web inspectors, Firefox ([since version 31](https://hacks.mozilla.org/2014/05/editable-box-model-multiple-selection-sublime-text-keys-much-more-firefox-developer-tools-episode-31/)) and the Firebug plugin for Firefox (any version).

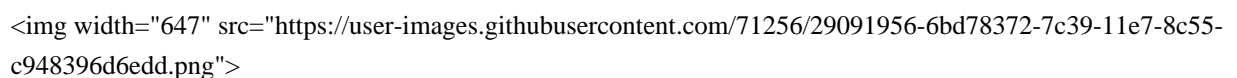


## ## Millisecond diff

When actively developing an application it can be useful to see when the time spent between one ``debug()`` call and the next. Suppose for example you invoke ``debug()`` before requesting a resource, and after as well, the `"+NNNms"` will show you how much time was spent between calls.



When stdout is not a TTY, ``Date#toISOString()`` is used, making it more useful for logging the debug information as shown below:



## ## Conventions

If you're using this in one or more of your libraries, you should use the name of your library so that developers may toggle debugging as desired without guessing names. If you have more than one debuggers you should prefix them with your library name and use ":" to separate features. For example "bodyParser" from Connect would then be "connect:bodyParser". If you append a "\*" to the end of your name, it will always be enabled regardless of the setting of the DEBUG environment variable. You can then use it for normal output as well as debug output.

## ## Wildcards

The "\*" character may be used as a wildcard. Suppose for example your library has debuggers named "connect:bodyParser", "connect:compress", "connect:session", instead of listing all three with

```
`DEBUG=connect:bodyParser,connect:compress,connect:session`, you may simply do  
`DEBUG=connect:*`, or to run everything using this module simply use `DEBUG=*`.
```

You can also exclude specific debuggers by prefixing them with a "-" character. For example, `DEBUG=\*,-connect:\*` would include all debuggers except those starting with "connect:".

## ## Environment Variables

When running through Node.js, you can set a few environment variables that will change the behavior of the debug logging:

| Name                | Purpose                                           |
|---------------------|---------------------------------------------------|
| `DEBUG`             | Enables/disables specific debugging namespaces.   |
| `DEBUG_HIDE_DATE`   | Hide date from debug output (non-TTY).            |
| `DEBUG_COLORS`      | Whether or not to use colors in the debug output. |
| `DEBUG_DEPTH`       | Object inspection depth.                          |
| `DEBUG_SHOW_HIDDEN` | Shows hidden properties on inspected objects.     |

Note: The environment variables beginning with `DEBUG\_` end up being converted into an Options object that gets used with `%o`/`%O` formatters.

See the Node.js documentation for

`util.inspect()` ([https://nodejs.org/api/util.html#util\\_util\\_inspect\\_object\\_options](https://nodejs.org/api/util.html#util_util_inspect_object_options)) for the complete list.

## ## Formatters

Debug uses `printf-style` ([https://wikipedia.org/wiki/Printf\\_format\\_string](https://wikipedia.org/wiki/Printf_format_string)) formatting. Below are the officially supported formatters:

| Formatter | Representation                            |
|-----------|-------------------------------------------|
| `%O`      | Pretty-print an Object on multiple lines. |

|`%o` | Pretty-print an Object all on a single line. |  
|`%s` | String. |  
|`%d` | Number (both integer and float). |  
|`%j` | JSON. Replaced with the string '[Circular]' if the argument contains circular references. |  
|`%%` | Single percent sign ('%'). This does not consume an argument. |

### ### Custom formatters

You can add custom formatters by extending the `debug.formatters`` object. For example, if you wanted to add support for rendering a Buffer as hex with ``%h``, you could do something like:

```
```js
const createDebug = require('debug')
createDebug.formatters.h = (v) => {
  return v.toString('hex')
}

// elsewhere
const debug = createDebug('foo')
debug('this is hex: %h', new Buffer('hello world'))
// foo this is hex: 68656c6c6f20776f726c6421 +0ms
```
```

### ## Browser Support

You can build a browser-ready script using `[browserify](https://github.com/substack/node-browserify)`, or just use the `[browserify-as-a-service](https://wzrd.in/)` `[build](https://wzrd.in/standalone/debug@latest)`, if you don't want to build it yourself.

Debug's enable state is currently persisted by ``localStorage``. Consider the situation shown below where you have ``worker:a`` and ``worker:b``, and wish to debug both. You can enable this using ``localStorage.debug``:

```
```js
localStorage.debug = 'worker:*'
```
```

And then refresh the page.

```
```js
a = debug('worker:a');
b = debug('worker:b');

setInterval(function(){
  a('doing some work');
}, 1000);
```
```

```

}, 1000);

setInterval(function(){
  b('doing some work');
}, 1200);
...

```

## ## Output streams

By default `debug` will log to stderr, however this can be configured per-namespace by overriding the `log` method:

Example [\_stdout.js\_](./examples/node/stdout.js):

```

```js
var debug = require('debug');
var error = debug('app:error');

// by default stderr is used
error('goes to stderr!');

var log = debug('app:log');
// set this namespace to log via console.log
log.log = console.log.bind(console); // don't forget to bind to console!
log('goes to stdout');
error('still goes to stderr!');

// set all output to go via console.info
// overrides all per-namespace log settings
debug.log = console.info.bind(console);
error('now goes to stdout via console.info');
log('still goes to stdout, but via console.info now');
...

```

## ## Extend

You can simply extend debugger

```

```js
const log = require('debug')('auth');

//creates new debug instance with extended namespace
const logSign = log.extend('sign');
const logLogin = log.extend('login');

log('hello'); // auth hello
logSign('hello'); //auth:sign hello
logLogin('hello'); //auth:login hello
...

```

## Set dynamically

You can also enable debug dynamically by calling the ``enable()`` method :

```
```js
let debug = require('debug');

console.log(1, debug.enabled('test'));

debug.enable('test');
console.log(2, debug.enabled('test'));

debug.disable();
console.log(3, debug.enabled('test'));

...

```

print :

```
```
```

```
1 false
```

```
2 true
```

```
3 false
```

```
```
```

Usage :

```
`enable(namespaces)`
```

``namespaces`` can include modes separated by a colon and wildcards.

Note that calling ``enable()`` completely overrides previously set `DEBUG` variable :

```
```
```

```
$ DEBUG=foo node -e 'var dbg = require("debug"); dbg.enable("bar"); console.log(dbg.enabled("foo"))'
```

```
=> false
```

```
```
```

## Checking whether a debug target is enabled

After you've created a debug instance, you can determine whether or not it is enabled by checking the ``enabled`` property:

```
```javascript
const debug = require('debug')('http');

if (debug.enabled) {
  // do stuff...
}

...

```

You can also manually toggle this property to force the debug instance to be enabled or disabled.

## ## Authors

- TJ Holowaychuk
- Nathan Rajlich
- Andrew Rhyne

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\* SpanDSP - a series of DSP components for telephony

\*

\* `g711.h` - In line A-law and u-law conversion routines

\*

\* Written by Steve Underwood <[steveu@coppice.org](mailto:steveu@coppice.org)>

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curl

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dynamic\_annotations

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eigen3

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Following applies to:

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./test/prec\_inverse\_4x4.cpp

./test/smallvectors.cpp

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./test/special\_numbers.cpp

./test/adjoint.cpp

./test/resize.cpp

./test/mixingtypes.cpp

./test/product\_trmv.cpp  
./test/sparse\_solvers.cpp  
./test/cholesky.cpp  
./test/geo\_quaternion.cpp  
./test/miscmatrices.cpp  
./test/stddeque.cpp  
./test/integer\_types.cpp  
./test/product\_large.cpp  
./test/eigensolver\_generic.cpp  
./test/householder.cpp  
./test/geo\_orthomethods.cpp  
./test/array\_for\_matrix.cpp  
./test/sparseLM.cpp  
./test/upperbidiagonalization.cpp  
./test/nomalloc.cpp  
./test/packetmath.cpp  
./test/jacobisvd.cpp  
./test/geo\_transformations.cpp  
./test/swap.cpp  
./test/eigensolver\_selfadjoint.cpp  
./test/inverse.cpp  
./test/product\_selfadjoint.cpp  
./test/product\_trsolve.cpp  
./test/product\_extra.cpp  
./test/sparse\_solver.h  
./test/mapstride.cpp  
./test/mapped\_matrix.cpp  
./test/geo\_eulerangles.cpp  
./test/eigen2support.cpp  
./test/denseLM.cpp  
./test/stdvector.cpp  
./test/nesting\_ops.cpp  
./test/sparse\_permutations.cpp  
./test/zerosized.cpp  
./test/exceptions.cpp  
./test/vectorwiseop.cpp  
./test/cwiseop.cpp  
./test/basicstuff.cpp  
./test/product\_trmm.cpp  
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./test/sparse\_product.cpp  
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./test/stable\_norm.cpp  
./test/umeyama.cpp  
./test/unalignedcount.cpp  
./test/triangular.cpp  
./test/product\_mmtr.cpp  
./test/sparse\_basic.cpp



./test/sparse\_vector.cpp  
./test/meta.cpp  
./test/real\_qz.cpp  
./test/ref.cpp  
./test/eigensolver\_complex.cpp  
./test/cholmod\_support.cpp  
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./test/lu.cpp  
./test/qr.cpp  
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./unsupported/Eigen/src/MatrixFunctions/StemFunction.h  
./unsupported/Eigen/src/MatrixFunctions/MatrixPower.h  
./unsupported/Eigen/src/MatrixFunctions/MatrixExponential.h  
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./unsupported/Eigen/src/MoreVectorization/MathFunctions.h

./unsupported/Eigen/src/LevenbergMarquardt/LevenbergMarquardt.h  
./unsupported/Eigen/src/FFT/ei\_fftw\_impl.h  
./unsupported/Eigen/src/FFT/ei\_kissfft\_impl.h  
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./Eigen/src/QR/ColPivHouseholderQR\_MKL.h  
./Eigen/src/SVD/JacobiSVD\_MKL.h  
./Eigen/src/SVD/JacobiSVD\_MKL.h  
./Eigen/src/PardisoSupport/PardisoSupport.h  
./Eigen/src/PardisoSupport/PardisoSupport.h  
./Eigen/src/Core/Assign\_MKL.h  
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./Eigen/src/Core/products/SelfadjointMatrixMatrix\_MKL.h  
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./Eigen/src/Core/products/GeneralMatrixMatrixTriangular\_MKL.h  
./Eigen/src/Core/products/TriangularSolverMatrix\_MKL.h  
./Eigen/src/Core/products/TriangularSolverMatrix\_MKL.h  
./Eigen/src/Core/util/MKL\_support.h  
./Eigen/src/Core/util/MKL\_support.h  
./Eigen/src/Cholesky/LLT\_MKL.h  
./Eigen/src/Cholesky/LLT\_MKL.h

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Following applies to:

```
./test/metis_support.cpp  
./test/sparselu.cpp  
./unsupported/test/mpreal/mpreal.h  
./unsupported/Eigen/src/IterativeSolvers/IterationController.h  
./unsupported/Eigen/src/IterativeSolvers/ConstrainedConjGrad.h  
./unsupported/Eigen/src/Eigenvalues/ArpackSelfAdjointEigenSolver.h  
./Eigen/src/OrderingMethods/Amd.h  
./Eigen/src/SparseCholesky/SimplicialCholesky_impl.h
```

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Version 3, 29 June 2007

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Following applies to:

`./unsupported/Eigen/src/LevenbergMarquardt/LevenbergMarquardt.h`  
`./unsupported/Eigen/src/LevenbergMarquardt/LMcovar.h`  
`./unsupported/Eigen/src/LevenbergMarquardt/LMonestep.h`  
`./unsupported/Eigen/src/LevenbergMarquardt/LMpar.h`  
`./unsupported/Eigen/src/LevenbergMarquardt/LMqrsolv.h`

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freetype2

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2006-Jan-27

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o freetype-devel@nongnu.org

Discusses bugs, as well as engine internals, design issues, specific licenses, porting, etc.

Our home page can be found at

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#### Mesa Component Licenses

| Component      | Location           | Primary Author | License     |
|----------------|--------------------|----------------|-------------|
| Main Mesa code | src/mesa/          | Brian Paul     | Mesa (MIT)  |
| Device drivers | src/mesa/drivers/* | See drivers    | See drivers |

|                  |                                            |               |                  |
|------------------|--------------------------------------------|---------------|------------------|
| Ext headers      | include/GL/gllex.h<br>include/GL/glxxext.h | SGI           | SGI Free B       |
| GLUT             | src/glut/                                  | Mark Kilgard  | Mark's copyright |
| GLEW             | src/glew-1.13.0                            | Nigel Stewart | Modified BSD     |
| Mesa GLU library | src/glu/ mesa/                             | Brian Paul    | GNU-LGPL         |
| SGI GLU library  | src/glu/sgi/                               | SGI           | SGI Free B       |
| demo programs    | progs/demos/                               | various       | see source files |
| X demos          | progs/xdemos/                              | Brian Paul    | see source files |
| SGI demos        | progs/samples/                             | SGI           | SGI copyright    |
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java/android\_libs/protobuf\_nano

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javascript/jquery\_ui

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javascript/jquery/v2\_0\_1

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javascript/tracing\_framework

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jpeg

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libogg

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libunwind

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libvorbis

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libxcb

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libxml

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Libxml2, an XML C Parser

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lodepng

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LodePNG

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minizip

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zlib

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mongoose

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objective\_c/gtm\_session\_fetcher  
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openctm

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### 3. LICENSES GRANTED

#### 3.1 Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other services to end-user Customers.

Licensee may install copies of the Licensed Software on an unlimited number of computers provided that (i) only the Designated Users may use the Licensed Software, and (ii) all Designated Users must have a valid Development License to use Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

#### 3.2 Distribution of Redistributables

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and (ii) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and (iii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications and/or Devices for their respective intended purposes.

Right to distribute the Redistributables as provided herein is conditional upon the Licensee having purchased and paid the appropriate amount of Development and Distribution Licenses from The Qt Company before distributing any Redistributables to Customers.

For the avoidance of any doubt it is specifically acknowledged and agreed that distribution of Redistributables solely as installed, incorporated or integrated into Applications for execution on the Deployment Platform(s), as specified in (i) of the first paragraph of Section 3.2 above, i.e. with no connection to Devices or intention to use in connection therewith, shall not require a Distribution License.

### 3.3 SDK License

The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute Licensed Software as a part of the SDK to Licensees SDK Contractors in connection with the Program and (ii) in connection with the Program, by itself or by Licensee's SDK Contractors, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt, provided, however, that:

(i) the Licensees SDK Contractors are only entitled to use the Licensed Software as part of SDK and for the sole purpose of developing software for Devices that are distributed under the Program; and

(ii) Licensees SDK Contractors shall not be entitled to distribute the SDK or any part thereof to any third parties.

For the avoidance of any doubt, the distribution of such software development tools that do not contain Licensed Software shall not be covered by this Agreement.

### 3.4 Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

(i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice contained in any portion of the Licensed Software;

(ii) Applications and SDKs must add primary and substantial functionality to the Licensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Applications and SDKs must not compete with the Licensed Software;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications or SDKs, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Except as expressly provided in Section 3.3, Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement);

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Except as expressly provided in Section 3.3, Licensee shall not and shall cause that its Affiliates, Contractors and Licensee's SDK Contractors shall not a) in any way, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt or b) incorporate or integrate Applications into a hardware device or product other than a Device, unless Licensee has received an advance written permission from The Qt Company to do so. Unless specifically otherwise agreed, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software build with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered as distribution under this Agreement and dependent on compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution);

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software;

(xi) Licensee shall not take any action inconsistent with The Qt Company's

Intellectual Property Rights; and

(xii) Attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

#### 4. THIRD PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third Party Software") to implement various functions. Third Party Software does not comprise part of the Licensed Software. In some cases, access to Third Party Software may be included in the Licensed Software. Such Third Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third Party Software is in all respects subject to applicable license terms of applicable third party right holders.

#### 5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality marked or otherwise stated as "Technology Preview", "Alpha", "Beta" or similar designation. Such pre-release code may be present in order to provide experimental support for new platforms or preliminary versions of one or more new functionalities. The pre-release code may not be at the level of performance and compatibility of a final, generally available, product offering of the Licensed Software. The pre-release parts of the Licensed Software may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make pre-release code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any pre-release code, but any use thereof is exclusively at Licensee's own risk and expense.

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## 7. INDEMNIFICATION AND LIMITATION OF LIABILITY

### 7.1 Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES RECEIVED BY THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

### 7.2 Licensees Indemnification

Licensee shall indemnify and hold harmless The Qt Company from and against any claim, injury, judgment, settlement, loss or expense, including attorneys' fees related to: (a) Licensee's misrepresentation in connection with The Qt Company or the Licensed Software or breach of this Agreement, (b) the Application or Device (except where such cause of liability is solely attributable to the Licensed Software).



## 8. SUPPORT, UPDATES AND ONLINE SERVICES

Licensee will be eligible to receive Support and Updates and to use the Online Services during the Support Term. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

Licenses granted under this Agreement shall include a prepaid Initial Support Term.

Initial Support Term shall be automatically extended to one or more Support Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the Support, such notification to be provided to the other Party no less than ninety (90) days before expiry of the Initial Support Term or respective Support Renewal Term. During any such Support Renewal Term Support shall be available subject to prices and terms agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Support Renewal Term. From time to time The Qt Company may change Support provided within each Support plan; provided that during the respective Initial Support Term or Support Renewal Term (as the case may be), the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to the Customers.

## 9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1 License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be. The License Fees shall not be refunded or claimed as a credit, even on the ground that Distribution Licenses are not used, i.e. Redistributables are not actually distributed corresponding to the Distribution Licenses purchased, or for any other reason.

### 10.2 Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

### 10.3 Distribution

License Packs Unless otherwise agreed, the Distribution Licenses are bought by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for installing, bundling or integrating (all jointly "installing") the Redistributables with the Devices or for otherwise distributing the Redistributables in accordance with this Agreement.

Each time Licensee "installs" or distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may "install" copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

Redistributables will be deemed to have been "installed" into a Device when one of the following circumstances shall have occurred: a) the Redistributables have been loaded onto the Device and used outside of the Licensee's premises or b) the Device has been fully tested and placed into Licensee's inventory (or sold) for the first time (i.e., Licensee will not be required to use (or pay for) more than one Distribution License for each individual Device, e.g. in a situation where a Device is returned to Licensee's inventory after delivery to a distributor or sale to a Customer). In addition, if Licensee includes a back-up copy of the Redistributables on a CD-ROM or other storage medium along with the product, that backup copy of the Redistributables will not be deemed to have been "installed" and will not require an additional Distribution License.

#### 10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee. A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

The Qt Company shall have the right to suspend, terminate or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Developer License, Distribution License, and Support, should Licensee fail to make payment in a timely fashion.

#### 10.5 Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax and other taxes, duties or tariffs ("Taxes"). Such applicable Taxes shall be paid by Licensee, or, where applicable, in lieu of payment of such Taxes, Licensee shall provide an

exemption certificate to The Qt Company and any applicable authority.

## 11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

### 11.1 Licensee's Record-keeping

Licensee shall at all times maintain accurate and up-to-date written records of Licensee's activities related to the use of Licensed Software and distribution of Redistributables. The records shall be adequate to determine Licensee's compliance with the provisions of this Agreement and to demonstrate the number of Designated Users and Redistributables distributed by Licensee. The records shall conform to good accounting practices reasonably acceptable to The Qt Company.

Licensee shall, within thirty (30) days from the end of each calendar quarter, deliver to The Qt Company a report detailing the number of Designated Users and copies of Redistributables distributed by Licensee during that calendar quarter, and also detailing the number of undistributed copies of Redistributables made by Licensee and remaining in its account (i.e., undistributed copies for which Distribution Licenses have been or need to be obtained from The Qt Company). Such report shall contain such other information as The Qt Company shall reasonably require from time to time.

### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the use of the Redistributables, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12 TERM AND TERMINATION

## 12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

## 12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

## 12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

## 12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall, within 30 days after such termination, cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of

termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

### 14. GENERAL PROVISIONS

#### 14.1 No Assignment Licensee

shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

#### 14.2 No Third Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

#### 14.3 Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive.

#### 14.4 Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

#### 14.5 Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order shall apply unless expressly accepted by The Qt Company in writing.

#### 14.6 Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of

Force Majeure) towards the other Party.

#### 14.7 Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for The Qt Company in the beginning of this Agreement, and for the Licensee in the Licensees account profile. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8 Export Control

Licensee acknowledges that the Redistributables may be subject to export control restrictions under the applicable laws of respective countries.

Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re- exportation of the Redistributables, Applications and/or Devices.

#### 14.9 No Implied License

There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

#### 14.10 Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

#### 14.11 Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

IN WITNESS WHEREOF, the Parties hereto, intending to be legally bound hereby, have caused this Agreement to be executed by Licensees authorized representative installing the Licensed Software and accepting the terms hereof in connection therewith.

Appendix 1



1. Parts of the Licensed Software that are permitted for distribution in object code form only ("Redistributables") under this Agreement:

- The Licensed Software's essential and add-on libraries
- The Licensed Software's configuration tool ("qtconfig")
- The Licensed Software's help tool ("Qt Assistant")
- The Licensed Software's internationalization tools ("Qt Linguist", "lupdate", "lrelease")
- The Licensed Software's QML ("Qt Quick") launcher tool ("qmlscene" and "qmlviewer")
- The Licensed Software's installer framework

2. Parts of the Licensed Software that are not permitted for distribution include, but are not limited to:

- The Licensed Software's source code and header files
- The Licensed Software's documentation
- The Licensed Software's documentation generation tool ("qdoc")
- The Licensed Software's tool for writing makefiles ("qmake")
- The Licensed Software's Meta Object Compiler ("moc")
- The Licensed Software's User Interface Compiler ("uic" or in the case of Qt Jambi: "juic")
- The Licensed Software's Resource Compiler ("rcc")
- The Licensed Software's generator (only in the case of Qt Jambi if applicable)
- The Licensed Software's parts of the IDE tool ("Qt Creator")
- The Licensed Software's Emulator
- Build scripts, recipes and other material for creating the configuration of Licensed Software and/or 3rd party components, including the reference operating system configuration delivered in conjunction with the The ISC License

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NPM License Checker

=====

[![Build Status](https://www.travis-ci.org/davglass/license-checker.svg?branch=master)](https://www.travis-ci.org/davglass/license-checker)

\*As of v17.0.0 the `failOn` and `onlyAllow` arguments take semicolons as delimiters instead of commas. Some license names contain commas and it messed with the parsing\*

Ever needed to see all the license info for a module and its dependencies?

It's this easy:

```
```shell
npm install -g license-checker

mkdir foo
cd foo
npm install yui-lint
license-checker
```
```

You should see something like this:

```
```
cli@0.4.3
  repository: http://github.com/chriso/cli
  licenses: MIT
glob@3.1.14
  repository: https://github.com/isaacs/node-glob
  licenses: UNKNOWN
graceful-fs@1.1.14
  repository: https://github.com/isaacs/node-graceful-fs
  licenses: UNKNOWN
inherits@1.0.0
```
```

```

repository: https://github.com/isaacs/inherits
licenses: UNKNOWN
jshint@0.9.1
  licenses: MIT
lru-cache@1.0.6
  repository: https://github.com/isaacs/node-lru-cache
  licenses: MIT
lru-cache@2.0.4
  repository: https://github.com/isaacs/node-lru-cache
  licenses: MIT
minimatch@0.0.5
  repository: https://github.com/isaacs/minimatch
  licenses: MIT
minimatch@0.2.9
  repository: https://github.com/isaacs/minimatch
  licenses: MIT
sigmund@1.0.0
  repository: https://github.com/isaacs/sigmund
  licenses: UNKNOWN
yui-lint@0.1.1
  licenses: BSD
  repository: http://github.com/yui/yui-lint
...

```

An asterisk next to a license name means that it was deduced from an other file than package.json (README, LICENSE, COPYING, ...)  
 You could see something like this:

```

...
debug@2.0.0
  repository: https://github.com/visionmedia/debug
  licenses: MIT*
...

```

## Options

-----

- \* `--production` only show production dependencies.
- \* `--development` only show development dependencies.
- \* `--start [path of the initial json to look for]`
- \* `--unknown` report guessed licenses as unknown licenses.
- \* `--onlyunknown` only list packages with unknown or guessed licenses.
- \* `--json` output in json format.
- \* `--csv` output in csv format.
- \* `--csvComponentPrefix` prefix column for component in csv format.
- \* `--out [filepath]` write the data to a specific file.
- \* `--customPath` to add a custom Format file in JSON
- \* `--exclude [list]` exclude modules which licenses are in the comma-separated list from the output

- \* `--relativeLicensePath`` output the location of the license files as relative paths
- \* `--summary`` output a summary of the license usage',
- \* `--failOn [list]`` fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list
- \* `--onlyAllow [list]`` fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-separated list
- \* `--packages [list]`` restrict output to the packages (package@version) in the semicolon-separated list
- \* `--excludePackages [list]`` restrict output to the packages (package@version) not in the semicolon-separated list
- \* `--excludePrivatePackages`` restrict output to not include any package marked as private
- \* `--direct`` look for direct dependencies only`

## Exclusions

-----

A list of licenses is the simplest way to describe what you want to exclude.

You can use valid [SPDX identifiers](<https://spdx.org/licenses/>).

You can use valid SPDX expressions like `MIT OR X11``.

You can use non-valid SPDX identifiers, like `Public Domain``, since `npm`` does support some license strings that are not SPDX identifiers.

## Examples

-----

---

```
license-checker --json > /path/to/licenses.json
license-checker --csv --out /path/to/licenses.csv
license-checker --unknown
license-checker --customPath customFormatExample.json
license-checker --exclude 'MIT, MIT OR X11, BSD, ISC'
license-checker --packages 'react@16.3.0;react-dom@16.3.0;lodash@4.3.1'
license-checker --excludePackages 'internal-1;internal-2'
license-checker --onlyunknown
---
```

## Custom format

-----

The `--customPath`` option can be used with CSV to specify the columns. Note that the first column, `module_name``, will always be used.

When used with JSON format, it will add the specified items to the usual ones.

The available items are the following:

- name
- version
- description
- repository
- publisher
- email
- url

- licenses
- licenseFile
- licenseText
- licenseModified

You can also give default values for each item.

See an example in [customFormatExample.json](customFormatExample.json).

### Requiring

-----

```

```js
var checker = require('license-checker');

checker.init({
  start: '/path/to/start/looking'
}, function(err, packages) {
  if (err) {
    //Handle error
  } else {
    //The sorted package data
    //as an Object
  }
});
```

```

### Debugging

-----

license-checker uses [debug](https://www.npmjs.com/package/debug) for internal logging. There's two internal markers:

- \* `license-checker:error` for errors
- \* `license-checker:log` for non-errors

Set the `DEBUG` environment variable to one of these to see debug output:

```

```shell
$ export DEBUG=license-checker*; license-checker
scanning ./yui-lint
cli@0.4.3
  repository: http://github.com/chriso/cli
  licenses: MIT
# ...
```

```

### How Licenses are Found

-----

We walk through the ``node_modules`` directory with the [``read-installed``](<https://www.npmjs.org/package/read-installed>) module. Once we gathered a list of modules we walk through them and look at all of their ``package.json``'s, We try to identify the license with the [``spdx``](<https://www.npmjs.com/package/spdx>) module to see if it has a valid SPDX license attached. If that fails, we then look into the module for the following files: ``LICENSE``, ``LICENCE``, ``COPYING``, & ``README``.

If one of the those files are found (in that order) we will attempt to parse the license data from it with a list of known license texts. This will be shown with the ``*`` next to the name of the license to show that we "guessed" at it. The Mesa header files use the following licenses.

=====

The default Mesa license is as follows:

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=====

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Mesa 3-D graphics library

Version: 7.0

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source: <https://github.com/johan/world.geo.json>

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\* [[fb9b1ce`](https://github.com/npm/nopt/commit/fb9b1ce57b3c69b4f7819015be87719204f77ef6)](<https://github.com/npm/nopt/commit/fb9b1ce57b3c69b4f7819015be87719204f77ef6>)  
Merged so many patches at once that the code fencing  
([@adius](<https://github.com/adius>)) added got broken. Sorry,  
([@adius](<https://github.com/adius>))!  
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### v4.0.0 (2016-12-13)

#### #### BREAKING CHANGES

\* [[651d447`](https://github.com/npm/nopt/commit/651d4473946096d341a480bbe56793de3fc706aa)](<https://github.com/npm/nopt/commit/651d4473946096d341a480bbe56793de3fc706aa>)  
When parsing String-typed arguments, if the next value is `""`, don't simply swallow it. ([@samjonester](<https://github.com/samjonester>))

#### #### PERFORMANCE TWEAKS

\* [[3370ce8`](https://github.com/npm/nopt/commit/3370ce87a7618ba228883861db84ddbcedff252a9)](<https://github.com/npm/nopt/commit/3370ce87a7618ba228883861db84ddbcedff252a9>)  
Simplify initialization. ([@elidoran](<https://github.com/elidoran>))  
\* [[356e58e`](https://github.com/npm/nopt/commit/356e58e3b3b431a4b1af7fd7bdee44c2c0526a09)](<https://github.com/npm/nopt/commit/356e58e3b3b431a4b1af7fd7bdee44c2c0526a09>)  
Store `Array.isArray(types[arg])` for reuse.  
([@elidoran](<https://github.com/elidoran>))

- \* [[0d95e90`](https://github.com/npm/nopt/commit/0d95e90515844f266015b56d2c80b94e5d14a07e)](https://github.com/npm/nopt/commit/0d95e90515844f266015b56d2c80b94e5d14a07e)  
Interpret single-item type arrays as a single type.  
([@samjonester](https://github.com/samjonester))
- \* [[07c69d3`](https://github.com/npm/nopt/commit/07c69d3186450941fbb505550becb78a0e925)](https://github.com/npm/nopt/commit/07c69d3186450941fbb505550becb78a0e925)  
Simplify key-value extraction. ([@elidoran](https://github.com/elidoran))
- \* [[39b6e5c`](https://github.com/npm/nopt/commit/39b6e5c65ac47f60cd43a1fbeece5cd4c834c254)](https://github.com/npm/nopt/commit/39b6e5c65ac47f60cd43a1fbeece5cd4c834c254)  
Only call `Date.parse(val)` once. ([@elidoran](https://github.com/elidoran))
- \* [[934943d`](https://github.com/npm/nopt/commit/934943dffecb55123a2b15959fe2a359319a5dbd)](https://github.com/npm/nopt/commit/934943dffecb55123a2b15959fe2a359319a5dbd)  
Use `osenv.home()` to find a user's home directory instead of assuming it's always `\$HOME`. ([@othiym23](https://github.com/othiym23))

#### #### TEST & CI IMPROVEMENTS

- \* [[326ffff`](https://github.com/npm/nopt/commit/326ffff7f78a00bcd316adecf69075f8a8093619)](https://github.com/npm/nopt/commit/326ffff7f78a00bcd316adecf69075f8a8093619)  
Fix `/tmp` test to work on Windows.  
([@elidoran](https://github.com/elidoran))
- \* [[c89d31a`](https://github.com/npm/nopt/commit/c89d31a49d14f2238bc6672db08da697bbc57f1b)](https://github.com/npm/nopt/commit/c89d31a49d14f2238bc6672db08da697bbc57f1b)  
Only run Windows tests on Windows, only run Unix tests on a Unix.  
([@elidoran](https://github.com/elidoran))
- \* [[affd3d1`](https://github.com/npm/nopt/commit/affd3d1d0addffa93006397b2013b18447339366)](https://github.com/npm/nopt/commit/affd3d1d0addffa93006397b2013b18447339366)  
Refresh Travis to run the tests against the currently-supported batch of npm versions. ([@helio](https://github.com/helio)-frota)
- \* [[55f9449`](https://github.com/npm/nopt/commit/55f94497d163ed4d16dd55fd6c4fb95cc440e66d)](https://github.com/npm/nopt/commit/55f94497d163ed4d16dd55fd6c4fb95cc440e66d)  
`tap@8.0.1` ([@othiym23](https://github.com/othiym23))

#### #### DOC TWEAKS

- \* [[5271229`](https://github.com/npm/nopt/commit/5271229ee7c810217dd51616c086f5d9ab224581)](https://github.com/npm/nopt/commit/5271229ee7c810217dd51616c086f5d9ab224581)  
Use JavaScript code block for syntax highlighting.  
([@adius](https://github.com/adius))
  - \* [[c0d156f`](https://github.com/npm/nopt/commit/c0d156f229f9994c5dfcec4a8886e9eff7a07682)](https://github.com/npm/nopt/commit/c0d156f229f9994c5dfcec4a8886e9eff7a07682)  
The code sample in the README had `many2: [ oneThing ]`, and now it has `many2: [ two, things ]`. ([@silkenentrance](https://github.com/silkenentrance))
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## 2.3. Modified Software

Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software ("Modified Software"). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces ("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee's Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company ("Submitted Modified Software") in connection with Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

## 3. LICENSES GRANTED

### 3.1. Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers.

Licensee may install copies of the Licensed Software on five (5) computers per

Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than ninety (90) days before expiry of the respective License Term. Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective quote from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10 %) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than ninety (90) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

### 3.2. Distribution of Applications

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for

execution on the Deployment Platforms, and

- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

### 3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

### 3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);
- (iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that

- violates any applicable law;
- (v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
  - (vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
  - (vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;
  - (viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Qt 3D Studio and/or Qt Design Studio with Open Source Qt ("Permitted Combination") for its internal evaluation purposes, provided that Licensee shall in no way transfer, publish, disclose, display or otherwise make available any software or work resulting from such Permitted Combination;
  - (ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and

Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

- (x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
- (xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

#### 4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions.

Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

#### 5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt



Company.

## 6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

## 7. INDEMNIFICATION AND LIMITATION OF LIABILITY

### 7.1. Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

## 8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

## 9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information").

Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an

obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

### 10.2. Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

### 10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly. Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

### 10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

#### 10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

### 11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

#### 11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

#### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to

inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company. In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12. TERM AND TERMINATION

### 12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

### 12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

### 12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

### 12.4. Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and

Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

#### 12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

## 14. GENERAL PROVISIONS

### 14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

### 14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

### 14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such

sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

#### 14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

#### 14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

#### 14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document



made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8. Export Control

Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

#### 14.9. No Implied License

There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

#### 14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

#### 14.11. Privacy

Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

#### 14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

## APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices

3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

#### APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

| Modules/Tools         | QtAD | QtDC | QtMCU | Qt3DS | QtDS |
|-----------------------|------|------|-------|-------|------|
| Qt Core               | X,R  | X,R  |       |       |      |
| Qt GUI                | X,R  | X,R  |       |       |      |
| Qt Multimedia         | X,R  | X,R  |       |       |      |
| Qt Multimedia Widgets | X,R  | X,R  |       |       |      |
| Qt Network            | X,R  | X,R  |       |       |      |
| Qt QML                | X,R  | X,R  |       |       |      |
| Qt Quick              | X,R  | X,R  |       |       |      |
| Qt Quick Controls 2   | X,R  | X,R  |       |       |      |
| Qt Quick Dialogs      | X,R  | X,R  |       |       |      |
| Qt Quick Layouts      | X,R  | X,R  |       |       |      |
| Qt Quick Test         | X,R  | X,R  |       |       |      |
| Qt SQL                | X,R  | X,R  |       |       |      |
| Qt Test               | X,R  | X,R  |       |       |      |
| Qt Widgets            | X,R  | X,R  |       |       |      |
| Active Qt             | X,R  | X,R  |       |       |      |
| Qt 3D                 | X,R  | X,R  |       |       |      |

|                          |           |
|--------------------------|-----------|
| Qt Android Extras        | X,R   X,R |
| Qt Bluetooth             | X,R   X,R |
| Qt Canvas 3D             | X,R   X,R |
| Qt Concurrent            | X,R   X,R |
| Qt D-Bus                 | X,R   X,R |
| Qt Gamepad               | X,R   X,R |
| Qt Graphical Effects     | X,R   X,R |
| Qt Help                  | X,R   X,R |
| Qt Image Formats         | X,R   X,R |
| Qt Location              | X,R   X,R |
| Qt Mac Extras            | X,R   X,R |
| Qt Network Authorization | X,R   X,R |
| Qt NFC                   | X,R   X,R |
| Qt Platform Headers      | X,R   X,R |
| Qt Positioning           | X,R   X,R |
| Qt Print Support         | X,R   X,R |
| Qt Purchasing            | X,R   X,R |
| Qt for Python            | X,R   X,R |
| Qt Quick Controls        | X,R   X,R |
| Qt Quick Extras          | X,R   X,R |
| Qt Quick Widgets         | X,R   X,R |
| Qt SCXML                 | X,R   X,R |
| Qt Sensors               | X,R   X,R |
| Qt Serial Bus            | X,R   X,R |

|                                  |           |
|----------------------------------|-----------|
| Qt Serial Port                   | X,R   X,R |
| Qt Speech                        | X,R   X,R |
| Qt SVG                           | X,R   X,R |
| Qt UI Tools                      | X,R   X,R |
| Qt WebChannel                    | X,R   X,R |
| Qt WebEngine                     | X,R   X,R |
| Qt WebSockets                    | X,R   X,R |
| Qt WebView                       | X,R   X,R |
| Qt Windows Extras                | X,R   X,R |
| Qt X11 Extras                    | X,R   X,R |
| Qt XML                           | X,R   X,R |
| Qt XML Patterns                  | X,R   X,R |
| Qt Wayland Compositor            | X,R   X,R |
| Qt Charts                        | X,R   X,R |
| Qt Data Visualization            | X,R   X,R |
| Qt Virtual Keyboard              | X,R   X,R |
| Boot 2 Qt stack                  | X,R       |
| Qt OTA                           | X,R       |
| Device Utilities                 | X,R       |
| Qt Debugging Bridge (QDB) Daemon | X,R       |
| Qt Quick Ultralite Controls      | X,R       |
| Qt Quick Ultralite               | X,R       |
| Qt Creator                       | X   X   X |
| Qt Designer (Qt Widget Designer) | X   X     |

|                                       |   |   |   |     |   |
|---------------------------------------|---|---|---|-----|---|
| Qt Quick Designer (Qt Creator plugin) | X | X | X |     |   |
| Qt Linguist                           | X | X | X |     |   |
| Qt Assistant                          | X | X | X |     |   |
| lupdate                               | X | X | X |     |   |
| lrelease                              | X | X | X |     |   |
| qmake                                 | X | X |   |     |   |
| uic                                   | X | X |   |     |   |
| rcc                                   | X | X |   |     |   |
| qlalr                                 | X | X |   |     |   |
| qdoc                                  | X | X |   |     |   |
| qmlscene                              | X | X |   |     |   |
| qmlviewer                             | X | X |   |     |   |
| Target toolchains                     |   | X | X |     |   |
| Qt Debugging Bridge (QDB) Host Tools  |   |   | X |     |   |
| qtconfig-gui                          |   | X |   |     |   |
| Qt Emulator                           |   | X |   |     |   |
| qmlinterfacegenerator                 |   |   | X |     |   |
| qmltocpp                              |   |   | X |     |   |
| qulfontcompiler                       |   |   | X |     |   |
| Qt53DStudioRuntime2                   |   |   |   | X,R |   |
| Qt 3D Studio                          |   |   |   | X   |   |
| Qt Design Studio                      |   |   |   |     | X |

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In addition to what is provided under the definition of the Licensed Software,

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|                                      | Add-On Product(s) |          |                    |                     |                |                        |
|--------------------------------------|-------------------|----------|--------------------|---------------------|----------------|------------------------|
| Modules / Tools of Licensed Software | Qt for Automation | Qt Suite | Qt Safe Automotive | Qt Renderer Manager | Qt Application | Qt Gammaray Deployment |
| Qt MQTT                              | X,R               |          |                    |                     |                |                        |
| Qt KNX                               | X,R               |          |                    |                     |                |                        |
| Qt OPC UA                            | X,R               |          |                    |                     |                |                        |
| Qt CoAP                              | X,R               |          |                    |                     |                |                        |
| Qt Safe Renderer                     |                   | X,R      | X,R                |                     |                |                        |
| Qt Application Manager               |                   | X,R      |                    | X,R                 |                |                        |
| Qt IVI                               |                   | X,R      |                    |                     |                |                        |
| Reference UI                         |                   | X,R      |                    |                     |                |                        |
| Qt GENIVI Extras                     |                   | X,R      |                    |                     |                |                        |
| QML Live                             |                   | X        |                    |                     |                |                        |
| Qt Creator Deployment                |                   | X        |                    |                     |                |                        |
| Qt Creator Plugin for Qt             |                   |          |                    |                     |                |                        |
| Qt                                   |                   | X        |                    | X                   |                |                        |

|                                                         |  |  |  |  |  |  |  |
|---------------------------------------------------------|--|--|--|--|--|--|--|
| Application Manager                                     |  |  |  |  |  |  |  |
| -----                                                   |  |  |  |  |  |  |  |
| Qt Automotive Suite                                     |  |  |  |  |  |  |  |
| Deployment Server                                       |  |  |  |  |  |  |  |
| -----                                                   |  |  |  |  |  |  |  |
| Qt Design Studio                                        |  |  |  |  |  |  |  |
| -----                                                   |  |  |  |  |  |  |  |
| Qt 3D Studio                                            |  |  |  |  |  |  |  |
| -----                                                   |  |  |  |  |  |  |  |
| GammaRay                                                |  |  |  |  |  |  |  |
| -----                                                   |  |  |  |  |  |  |  |
| Platform adaptations for specified Deployment Platforms |  |  |  |  |  |  |  |
| -----                                                   |  |  |  |  |  |  |  |
| Qt for Device Creation                                  |  |  |  |  |  |  |  |
| -----                                                   |  |  |  |  |  |  |  |

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**APPENDIX 4: SMALL BUSINESS AND STARTUP**

The provisions of this Appendix 4 are applicable for Start-up Companies and for the Evaluation Term. For the purpose of this Appendix 4, the following additional definitions shall be applicable:

"Trial Term" shall mean a period of twelve (12) months.

"Start-up Company" means a company with a maximum annual revenue, including funding, equivalent to 100,000 USD (in applicable currency) during a respective calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company.

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#### APPENDIX 5: NON-COMMERCIAL USE

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# This file contains a list of people who've made non-trivial  
# contribution to the Google C++ Testing Framework project. People  
# who commit code to the project are encouraged to add their names  
# here. Please keep the list sorted by first names.

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```
^ expected errors | v input
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/*---
```

esid: sec-assignment-operators-static-semantics-early-errors

description: Minimal test

---\*/

void 0;

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zlib.h -- interface of the 'zlib' general purpose compression library  
version 1.2.8, April 28th, 2013

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The code in this library is an extension of Bala Vatti's clipping algorithm:  
"A generic solution to polygon clipping"  
Communications of the ACM, Vol 35, Issue 7 (July 1992) pp 56-63.  
<http://portal.acm.org/citation.cfm?id=129906>

Computer graphics and geometric modeling: implementation and algorithms  
By Max K. Agoston  
Springer; 1 edition (January 4, 2005)  
<http://books.google.com/books?q=vatti+clipping+agoston>

See also:

"Polygon Offsetting by Computing Winding Numbers"

Paper no. DETC2005-85513 pp. 565-575  
ASME 2005 International Design Engineering Technical Conferences  
and Computers and Information in Engineering Conference (IDETC/CIE2005)  
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<https://github.com/deanm/css-color-parser-js>  
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/\*

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\*

\* From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>

\* Date: Fri, Jun 24, 2011 at 3:20 AM

\* Subject: Re: sqrt routine

\* To: Kevin Ma <kma@google.com>

\* Hi Kevin,

\* Thanks for asking. Those routines are public domain (originally posted to  
\* comp.sys.arm a long time ago), so you can use them freely for any purpose.

\* Cheers,

\* Wilco

\*

\* ----- Original Message -----

\* From: "Kevin Ma" <kma@google.com>

\* To: <Wilco.Dijkstra@ntlworld.com>

\* Sent: Thursday, June 23, 2011 11:44 PM

\* Subject: Fwd: sqrt routine

\* Hi Wilco,

\* I saw your sqrt routine from several web sites, including

\* <http://www.finesse.demon.co.uk/steven/sqrt.html>.

\* Just wonder if there's any copyright information with your Successive  
\* approximation routines, or if I can freely use it for any purpose.

\* Thanks.

\* Kevin

\*/

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Repository: gulpjs/glob-parent

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Repository: git@github.com:indutny/hash.js

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Repository: git+https://github.com/Rich-Harris/is-reference.git

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Repository: Rich-Harris/locate-character

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- topographic model from Elevation model 2 m (U4421B, U4421D, U4422A and U4422C) 08/2014

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Contains code from <https://github.com/mozilla/language-mapping-list>

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reporting:

reports:

- lcov
- text
- text-summary

check:

global:

statements: 95  
lines: 95  
branches: 90  
functions: 100

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```
## *-makefile*-
```

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```

```
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```

```
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```

```
## Commands to generate dependency files
```

```
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
```

```
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)
```

```
## Flags for position independent code
```

```
SHAREDLIBCFLAGS = -fPIC
```

```
SHAREDLIBCXXFLAGS = -fPIC
```

```
SHAREDLIBCPPFLAGS = -DPIC
```

```
## Additional flags when building libraries and with threads
```

```
THREADSCPPFLAGS = -D_REENTRANT
```

```
LIBCPPFLAGS =
```

```
## Compiler switch to embed a runtime search path
```

```
LD_RPATH=
```

```
LD_RPATH_PRE= -Wl,-rpath,
```

```
## Compiler switch to embed a library name
```

```
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))
```

```

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.${STATIC_O}: $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.${STATIC_O}: $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

## Versioned libraries rules

%.${SO}.${SO_TARGET_VERSION_MAJOR}: %.${SO}.${SO_TARGET_VERSION}
$(RM) $@ && ln -s ${<F} $@
%.${SO}: %.${SO}.${SO_TARGET_VERSION_MAJOR}
$(RM) $@ && ln -s ${*F}.${SO}.${SO_TARGET_VERSION} $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

```

```
## Remove shared library 's'  
STATIC_PREFIX_WHEN_USED =  
STATIC_PREFIX =
```

```
## End BSD-specific setup  
MIT License
```

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C++ Big Integer Library  
(see ChangeLog for version)

<http://mattmccutchen.net/bigint/>

Written and maintained by Matt McCutchen <[matt@mattmccutchen.net](mailto:matt@mattmccutchen.net)>

You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides `BigUnsigned` and `BigInteger` classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:

```
#include "BigIntegerLibrary.hh"

BigInteger a = 65536;
cout << (a * a * a * a * a * a * a * a * a * a);

(print 340282366920938463463374607431768211456)
```

The code in `sample.cc` demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc`, consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (<http://swox.com/gmp/>), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library

-----

The library consists of a folder full of C++ header files (`.hh`) and source

files (.cc'). Your own programs should `#include` the necessary header files and link with the source files. A makefile that builds the sample program (sample.cc) is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

#### Resources

-----

The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions, bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

#### Bugs and enhancements

-----

The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management blooper (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am unlikely to do substantial amounts of work on enhancements at this point.

#### Legal

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I, Matt McCutchen, the sole author of the original Big Integer Library, waive my copyright to it, placing it in the public domain. The library comes with absolutely no warranty.

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#

.gitignore

#

builds/unix/pkg.m4

#

docs/FTL.TXT

docs/GPLv2.TXT

#

include/freetype/internal/fthash.h

#

src/base/fthash.c

src/base/md5.c

src/base/md5.h

#

src/bdf/bdf.c

src/bdf/bdf.h

src/bdf/bdfdrivr.c

src/bdf/bdfdrivr.h

src/bdf/bdferror.h

src/bdf/bdflib.c

src/bdf/module.mk

src/bdf/README

src/bdf/rules.mk

#

src/pcf/module.mk

src/pcf/pcf.c

src/pcf/pcf.h

src/pcf/pcfdrivr.c

src/pcf/pcfdrivr.h

```
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
# EOF
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```

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

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

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

```
<program> Copyright (C) <year> <name of author>
```

```
This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
```

```
This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.
```

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```
# This file contains a list of people who've made non-trivial
# contribution to the Google C++ Mocking Framework project. People
# who commit code to the project are encouraged to add their names
# here. Please keep the list sorted by first names.
```

```
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Version 3, 29 June 2007

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```
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```
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```

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```
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'Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989  
Ty Coon, President of Vice
```

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That's all there is to it!

language: node_js

node_js:

- '0.12'

- '4'

- '6'

- '7'

before_install:

- npm install -g npm@latest

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validate-npm-package-license

=====

Give me a string and I'll tell you if it's a valid npm package license string.

```
```javascript
var valid = require('validate-npm-package-license');
```
```

SPDX license identifiers are valid license strings:

```
```javascript

var assert = require('assert');
var validSPDXExpression = {
```

```
validForNewPackages: true,
validForOldPackages: true,
spdx: true
};
```

```
assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
...
```

The function will return a warning and suggestion for nearly-correct license identifiers:

```
````javascript  
assert.deepEqual(  
  valid('Apache 2.0'),  
  {  
    validForOldPackages: false,  
    validForNewPackages: false,  
    warnings: [  
      'license should be ' +  
      'a valid SPDX license expression (without "LicenseRef"), ' +  
      "'UNLICENSED', or ' +  
      "'SEE LICENSE IN <filename>'",  
      'license is similar to the valid expression "Apache-2.0"  
    ]  
  }  
);  
...````
```

SPDX expressions are valid, too ...

```
````javascript  
// Simple SPDX license expression for dual licensing
assert.deepEqual(
 valid('(GPL-3.0-only OR BSD-2-Clause)'),
 validSPDXExpression
);
...````
```

... except if they contain `LicenseRef`:

```
````javascript  
var warningAboutLicenseRef = {  
  validForOldPackages: false,  
  validForNewPackages: false,  
  spdx: true,  
  warnings: [  
    'license should be ' +
```

```

    'a valid SPDX license expression (without "LicenseRef"), ' +
    "'UNLICENSED', or ' +
    "'SEE LICENSE IN <filename>",
  ]
};

```

```

assert.deepEqual(
  valid('LicenseRef-Made-Up'),
  warningAboutLicenseRef
);

```

```

assert.deepEqual(
  valid('(MIT OR LicenseRef-Made-Up)'),
  warningAboutLicenseRef
);
...

```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```

```javascript
assert.deepEqual(
 valid('SEE LICENSE IN LICENSE.txt'),
 {
 validForNewPackages: true,
 validForOldPackages: true,
 inFile: 'LICENSE.txt'
 }
);

```

```

assert.deepEqual(
 valid('SEE LICENSE IN license.md'),
 {
 validForNewPackages: true,
 validForOldPackages: true,
 inFile: 'license.md'
 }
);
...

```

If there aren't any licensing terms, use `UNLICENSED`:

```

```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};

```

```
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENSED'), unlicensed);
...

```

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Version 2.0 - August 6, 2003

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libunwind - a platform-independent unwind library

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- The Wasm C/C++ API headers, located at third_party/wasm-api/wasm.{h,hh}
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3.1.0 / 2017-09-26

=====

- * Add `DEBUG_HIDE_DATE` env var (#486)
- * Remove ReDoS regexp in %o formatter (#504)
- * Remove "component" from package.json
- * Remove `component.json`
- * Ignore package-lock.json
- * Examples: fix colors printout
- * Fix: browser detection

* Fix: spelling mistake (#496, @EdwardBetts)

3.0.1 / 2017-08-24

=====

* Fix: Disable colors in Edge and Internet Explorer (#489)

3.0.0 / 2017-08-08

=====

* Breaking: Remove DEBUG_FD (#406)

* Breaking: Use `Date#toISOString()` instead to `Date#toUTCString()` when output is not a TTY (#418)

* Breaking: Make millisecond timer namespace specific and allow 'always enabled' output (#408)

* Addition: document `enabled` flag (#465)

* Addition: add 256 colors mode (#481)

* Addition: `enabled()` updates existing debug instances, add `destroy()` function (#440)

* Update: component: update "ms" to v2.0.0

* Update: separate the Node and Browser tests in Travis-CI

* Update: refactor README, fixed documentation, added "Namespace Colors" section, redid screenshots

* Update: separate Node.js and web browser examples for organization

* Update: update "browserify" to v14.4.0

* Fix: fix README typo (#473)

2.6.9 / 2017-09-22

=====

* remove ReDoS regexp in %o formatter (#504)

2.6.8 / 2017-05-18

=====

* Fix: Check for undefined on browser globals (#462, @marbemac)

2.6.7 / 2017-05-16

=====

* Fix: Update ms to 2.0.0 to fix regular expression denial of service vulnerability (#458, @hubdotcom)

* Fix: Inline extend function in node implementation (#452, @dougwilson)

* Docs: Fix typo (#455, @msasad)

2.6.5 / 2017-04-27

=====

* Fix: null reference check on window.documentElement.style.WebkitAppearance (#447, @thebigredgeek)

* Misc: clean up browser reference checks (#447, @thebigredgeek)

* Misc: add npm-debug.log to .gitignore (@thebigredgeek)

2.6.4 / 2017-04-20

=====

- * Fix: bug that would occur if process.env.DEBUG is a non-string value. (#444, @LucianBuzzo)
- * Chore: ignore bower.json in npm installations. (#437, @joaovieira)
- * Misc: update "ms" to v0.7.3 (@tootallnate)

2.6.3 / 2017-03-13

=====

- * Fix: Electron reference to `process.env.DEBUG` (#431, @paulcbetts)
- * Docs: Changelog fix (@thebigredgeek)

2.6.2 / 2017-03-10

=====

- * Fix: DEBUG_MAX_ARRAY_LENGTH (#420, @slavaGanzin)
- * Docs: Add backers and sponsors from Open Collective (#422, @piamancini)
- * Docs: Add Slackin invite badge (@tootallnate)

2.6.1 / 2017-02-10

=====

- * Fix: Module's `export default` syntax fix for IE8 `Expected identifier` error
- * Fix: Whitelist DEBUG_FD for values 1 and 2 only (#415, @pi0)
- * Fix: IE8 "Expected identifier" error (#414, @vgoma)
- * Fix: Namespaces would not disable once enabled (#409, @musikov)

2.6.0 / 2016-12-28

=====

- * Fix: added better null pointer checks for browser useColors (@thebigredgeek)
- * Improvement: removed explicit `window.debug` export (#404, @tootallnate)
- * Improvement: deprecated `DEBUG_FD` environment variable (#405, @tootallnate)

2.5.2 / 2016-12-25

=====

- * Fix: reference error on window within webworkers (#393, @KlausTrainer)
- * Docs: fixed README typo (#391, @lurch)
- * Docs: added notice about v3 api discussion (@thebigredgeek)

2.5.1 / 2016-12-20

=====

- * Fix: babel-core compatibility

2.5.0 / 2016-12-20

=====

- * Fix: wrong reference in bower file (@thebigredgeek)
- * Fix: webworker compatibility (@thebigredgeek)
- * Fix: output formatting issue (#388, @kribblo)
- * Fix: babel-loader compatibility (#383, @escwald)
- * Misc: removed built asset from repo and publications (@thebigredgeek)
- * Misc: moved source files to /src (#378, @yamikuronue)
- * Test: added karma integration and replaced babel with browserify for browser tests (#378, @yamikuronue)
- * Test: coveralls integration (#378, @yamikuronue)
- * Docs: simplified language in the opening paragraph (#373, @yamikuronue)

2.4.5 / 2016-12-17

=====

- * Fix: `navigator` undefined in Rhino (#376, @jochenberger)
- * Fix: custom log function (#379, @hsiliev)
- * Improvement: bit of cleanup + linting fixes (@thebigredgeek)
- * Improvement: rm non-maintained `dist` dir (#375, @freewil)
- * Docs: simplified language in the opening paragraph. (#373, @yamikuronue)

2.4.4 / 2016-12-14

=====

- * Fix: work around debug being loaded in preload scripts for electron (#368, @paulcbetts)

2.4.3 / 2016-12-14

=====

- * Fix: navigation.userAgent error for react native (#364, @escwald)

2.4.2 / 2016-12-14

=====

- * Fix: browser colors (#367, @tootallnate)
- * Misc: travis ci integration (@thebigredgeek)
- * Misc: added linting and testing boilerplate with sanity check (@thebigredgeek)

2.4.1 / 2016-12-13

=====

- * Fix: typo that broke the package (#356)

2.4.0 / 2016-12-13

=====

- * Fix: bower.json references unbuilt src entry point (#342, @justmatt)
- * Fix: revert "handle regex special characters" (@tootallnate)

- * Feature: configurable util.inspect() options for NodeJS (#327, @tootallnate)
- * Feature: %O (big O) pretty-prints objects (#322, @tootallnate)
- * Improvement: allow colors in workers (#335, @botverse)
- * Improvement: use same color for same namespace. (#338, @lchenay)

2.3.3 / 2016-11-09

=====

- * Fix: Catch `JSON.stringify()` errors (#195, Jovan Alleyne)
- * Fix: Returning `localStorage` saved values (#331, Levi Thomason)
- * Improvement: Don't create an empty object when no `process` (Nathan Rajlich)

2.3.2 / 2016-11-09

=====

- * Fix: be super-safe in index.js as well (@TooTallNate)
- * Fix: should check whether process exists (Tom Newby)

2.3.1 / 2016-11-09

=====

- * Fix: Added electron compatibility (#324, @paulcbetts)
- * Improvement: Added performance optimizations (@tootallnate)
- * Readme: Corrected PowerShell environment variable example (#252, @gimre)
- * Misc: Removed yarn lock file from source control (#321, @fengmk2)

2.3.0 / 2016-11-07

=====

- * Fix: Consistent placement of ms diff at end of output (#215, @gorangajic)
- * Fix: Escaping of regex special characters in namespace strings (#250, @zacronos)
- * Fix: Fixed bug causing crash on react-native (#282, @vkarпов15)
- * Feature: Enabled ES6+ compatible import via default export (#212 @bucaran)
- * Feature: Added %O formatter to reflect Chrome's console.log capability (#279, @oncletom)
- * Package: Update "ms" to 0.7.2 (#315, @DevSide)
- * Package: removed superfluous version property from bower.json (#207 @kkirsche)
- * Readme: fix USE_COLORS to DEBUG_COLORS
- * Readme: Doc fixes for format string sugar (#269, @mlucaol)
- * Readme: Updated docs for DEBUG_FD and DEBUG_COLORS environment variables (#232, @mattlyons0)
- * Readme: doc fixes for PowerShell (#271 #243, @exoticknight @unreadable)
- * Readme: better docs for browser support (#224, @matthewmueller)
- * Tooling: Added yarn integration for development (#317, @thebigredgeek)
- * Misc: Renamed History.md to CHANGELOG.md (@thebigredgeek)
- * Misc: Added license file (#226 #274, @CantemoInternal @sdaitzman)
- * Misc: Updated contributors (@thebigredgeek)

2.2.0 / 2015-05-09

=====

- * package: update "ms" to v0.7.1 (#202, @dougwilson)
- * README: add logging to file example (#193, @DanielOchoa)
- * README: fixed a typo (#191, @amir-s)
- * browser: expose `storage` (#190, @stephenmathieson)
- * Makefile: add a `distclean` target (#189, @stephenmathieson)

2.1.3 / 2015-03-13

=====

- * Updated stdout/stderr example (#186)
- * Updated example/stdout.js to match debug current behaviour
- * Renamed example/stderr.js to stdout.js
- * Update Readme.md (#184)
- * replace high intensity foreground color for bold (#182, #183)

2.1.2 / 2015-03-01

=====

- * dist: recompile
- * update "ms" to v0.7.0
- * package: update "browserify" to v9.0.3
- * component: fix "ms.js" repo location
- * changed bower package name
- * updated documentation about using debug in a browser
- * fix: security error on safari (#167, #168, @yields)

2.1.1 / 2014-12-29

=====

- * browser: use `typeof` to check for `console` existence
- * browser: check for `console.log` truthiness (fix IE 8/9)
- * browser: add support for Chrome apps
- * Readme: added Windows usage remarks
- * Add `bower.json` to properly support bower install

2.1.0 / 2014-10-15

=====

- * node: implement `DEBUG_FD` env variable support
- * package: update "browserify" to v6.1.0
- * package: add "license" field to package.json (#135, @panuhorsmalahiti)

2.0.0 / 2014-09-01

=====

- * package: update "browserify" to v5.11.0
- * node: use stderr rather than stdout for logging (#29, @stephenmathieson)

1.0.4 / 2014-07-15

=====

- * dist: recompile
- * example: remove `console.info()` log usage
- * example: add "Content-Type" UTF-8 header to browser example
- * browser: place %c marker after the space character
- * browser: reset the "content" color via `color: inherit`
- * browser: add colors support for Firefox \geq v31
- * debug: prefer an instance `log()` function over the global one (#119)
- * Readme: update documentation about styled console logs for FF v31 (#116, @wryk)

1.0.3 / 2014-07-09

=====

- * Add support for multiple wildcards in namespaces (#122, @seegno)
- * browser: fix lint

1.0.2 / 2014-06-10

=====

- * browser: update color palette (#113, @gscottolson)
- * common: make console logging function configurable (#108, @timoxley)
- * node: fix %o colors on old node \leq 0.8.x
- * Makefile: find node path using shell/which (#109, @timoxley)

1.0.1 / 2014-06-06

=====

- * browser: use `removeItem()` to clear localStorage
- * browser, node: don't set DEBUG if namespaces is undefined (#107, @leedm777)
- * package: add "contributors" section
- * node: fix comment typo
- * README: list authors

1.0.0 / 2014-06-04

=====

- * make ms diff be global, not be scope
- * debug: ignore empty strings in enable()
- * node: make DEBUG_COLORS able to disable coloring
- * *: export the `colors` array
- * npmignore: don't publish the `dist` dir
- * Makefile: refactor to use browserify
- * package: add "browserify" as a dev dependency
- * Readme: add Web Inspector Colors section
- * node: reset terminal color for the debug content

- * node: map "%o" to `util.inspect`
- * browser: map "%j" to `JSON.stringify`
- * debug: add custom "formatters"
- * debug: use "ms" module for humanizing the diff
- * Readme: add "bash" syntax highlighting
- * browser: add Firebug color support
- * browser: add colors for WebKit browsers
- * node: apply log to `console`
- * rewrite: abstract common logic for Node & browsers
- * add .jshint file

0.8.1 / 2014-04-14

=====

- * package: re-add the "component" section

0.8.0 / 2014-03-30

=====

- * add `enable()` method for nodejs. Closes #27
- * change from stderr to stdout
- * remove unnecessary index.js file

0.7.4 / 2013-11-13

=====

- * remove "browserify" key from package.json (fixes something in browserify)

0.7.3 / 2013-10-30

=====

- * fix: catch localStorage security error when cookies are blocked (Chrome)
- * add debug(err) support. Closes #46
- * add .browser prop to package.json. Closes #42

0.7.2 / 2013-02-06

=====

- * fix package.json
- * fix: Mobile Safari (private mode) is broken with debug
- * fix: Use unicode to send escape character to shell instead of octal to work with strict mode javascript

0.7.1 / 2013-02-05

=====

- * add repository URL to package.json
- * add DEBUG_COLORED to force colored output
- * add browserify support

* fix component. Closes #24

0.7.0 / 2012-05-04

=====

* Added .component to package.json

* Added debug.component.js build

0.6.0 / 2012-03-16

=====

* Added support for "-" prefix in DEBUG [Vinay Pulim]

* Added ` .enabled ` flag to the node version [TooTallNate]

0.5.0 / 2012-02-02

=====

* Added: humanize diffs. Closes #8

* Added `debug.disable()` to the CS variant

* Removed padding. Closes #10

* Fixed: persist client-side variant again. Closes #9

0.4.0 / 2012-02-01

=====

* Added browser variant support for older browsers [TooTallNate]

* Added `debug.enable('project:*')` to browser variant [TooTallNate]

* Added padding to diff (moved it to the right)

0.3.0 / 2012-01-26

=====

* Added millisecond diff when isatty, otherwise UTC string

0.2.0 / 2012-01-22

=====

* Added wildcard support

0.1.0 / 2011-12-02

=====

* Added: remove colors unless stderr isatty [TooTallNate]

0.0.1 / 2010-01-03

=====

* Initial release

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse

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- b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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language: node_js

node_js:

- "6"

- "8"

cache:

directories:

- "node_modules"

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/*
* \$Id: pa_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche \$
* Portable Audio I/O Library
* Memory barrier utilities
*
* Author: Bjorn Roche, XO Audio, LLC
*
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/*
* \$Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche \$
* Portable Audio I/O Library
* Ring Buffer utility.
*
* Author: Phil Burk, <http://www.softsynth.com>
* modified for SMP safety on Mac OS X by Bjorn Roche
* modified for SMP safety on Linux by Leland Lucius
* also, allowed for const where possible
* modified for multiple-byte-sized data elements by Sven Fischer
*
* Note that this is safe only for a single-thread reader and a
* single-thread writer.
*
* This program uses the PortAudio Portable Audio Library.
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PCRE is a library of functions to support regular expressions whose syntax and semantics are as close as possible to those of the Perl 5 language.

This is JavaScriptCore's variant of the PCRE library. While this library started out as a copy of PCRE, many of the features of PCRE have been removed.

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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/tests/swresample.c`
 - `tests/checkasm/*`
 - `tests/tiny_ssim.c`
- the following filters in libavfilter:
 - `signature_lookup.c`
 - `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_histeq.c`
 - `vf_hqdn3d.c`
 - `vf_kerndeint.c`
 - `vf_lensfun.c` (GPL version 3 or later)
 - `vf_mcdeint.c`
 - `vf_mpdecimate.c`
 - `vf_nnedi.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_signature.c`
- `vf_smartblur.c`
- `vf_spp.c`
- `vf_stereo3d.c`
- `vf_super2xsai.c`
- `vf_tinterlace.c`
- `vf_uspp.c`
- `vf_vaguedenoiser.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 version 2:

- avisynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxavs2
- libxvid

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

The following libraries are under LGPL version 3:

- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, 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.

The smbclient library is under the GPL v3, to combine it with FFmpeg, the options `--enable-gpl` and `--enable-version3` have to be passed to configure to upgrade FFmpeg to the GPL v3.

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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```
#!/usr/bin/env node
```

```
/*
```

```
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```

```
Code licensed under the BSD License:
```

```
http://yuilibrary.com/license/
```

```
*/
```

```
var checker = require('./lib/index');
```

```
var args = require('./lib/args').parse();
```

```
var mkdirp = require('mkdirp');
```

```
var path = require('path');
```

```
var chalk = require('chalk');
```

```
var fs = require('fs');
```

```
if (args.help) {
```

```
  console.error('license-checker@' + require('./package.json').version);
```

```
  var usage = [
```

```
    ",
```

```
    ' --production only show production dependencies.',
```

```
    ' --development only show development dependencies.',
```

```
    ' --unknown report guessed licenses as unknown licenses.',
```

```
    ' --start [path of the initial json to look for]',
```

```
    ' --onlyunknown only list packages with unknown or guessed licenses.',
```

```
    ' --json output in json format.',
```

```
    ' --csv output in csv format.',
```

```
    ' --csvComponentPrefix column prefix for components in csv file',
```

```
    ' --out [filepath] write the data to a specific file.',
```



```

    ' --customPath to add a custom Format file in JSON',
    ' --exclude [list] exclude modules which licenses are in the comma-separated list from the output',
    ' --relativeLicensePath output the location of the license files as relative paths',
    ' --summary output a summary of the license usage',
    ' --failOn [list] fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list',
    ' --onlyAllow [list] fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-separated
list',
    ' --direct look for direct dependencies only',
    ' --packages [list] restrict output to the packages (package@version) in the semicolon-separated list',
    ' --excludePackages [list] restrict output to the packages (package@version) not in the semicolon-separated
list',
    ' --excludePrivatePackages restrict output to not include any package marked as private',
    ",
    ' --version The current version',
    ' --help The text you are reading right now :)',
    "
];
console.error(usage.join('\n'), '\n');
process.exit(0);
}

if (args.version) {
    console.error(require('./package.json').version);
    process.exit(1);
}

if (args.failOn && args.onlyAllow) {
    console.error('--failOn and --onlyAllow can not be used at the same time. Choose one or the other. ');
    process.exit(1);
} else {
    var argValue = args.failOn || args.onlyAllow;
    if (argValue && argValue.indexOf(',') >= 0) {
        var argName = args.failOn ? 'failOn' : 'onlyAllow';
        console.warn("Warning: As of v17 the --' + argName + ' argument takes semicolons as delimiters instead of
commas (some license names can contain commas)");
    }
}

checker.init(args, function(err, json) {

    var formattedOutput = "";

    if (!!err) {
        console.error('Found error');
        console.error(err);
    }

    if (shouldColorizeOutput(args)) {

```

```

var keys = Object.keys(json);
keys.forEach(function(key) {
  var keyParts = key.split('@');
  var coloredKey = chalk.blue(keyParts[0]) + chalk.dim('@') + chalk.green(keyParts[1]);
  json[coloredKey] = json[key];
  delete json[key];
});
}

if (args.json) {
  formattedOutput = JSON.stringify(json, null, 2) + '\n';
} else if (args.csv) {
  formattedOutput = checker.asCSV(json, args.customFormat, args.csvComponentPrefix);
} else if (args.markdown){
  formattedOutput = checker.asMarkDown(json, args.customFormat) + '\n';
} else if (args.summary) {
  formattedOutput = checker.asSummary(json);
} else {
  formattedOutput = checker.asTree(json);
}

if (args.files) {
  checker.asFiles(json, args.files);
} else if (args.out) {
  var dir = path.dirname(args.out);
  mkdirp.sync(dir);
  fs.writeFileSync(args.out, formattedOutput, 'utf8');
} else {
  console.log(formattedOutput);
}
});

function shouldColorizeOutput(args) {
  return args.color && !args.out && !(args.csv || args.json || args.markdown);
}

```

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Finally, software patents pose a constant threat to the existence of

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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Bison implementation for Yacc-like parsers in C

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=====

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```
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Change Log

v25.0.1 (2019/01/10 19:29 +00:00)

- [f1c835b](https://github.com/davglass/license-checker/commit/f1c835b991b65dc928eafe64c29b73df9e703169)

Updated readme with new args (@davglass)

- [ada667f](https://github.com/davglass/license-checker/commit/ada667f28e8ef4e96b5b6059fe05541d05ca936c) changelog (@davglass)
- [7813f0d](https://github.com/davglass/license-checker/commit/7813f0db3b51f7cc4cd37d8e7b4670f9005fed06) contrib (@davglass)

v25.0.0 (2019/01/10 15:09 +00:00)

- [cdb77d9](https://github.com/davglass/license-checker/commit/cdb77d9a2b36cd87503f32265a0ee388b25c24ae) 25.0.0 (@davglass)
- [b897345](https://github.com/davglass/license-checker/commit/b89734549bc05fb5e143083fdf6d3959d87eb2b8) [Fixes #136] Document --start option and add the depth option for looking into root dependencies or infinitely (@davglass)
- [#185](https://github.com/davglass/license-checker/pull/185) Merge pull request #185 from theboolean/fix/exclude-packages-and-private (@theboolean)
- [#184](https://github.com/davglass/license-checker/pull/184) Merge pull request #184 from theboolean/docs/fix-typo (@theboolean)
- [987a60f](https://github.com/davglass/license-checker/commit/987a60fbb58052cf36d5a80e6252e81136bb1dd8) changes 24.1.0 (@davglass)

v24.1.0 (2018/12/14 20:54 +00:00)

- [18ab8a1](https://github.com/davglass/license-checker/commit/18ab8a1eb478d1354429ca4318c1df3de3e4cbb1) 24.1.0 (@davglass)
- [1dca0f6](https://github.com/davglass/license-checker/commit/1dca0f616aebdef2d398c130a2a4f86c2b4e88c8) Changelog (@davglass)
- [#188](https://github.com/davglass/license-checker/pull/188) Fix for #153: remove deprecated package 'spdx' (#188) (@rogierschouten)
- [d1d34b1](https://github.com/davglass/license-checker/commit/d1d34b1a8894987807419c093c3ec10b4f06db3d) Fix typo in package.json description (@theboolean)
- [f5c9008](https://github.com/davglass/license-checker/commit/f5c9008a6d20b503e21c0d8130e52be526a5bfe8) Fix: Allow excluding packages and private packages together (@theboolean)
- [98c4dc6](https://github.com/davglass/license-checker/commit/98c4dc670fdebb6e58b62b38ebcb12302e5b1db5) changes (@davglass)

v24.0.1 (2018/10/11 16:40 +00:00)

- [d72eae8](https://github.com/davglass/license-checker/commit/d72eae8bcb80d8582e6d12c5e2664e9c19135709) 24.0.1 (@davglass)
- [9433e64](https://github.com/davglass/license-checker/commit/9433e640ea9f629aad5f00c224a9f61026b8116d) [Fixes #181] - Removed extra line break with --cvs (@davglass)
- [65baa28](https://github.com/davglass/license-checker/commit/65baa28f532f87ebb75a32578c7ac5837806d12f) contrib and changes (@davglass)

v24.0.0 (2018/10/09 21:12 +00:00)

- [84d64a2](https://github.com/davglass/license-checker/commit/84d64a28fa971c3bfb20b9e9de27cafbe6e8481b) 24.0.0 (@davglass)
- [#180](https://github.com/davglass/license-checker/pull/180) Feature: Exclude Private Packages (#180) (Jonny Reeves)
- [#179](https://github.com/davglass/license-checker/pull/179) Merge pull request #179 from jonny-improbable/fix/fix-strict-checks (@jonny-improbable)
- [179077d](https://github.com/davglass/license-checker/commit/179077d079acbcd0183aa6691cfe5c2ec0f93f07)

Fixes 176, Packages are not ignored when using --onlyAllow and --excludePackages. (@jonny-improbable)
- [890ca17](https://github.com/davglass/license-checker/commit/890ca17d179bc43a6cb7cff962d69d1521dc9ac2)
changelog (@davglass)

v23.0.0 (2018/10/09 14:37 +00:00)

- [f243287](https://github.com/davglass/license-checker/commit/f243287fbce6da33838a226ddfe8c412535390d4)
23.0.0 (@davglass)

- [#178](https://github.com/davglass/license-checker/pull/178) Merge pull request #178 from jonny-improbable/fix/filtering (@jonny-improbable)

- [#175](https://github.com/davglass/license-checker/pull/175) Merge pull request #175 from jonny-improbable/patch-1 (@jonny-improbable)

- [f2c6611](https://github.com/davglass/license-checker/commit/f2c6611d6c68e50b2b6f56260026837e7167f44a)

Fixes #177, --packages and --excludePackages filtering (@jonny-improbable)

- [0a598df](https://github.com/davglass/license-checker/commit/0a598df55c3ec33803ef33be07cc47a910eee961)

Improve --onlyAllow violation Error

- [ee723af](https://github.com/davglass/license-checker/commit/ee723af79889a4d98ed067494a58f6aa41a44ac7)
changes (@davglass)

v22.0.0 (2018/10/08 19:00 +00:00)

- [bd398c3](https://github.com/davglass/license-checker/commit/bd398c3bce0279699c9aad1dc4b592f398a75766)
22.0.0 (@davglass)

- [#172](https://github.com/davglass/license-checker/pull/172) Merge pull request #172 from fzaninotto/exclude-packages (@fzaninotto)

- [014fd96](https://github.com/davglass/license-checker/commit/014fd9613fe5460e0b7a0fc118a659a337e25e2c)
added changes (@davglass)

v21.0.0 (2018/10/06 13:24 +00:00)

- [d75fe43](https://github.com/davglass/license-checker/commit/d75fe43d61a9d5b6696d71a663e25a53fd3d44f7)
21.0.0 (@davglass)

- [05cb221](https://github.com/davglass/license-checker/commit/05cb221359de4ffe1039f586cd9e8fb7cb9d6398)
[Fixes #174] - Moved private and unknown detection above filtering (@davglass)

- [b1d5700](https://github.com/davglass/license-checker/commit/b1d570088236dfb90253bdac27763523b2e74ffb)
Add an excludePackages option (@fzaninotto)

- [231bd3f](https://github.com/davglass/license-checker/commit/231bd3f2412507be1d702ad100b23c1b1fe93602)
updated readme (@davglass)

- [6c61a7b](https://github.com/davglass/license-checker/commit/6c61a7bd102466c702065d42706392c11717cc1d)
changelog (@davglass)

v20.2.0 (2018/07/30 13:49 +00:00)

- [28dc521](https://github.com/davglass/license-checker/commit/28dc5218dec3340778bd801593275ad1b222e53f)
20.2.0 (@davglass)

- [#169](https://github.com/davglass/license-checker/pull/169) Merge pull request #169 from codepunkt/restrict_packages (@codepunkt)

- [5e4b274](https://github.com/davglass/license-checker/commit/5e4b274e955485fb2aba37e65fec913b8042f38d)
refactor: restore previous code style (@codepunkt)

- [ed25d68](https://github.com/davglass/license-checker/commit/ed25d6829602793e13233d3da2d97b92ee2044c6)
test: add test for --packages flag (@codepunkt)

- [0f53922](https://github.com/davglass/license-checker/commit/0f53922088be0b0dfd4f8db7ea884b53d0137e45)

feat: allow restricting output to specified packages (@codepunkt)
- [5f63f87](https://github.com/davglass/license-checker/commit/5f63f8766a17e589b57db99bda4eb54d91b85b77)
changes and contrib (@davglass)

v20.1.0 (2018/06/07 14:33 +00:00)

- [970882a](https://github.com/davglass/license-checker/commit/970882a09b345c7f32496431e5ca4c069ad7e320)
20.1.0 (@davglass)
- [#165](https://github.com/davglass/license-checker/pull/165) Merge pull request #165 from santiagocanti/fix-exclude-not-adding-custom-licenses (@santiagocanti)
- [89e48a9](https://github.com/davglass/license-checker/commit/89e48a9d3d0c9f2e48bfcee0dc3563ce4b652e22)
Fix exclude not including custom licenses (@santiagocanti)

v20.0.0 (2018/05/17 14:14 +00:00)

- [0e89310](https://github.com/davglass/license-checker/commit/0e8931021df777cb401d9a332fa2a8c9a2c49eb2)
20.0.0 (@davglass)
- [c36a5c9](https://github.com/davglass/license-checker/commit/c36a5c99bb4f68816e4e19cad5090ba3c7ba67a4)
changes (@davglass)
- [ccb66f3](https://github.com/davglass/license-checker/commit/ccb66f3410a4589e6f2b7cf1c3aefb1446bab460)
contributors (@davglass)
- [#156](https://github.com/davglass/license-checker/pull/156) Merge pull request #156 from zodiac403/z4/copyright (@zodiac403)
- [56414b4](https://github.com/davglass/license-checker/commit/56414b4a67cbb25bcc8eb8cc05b0ac712b677dc2)
Add unit test for Copyright statement. (@zodiac403)
- [3eafe24](https://github.com/davglass/license-checker/commit/3eafe249ad662af727a9b7472f7ad6c1b9a73ade)
fixing test coverage with switch to nyc from istanbul (@davglass)

v19.0.0 (2018/04/30 14:51 +00:00)

- [7e83a06](https://github.com/davglass/license-checker/commit/7e83a069d23c104c3cd8257eb64666704ecca465)
19.0.0 (@davglass)
- [e5eb49b](https://github.com/davglass/license-checker/commit/e5eb49bcb5546dbc681f736f159d63908cd39ce9)
upgrading packages (@davglass)
- [442aee6](https://github.com/davglass/license-checker/commit/442aee69b5d44e47bfd2e441c4e1f86d387e49c6)
Changelog (@davglass)

v18.1.0 (2018/04/30 14:16 +00:00)

- [82ec91b](https://github.com/davglass/license-checker/commit/82ec91bb02e6bf998164b62b4aa827198156ad4c)
18.1.0 (@davglass)
- [4b546d3](https://github.com/davglass/license-checker/commit/4b546d38ce91bcbe8d21e7bc53e44635b0447fc2)
contrib (@davglass)
- [#155](https://github.com/davglass/license-checker/pull/155) Merge pull request #155 from ktmouk/supress-path-property (@ktmouk)
- [#160](https://github.com/davglass/license-checker/pull/160) Merge pull request #160 from helio-frota/pr (@helio-frota)
- [8b068f2](https://github.com/davglass/license-checker/commit/8b068f25fe910d087c06e29312bc250b49aba4c7)
fix: Updating debug dependency to fix a security warning (@helio-frota)
- [040dd94](https://github.com/davglass/license-checker/commit/040dd9468261966c5c40e4a418aa9ba8f716c3a2)
Copyright statement: Handle multi-line stagements (@zodiac403)
- [0480750](https://github.com/davglass/license-checker/commit/04807506d61aa1d704e8b51da3a289baa025b510)

Fix layout issue. (@zodiac403)
- [9cb45f2](https://github.com/davglass/license-checker/commit/9cb45f2b9ce2c1142c0d1f556f01f7d754737a4c)
Link with customFormat (@zodiac403)
- [f83aaae](https://github.com/davglass/license-checker/commit/f83aaae85ad4cc2e9880802951dfacbc86dc2d7f)
Merge branch 'z4/copyright' of https://github.com/zodiac403/license-checker into z4/copyright (@zodiac403)
- [7536af9](https://github.com/davglass/license-checker/commit/7536af935d91078657f0e169ed82383f099607f6)
Trim output. (@zodiac403)
- [8716845](https://github.com/davglass/license-checker/commit/87168456cae35263882bd2b6d6d0081f228b6b66)
Suppress path property (@ktmouk)
- [be57ee8](https://github.com/davglass/license-checker/commit/be57ee8f76c8aada0d227913b7d0e12aca0dc640)
Add example for (c) statement. (@zodiac403)
- [fe17f7c](https://github.com/davglass/license-checker/commit/fe17f7c76dbdae0cbf689a0cd260a746698f3281)
Parse (c) statements from LICENSE file. (@zodiac403)
- [#149](https://github.com/davglass/license-checker/pull/149) Merge pull request #149 from honzajavorek/patch-1 (@honzajavorek)
- [955bbf6](https://github.com/davglass/license-checker/commit/955bbf6070ffc9f0d01ef37bb84ffb6ac65e007b)
remove the old status badge (@honzajavorek)

v18.0.0 (2018/03/20 12:30 +00:00)

- [315de0b](https://github.com/davglass/license-checker/commit/315de0b1a881cf8737c3c0131c217c4820df13a8)
18.0.0 (@davglass)
- [76655d5](https://github.com/davglass/license-checker/commit/76655d59bad95c2e52724aaa3a0cf036f0e60bd6)
changelog (@davglass)
- [c8aa823](https://github.com/davglass/license-checker/commit/c8aa823342b7a250d510582c8a03dd76af50bd9c)
added contributors (@davglass)
- [#147](https://github.com/davglass/license-checker/pull/147) Merge pull request #147 from honzajavorek/honzajavorek/license-files (@honzajavorek)
- [#148](https://github.com/davglass/license-checker/pull/148) Merge pull request #148 from honzajavorek/honzajavorek/use-stderr (@honzajavorek)
- [#146](https://github.com/davglass/license-checker/pull/146) Merge pull request #146 from honzajavorek/honzajavorek/fix-e2e-test (@honzajavorek)
- [#145](https://github.com/davglass/license-checker/pull/145) Merge pull request #145 from honzajavorek/honzajavorek/drop-4-add-8 (@honzajavorek)
- [0105f7d](https://github.com/davglass/license-checker/commit/0105f7dcf01a67b8f7c34371d95a1d76b191d5ed)
use stderr where applicable (@honzajavorek)
- [0ff8d91](https://github.com/davglass/license-checker/commit/0ff8d917c659446256074c0940ae43dd84930233)
add support for LICENSE-MIT and similar (@honzajavorek)
- [f02589e](https://github.com/davglass/license-checker/commit/f02589e62c0ba8221081b8b1799d561c3ff20500)
isolate and test the license file detection (@honzajavorek)
- [f0da0fe](https://github.com/davglass/license-checker/commit/f0da0fe2ab28f1658e4ed504bb034fb1536b9ff8) add warning about commas and test it (@honzajavorek)
- [3db0b6f](https://github.com/davglass/license-checker/commit/3db0b6f05a68cfff4181503ca87edce4ef10cd7) fix e2e test (transition from comma delimiter to semicolon) (@honzajavorek)
- [cec3b73](https://github.com/davglass/license-checker/commit/cec3b73505ac40a2dca211e78427624d009585dc)
let Travis CI to cache node_modules (@honzajavorek)
- [8cea3dc](https://github.com/davglass/license-checker/commit/8cea3dccf1d185dc3ae3f37f44a82d7e123a1988)
add Travis CI badge to the README (@honzajavorek)
- [8f59c3b](https://github.com/davglass/license-checker/commit/8f59c3b494f69b1d51535bcff80c0e006d0ef6bb)

drop support for node 4, add support for node 8 (@honzajavorek)

v17.0.0 (2018/03/19 13:26 +00:00)

- [cd5fdd8](https://github.com/davglass/license-checker/commit/cd5fdd8e94267d7d8f29e86dd9cbf8b694c037f1) 17.0.0 (@davglass)
- [13c11ee](https://github.com/davglass/license-checker/commit/13c11eeea1b1a3e012de62536100fce91c355c8b) updated readme and help text (@davglass)
- [#144](https://github.com/davglass/license-checker/pull/144) Merge pull request #144 from creising/parser-fixes (@creising)
- [d2ab8df](https://github.com/davglass/license-checker/commit/d2ab8df30bc3e6b38b321a1e12a70cf477a69eb0) added support for lic with commas and spaces (@creising)
- [2075208](https://github.com/davglass/license-checker/commit/20752083c6029823fb389a30a1ed4d7d90fa9297) contrib and changelog (@davglass)
- [6c5274c](https://github.com/davglass/license-checker/commit/6c5274c6064d318844cf36185dea395e0893ff08) [fixes #132] - Fixed issue with asFiles and path issues (@davglass)
- [a46c448](https://github.com/davglass/license-checker/commit/a46c4483f872c3db9498a65b7ae3dc6d8164de0a) 16.0.0 (@davglass)
- [38d63e2](https://github.com/davglass/license-checker/commit/38d63e2c2c3fd6c11012fb69b1470b2ba06d5554) [fixes #128] - Added --onlyAllow option (@davglass)

v16.0.0 (2018/01/18 15:02 +00:00)

- [#131](https://github.com/davglass/license-checker/pull/131) Merge pull request #131 from mischah/patch-1 (@mischah)
- [e341d17](https://github.com/davglass/license-checker/commit/e341d1701092be87309ec4b51fa6eb23f7e9a589) Fix typo in Readme (@mischah)
- [cc38a20](https://github.com/davglass/license-checker/commit/cc38a2047bf41b6fe25266114a13a9bf54133e04) updated license text (@davglass)

v15.0.0 (2017/10/19 14:24 +00:00)

- [a9bd001](https://github.com/davglass/license-checker/commit/a9bd001b649bfa186bae5598bb8c67ff56383599) 15.0.0 (@davglass)
- [db621fa](https://github.com/davglass/license-checker/commit/db621fa6beeff870699c33be484bf49816ab7866) changelog (@davglass)
- [#124](https://github.com/davglass/license-checker/pull/124) Merge pull request #124 from neverendingqs/app/stricterguesses (@neverendingqs)
- [#126](https://github.com/davglass/license-checker/pull/126) app - output now includes path to dependency. (#126) (@neverendingqs)
- [9f68b29](https://github.com/davglass/license-checker/commit/9f68b29bbfa73278cdab92e221be6ccbab191932) app - strengthening license guessing; resolves #123. (@neverendingqs)
- [3061c87](https://github.com/davglass/license-checker/commit/3061c87363f3416d86ca6c2ba7b2bfa77def0e73) changes (@davglass)

v14.0.0 (2017/08/28 13:22 +00:00)

- [b2a4403](https://github.com/davglass/license-checker/commit/b2a440309c1537c52e5c5a2106f11e72d5b784ec) 14.0.0 (@davglass)
- [#122](https://github.com/davglass/license-checker/pull/122) Added --failOn [list] mode (#122) (@tobilg)

v13.1.0 (2017/08/25 15:00 +00:00)

- [ee25265](https://github.com/davglass/license-checker/commit/ee25265f92fe0d3b603da6b8c88d175e0d1f2fa5) 13.1.0 (@davglass)
- [5bb9a17](https://github.com/davglass/license-checker/commit/5bb9a17f89d7e180b3a9d929ebc073135262bd2f) changes (@davglass)
- [b1e0392](https://github.com/davglass/license-checker/commit/b1e0392afa4b511b7c532125cd3165a828d3d4e3) added contrib (@davglass)
- [#121](https://github.com/davglass/license-checker/pull/121) Add `--summary` mode to show a summary with counts of the used licenses (#121) (@tobilg)
- [#119](https://github.com/davglass/license-checker/pull/119) Fix minor spelling mistakes (#119) (@tobiasbueschel)
- [#118](https://github.com/davglass/license-checker/pull/118) Minor readme text improvements (#118) (@peteruithoven)
- [d2bc5ea](https://github.com/davglass/license-checker/commit/d2bc5ea91ab50becea91d5f0f050955fe9a6ac59) added license parsing info to README (@davglass)
- [3e9d320](https://github.com/davglass/license-checker/commit/3e9d320acb2e9f14297d6a4355680f34a9b0609d) changes (@davglass)

v13.0.3 (2017/08/04 17:15 +00:00)

- [2caf76b](https://github.com/davglass/license-checker/commit/2caf76be7f2849e153ee28410f3b7a41df3283b5) 13.0.3 (@davglass)
- [fadddc8](https://github.com/davglass/license-checker/commit/fadddc895ef9c6f182e2283c5605a8c1d8fa8a25) [fixes #117] fixed minor URL parsing (@davglass)
- [e58a868](https://github.com/davglass/license-checker/commit/e58a868268aefd97d735b364bd87d03140d76482) changes (@davglass)

v13.0.2 (2017/07/18 16:24 +00:00)

- [2c712b7](https://github.com/davglass/license-checker/commit/2c712b7c7e6efe916d60f3ef3125f7f019c46d59) 13.0.2 (@davglass)
- [ef812c1](https://github.com/davglass/license-checker/commit/ef812c1168901d08b97dbd450a64ca03bb7062ad) [fixes #114] - Custom URL/File parsing skipped if file found on disk (@davglass)

v13.0.1 (2017/07/17 12:48 +00:00)

- [a1bf8f1](https://github.com/davglass/license-checker/commit/a1bf8f152b100d81b44757b3b7e141df6a971c44) 13.0.1 (@davglass)
- [e6d0c89](https://github.com/davglass/license-checker/commit/e6d0c893b8a86e12493f7a5c22fd74ef26267994) contrib & changes (@davglass)
- [#113](https://github.com/davglass/license-checker/pull/113) Use LICENSE file in preference to README (#113) (@ibeucaly)
- [6b7f79f](https://github.com/davglass/license-checker/commit/6b7f79f654e21903ea37e4391fba3601ece32e90) changes (@davglass)

v13.0.0 (2017/07/14 12:49 +00:00)

- [dd9e880](https://github.com/davglass/license-checker/commit/dd9e880abd234d683d8c1e57e7a5f889c9156de4) 13.0.0 (@davglass)
- [051b20b](https://github.com/davglass/license-checker/commit/051b20b0c4b35f223f724705a0025dafc809373f) cleaned up some tests (@davglass)
- [#110](https://github.com/davglass/license-checker/pull/110) FEATURE: Recognise some custom licenses by file or url (#110) (@dancrumb)

- [#111](https://github.com/davglass/license-checker/pull/111) Resolves #60 (#111) Adding support for GPL and LGPL (@dancrumb)
- [#109](https://github.com/davglass/license-checker/pull/109) FEATURE: Improve license exclusion (#109) (@dancrumb)
- [#108](https://github.com/davglass/license-checker/pull/108) FEATURE: Detect private modules and report them as UNLICENSED (#108) (@dancrumb)

v12.1.0 (2017/07/12 16:48 +00:00)

- [dc944e5](https://github.com/davglass/license-checker/commit/dc944e54d55d77b0ef6b6321d9abee847662ccb8) 12.1.0 (@davglass)
- [d415c58](https://github.com/davglass/license-checker/commit/d415c580b04bc5eefa592dc9f9a0a31b244c1bd3) updated contrib and changes (@davglass)
- [#107](https://github.com/davglass/license-checker/pull/107) Merge pull request #107 from dancrumb/feature/support-for-public-domain-licenses (@dancrumb)
- [0c55770](https://github.com/davglass/license-checker/commit/0c55770294167161c48b79cc82a15a6545154a87) FEATURE: Add support for Public Domain licenses (@dancrumb)

v12.0.0 (2017/07/05 13:33 +00:00)

- [8b74fa1](https://github.com/davglass/license-checker/commit/8b74fa1fe3b5edb0d217aa3ce86f4662eb024621) 12.0.0 (@davglass)
- [4f3367c](https://github.com/davglass/license-checker/commit/4f3367c2bf2e9713a6cccd11341f7f4fa70ed400) changes & contrib (@davglass)
- [#106](https://github.com/davglass/license-checker/pull/106) Merge pull request #106 from helio-frota/licensefile-readme (@helio-frota)
- [a229507](https://github.com/davglass/license-checker/commit/a2295073d0178dca1b88e85ea8f52c21d35e52fc) src: the README is added as licenseFile (@helio-frota)
- [b59d90d](https://github.com/davglass/license-checker/commit/b59d90d8705f6f728c817b89936f95097d26857b) changes & contrib (@davglass)

v11.0.0 (2017/05/30 13:33 +00:00)

- [258df10](https://github.com/davglass/license-checker/commit/258df102da484943088da8e0b6160b80c0e703cd) 11.0.0 (@davglass)
- [#102](https://github.com/davglass/license-checker/pull/102) Merge pull request #102 from xswordsx/multiple-licenses (@xswordsx)
- [c5c8b0f](https://github.com/davglass/license-checker/commit/c5c8b0f408f2a26259a7b1109f7cc135ed5bf9c4) Check for SPDX-compatible licenses (@xswordsx)

v10.1.0 (2017/05/25 16:16 +00:00)

- [b52a16d](https://github.com/davglass/license-checker/commit/b52a16d0ba414e7287f82325dd65619cd76afdd1) 10.1.0 (@davglass)
- [f911a99](https://github.com/davglass/license-checker/commit/f911a9919033254945ecbbf69362cb171436688e) contrib & changes (@davglass)
- [#100](https://github.com/davglass/license-checker/pull/100) Suppress JSON properties with custom format (#100) (@tbbstny)
- [ed5b3ab](https://github.com/davglass/license-checker/commit/ed5b3ab50825f0be032958f8233dd3000ee98e85) changelog (@davglass)

v10.0.0 (2017/05/17 13:51 +00:00)

- [b2c2283](https://github.com/davglass/license-checker/commit/b2c2283cf5a937e64a07ab200ec2379e481903b6) 10.0.0 (@davglass)
- [a0406ac](https://github.com/davglass/license-checker/commit/a0406ac2c7a0b1037ca31b47e36d316b9c088938) [fixes #96] - do not replace newline, etc in licenses for exporting to json/markdown (@davglass)
- [98a03fa](https://github.com/davglass/license-checker/commit/98a03fa700ef6d038cc2f9104ea5cf17c82a10ad) [fixes #97] - Added a newline to the output file (@davglass)
- [#98](https://github.com/davglass/license-checker/pull/98) Merge pull request #98 from davglass/eslint (@davglass)
- [10fe441](https://github.com/davglass/license-checker/commit/10fe441a2e70e549e57f7da99d2287fc55355500) moved to eslint (@davglass)
- [f82b535](https://github.com/davglass/license-checker/commit/f82b535d3b7f152fa00bb4680e94af18d1c1421d) changelog (@davglass)

v9.0.3 (2017/04/10 13:42 +00:00)

- [a0fd60f](https://github.com/davglass/license-checker/commit/a0fd60f972b7c84a32117b3dfc1f95bfa2282f27) 9.0.3 (@davglass)
- [#95](https://github.com/davglass/license-checker/pull/95) Merge pull request #95 from abtris/prefix-component (@abtris)
- [3b80272](https://github.com/davglass/license-checker/commit/3b80272a217687c2f0cd7a0c1e98775064d820ff) test: add test for csvComponentPrefix (@abtris)
- [d593554](https://github.com/davglass/license-checker/commit/d593554c1a6b4f7e004e4a23fca88cb7294f8351) feat: add support for csvComponentPrefix (@abtris)
- [5b2eea1](https://github.com/davglass/license-checker/commit/5b2eea12d8c54068a01a2cf1fd9bdeca8c1f0fa2) added contrib (@davglass)

v9.0.2 (2017/04/05 14:55 +00:00)

- [f24833b](https://github.com/davglass/license-checker/commit/f24833bce846f608ec3d8c327d335da56c42b895) 9.0.2 (@davglass)
- [#94](https://github.com/davglass/license-checker/pull/94) Merge pull request #94 from timbru31/fix-comma-exclude (@timbru31)
- [2d08a77](https://github.com/davglass/license-checker/commit/2d08a77030362c7ab03ac12358dd524c0be47eee) contrib & changelog (@davglass)

v9.0.1 (2017/04/05 13:09 +00:00)

- [9f1a1f3](https://github.com/davglass/license-checker/commit/9f1a1f32194a9bb312858f624e303af1ad4f61ca) 9.0.1 (@davglass)
- [c99f612](https://github.com/davglass/license-checker/commit/c99f612fee22d9eb03db0ad41e7918fbaf6e8ed9) added test for licenseText (@davglass)
- [#93](https://github.com/davglass/license-checker/pull/93) Merge pull request #93 from abtris/licenseText-just-in-customFormat (@abtris)
- [8d7fb2f](https://github.com/davglass/license-checker/commit/8d7fb2f85fc585d8e75ab1459e0b0cef43993ba4) fix: allow escaped commas in exclude string (@timbru31)
- [da4d73c](https://github.com/davglass/license-checker/commit/da4d73c0feb22f50ddbce54364eef5b7bcc7f1a4) test: fix test, remove check from non custom format (@abtris)
- [dcd3b59](https://github.com/davglass/license-checker/commit/dcd3b59bb9457df354fa3095189235b6e030df1a) feat: add licenseText only for customFormat
- [4e02eca](https://github.com/davglass/license-checker/commit/4e02eca6e8bd332ff6d90e5039cacb50f0df1bf3) updated contribs and changelog (@davglass)

v9.0.0 (2017/04/04 12:26 +00:00)

- [267c80e](https://github.com/davglass/license-checker/commit/267c80efac89eef70c71a12b8f12b3dc8e6d58dd) 9.0.0 (@davglass)
- [057af47](https://github.com/davglass/license-checker/commit/057af47bc52ac526f646ba21496f338689801809) added licenseFile assertion to tests (@davglass)
- [#92](https://github.com/davglass/license-checker/pull/92) Merge pull request #92 from abtris/includeFileContent (@abtris)
- [1cda118](https://github.com/davglass/license-checker/commit/1cda118e1aa18cc391ba2765dcaae89172943a0f) fix: replace problematic chars for easy import to Excel (@abtris)
- [dd6ecab](https://github.com/davglass/license-checker/commit/dd6ecab1a7b1354c4d1d001491f58dbe0f5e3e63) feat: add licenseText (@abtris)
- [6395498](https://github.com/davglass/license-checker/commit/639549890c54a12043244579ad0c0d5972309fb2) changes and contrib (@davglass)

v8.0.4 (2017/02/15 16:21 +00:00)

- [28d379a](https://github.com/davglass/license-checker/commit/28d379aca51da7a47af324bc6feb63736ea02295) 8.0.4 (@davglass)
- [#89](https://github.com/davglass/license-checker/pull/89) Merge pull request #89 from Pawamoy/master (@Pawamoy)
- [#90](https://github.com/davglass/license-checker/pull/90) Merge pull request #90 from drewfish/bsd-source-code (@drewfish)
- [b704bc1](https://github.com/davglass/license-checker/commit/b704bc18a43de246302b8ff6933f8fe5f96ee3a6) guess BSD-Source-Code license (@drewfish)
- [8d31eab](https://github.com/davglass/license-checker/commit/8d31eabfb671d32e6f3e63215d6530d7fb4acc59) Add docs about customFormat option (@pawamoy)
- [2529d31](https://github.com/davglass/license-checker/commit/2529d3118dfae53f1e01056ec99f5c542cb8d63e) changes (@davglass)

v8.0.3 (2016/11/10 17:04 +00:00)

- [66fd7b5](https://github.com/davglass/license-checker/commit/66fd7b5ad5577cc2c85668a7c6607365c86a2c85) 8.0.3 (@davglass)
- [#87](https://github.com/davglass/license-checker/pull/87) Merge pull request #87 from drewfish/guess-cc0 (@drewfish)
- [668bbd3](https://github.com/davglass/license-checker/commit/668bbd38fd5148f99c5263f4e0506e04d5e3f8a0) guess CC0-1.0, upgraded jshint (@drewfish)

v8.0.2 (2016/11/09 21:57 +00:00)

- [0bdedd8](https://github.com/davglass/license-checker/commit/0bdedd8cb990e1f5ffacde1c12cc708185a5b866) 8.0.2 (@davglass)
- [ef67bb4](https://github.com/davglass/license-checker/commit/ef67bb454373352343faa49d4dc978a295bd1544) updated semver (@davglass)
- [14b5c85](https://github.com/davglass/license-checker/commit/14b5c8551ccbb5c5ce8aa76fb5367857c891d013) Changelog (@davglass)

v8.0.1 (2016/11/09 21:51 +00:00)

- [594871d](https://github.com/davglass/license-checker/commit/594871d6197a030121f940500495e6ca7d82f02c) 8.0.1 (@davglass)

- [c243663](https://github.com/davglass/license-checker/commit/c243663b0ab8a0126251292a57b2c47369a51ebf) added contrib (@davglass)
- [#86](https://github.com/davglass/license-checker/pull/86) Merge pull request #86 from drewfish/copying (@drewfish)
- [380aa26](https://github.com/davglass/license-checker/commit/380aa26799cb527739907484e69c6dae26d5f17a) also support COPYING file (@drewfish)
- [329c367](https://github.com/davglass/license-checker/commit/329c3676d0cd5c5947a53fd205ff23b767b7f882) handling undefined@undefined error better (@davglass)
- [1f93a07](https://github.com/davglass/license-checker/commit/1f93a072632aad0660b63f61c56c3bd2fe109474) changelog (@davglass)

v8.0.0 (2016/09/09 13:23 +00:00)

- [44c2c48](https://github.com/davglass/license-checker/commit/44c2c48ae177915523fdf89a74474fe0953408bf) 8.0.0 (@davglass)
- [b5f5c6a](https://github.com/davglass/license-checker/commit/b5f5c6ae03a8c60c52fdd308f1721744a4baaa99) [fixes #78] - include notice file if found (@davglass)
- [dfcb6d6f](https://github.com/davglass/license-checker/commit/dfcb6d6f4966adc74e065f71e45cbd08ba8fe62ab) changelog (@davglass)
- [99976d0](https://github.com/davglass/license-checker/commit/99976d07980e241384be10341d0305d08de9cea5) 7.1.1 (@davglass)
- [ef857b7](https://github.com/davglass/license-checker/commit/ef857b7e9bab706299a1cc565ec5d144893af424) [fixes #77] fixed readme file name parsing, made it more strict (@davglass)

v7.1.1 (2016/09/07 19:16 +00:00)

- [28be6d4](https://github.com/davglass/license-checker/commit/28be6d4128a3625cf8ed37ba149e79ed3a41b4fa) changelog (@davglass)

v7.1.0 (2016/09/07 15:12 +00:00)

- [9f8b7f1](https://github.com/davglass/license-checker/commit/9f8b7f1c367dfe86342ee5f5cc97171bf97281aa) 7.1.0 (@davglass)
- [60fce1a](https://github.com/davglass/license-checker/commit/60fce1a24a4ef5add98a08dd8c8a85870db3f4a6) Fixed order of operations for parsing (@davglass)
- [9d4db11](https://github.com/davglass/license-checker/commit/9d4db112794b8110a1bfe0abfe2d3e63bc812299) Updated changelog (@davglass)

v7.0.0 (2016/09/06 14:50 +00:00)

- [a3a08da](https://github.com/davglass/license-checker/commit/a3a08da70b680d724045f655e107f36b16b45fea) 7.0.0 (@davglass)
- [b993399](https://github.com/davglass/license-checker/commit/b9933994472162cc9c4292cb42f2900e17a5167f) added contrib (@davglass)
- [d783029](https://github.com/davglass/license-checker/commit/d7830297b053496e45b7145b3cfa5809ac8ab1d1) Fixes #76 - If readme data not found, look for it on disk (@davglass)
- [#75](https://github.com/davglass/license-checker/pull/75) Merge pull request #75 from revov/master (@revov)
- [6204a24](https://github.com/davglass/license-checker/commit/6204a244ee71ae0329b4f2c1ca6cf37713741f32) Fix incorrect example in README (@revov)
- [90e24ac](https://github.com/davglass/license-checker/commit/90e24ac9ad20591d5ac166cc2974034fb997b30a) Added changelog (@davglass)
- [dd768c6](https://github.com/davglass/license-checker/commit/dd768c6c8cbc39b596881a2eca582ad4bb816879)

Added contributors (@davglass)

v6.0.0 (2016/08/26 19:46 +00:00)

- [4bca140](https://github.com/davglass/license-checker/commit/4bca140db752b7b98ad1e261e5ee965d84995741) 6.0.0 (@davglass)
- [889ff17](https://github.com/davglass/license-checker/commit/889ff171aeb01a2180f4c9100ca9ea528a264d81) updating tests (@davglass)
- [ed18801](https://github.com/davglass/license-checker/commit/ed188010351c4afb44db0d32dfa1025de53bf10f) Merge branch 'nodeback' of git://github.com/bengl/license-checker into bengl-nodeback (@davglass)
- [34bb266](https://github.com/davglass/license-checker/commit/34bb26677cd0e25500fa545d4f1e8aef216b8cc7) dropping node 0.10 and adding node 6.0 to travis (@davglass)
- [1d30667](https://github.com/davglass/license-checker/commit/1d306674a7fface2cad31f2bd76d7584c7922bbc) updating tests (@davglass)
- [65d7c73](https://github.com/davglass/license-checker/commit/65d7c73f967111003fcc71ae24a4a5391bd48046) Cleaned up some code (@davglass)
- [f753998](https://github.com/davglass/license-checker/commit/f753998a06cbb5fd9fff6430b3588a3b3cf81339) Merge branch 'master' of git://github.com/amittkSharma/license-checker into amittkSharma-master (@davglass)
- [28e4462](https://github.com/davglass/license-checker/commit/28e4462543724685080c1623dc2dbd57cabb1c30) Added tests and cleaned up linting (@davglass)
- [153857a](https://github.com/davglass/license-checker/commit/153857a251a97d14c883f6479579844b2980b5aa) Publisher Information incorporated.
- [1265cb3](https://github.com/davglass/license-checker/commit/1265cb38d186ab1609dbdfa4124f237f8aa15846) Added ability to output individual license files (@aweber1)
- [49e11d0](https://github.com/davglass/license-checker/commit/49e11d049645d565b7ef6d3c778af54eb13af888) fix tests (@bengl)
- [26ffc6f](https://github.com/davglass/license-checker/commit/26ffc6f63d43c372c9a18f9c0c137608b3d5e4fa) use nodeback/errback (@bengl)

v5.1.2 (2016/05/04 18:32 +00:00)

- [7101c77](https://github.com/davglass/license-checker/commit/7101c77667ad134fe01f02c298e7df2a4080e311) 5.1.2 (@davglass)
- [#67](https://github.com/davglass/license-checker/pull/67) Merge pull request #67 from graingert/patch-2 (@graingert)
- [a6ee290](https://github.com/davglass/license-checker/commit/a6ee2904eb7fced220dcfe8548f80ec74fde3a2) Upgrade read-installed (@graingert)
- [42e29c6](https://github.com/davglass/license-checker/commit/42e29c637940959121842762d74921bece5e8d93) migrating tests from vows to mocha (@davglass)

v5.1.1 (2016/04/14 13:20 +00:00)

- [6ae0334](https://github.com/davglass/license-checker/commit/6ae03348ca8e5835ac732028afdab664a381cfc4) 5.1.1 (@davglass)
- [0720a46](https://github.com/davglass/license-checker/commit/0720a46569f3e12eb398165526944f307e08aad6) Fixes #64 - Turn off color for --json/markdown/csv options (@davglass)

v5.1.0 (2016/03/09 15:50 +00:00)

- [86772d2](https://github.com/davglass/license-checker/commit/86772d202b63d4a4c6729b9a774193ca6ef5cb3f) 5.1.0 (@davglass)
- [#61](https://github.com/davglass/license-checker/pull/61) Merge pull request #61 from sgtck/master (@sgtck)

- [6547ac1](https://github.com/davglass/license-checker/commit/6547ac1ded58560c7c4abdfc68fa69d17b81fe1e) Removed obsolete d[key].name assignment from tests (@sgtdck)
- [00b18a6](https://github.com/davglass/license-checker/commit/00b18a6012387e1a4a8284c07bf2d08740e03ddd) Added a --relativeLicensePath option to display the license file relatively to the current path. (@sgtdck)
- [629da20](https://github.com/davglass/license-checker/commit/629da201e0d1170057fd9efe05efcb293d2f1bda) Added latest contributors (@davglass)

v5.0.1 (2016/02/08 15:57 +00:00)

- [33731fc](https://github.com/davglass/license-checker/commit/33731fca482936a7a18fffe3fca2f3cd41e3a625) 5.0.1 (@davglass)
- [fe06eae](https://github.com/davglass/license-checker/commit/fe06eaeef8844d050ad0f80d576a221dd605131de) Fixed replace (@davglass)
- [997914f](https://github.com/davglass/license-checker/commit/997914fd6f94030452d4d9bf549eb156ae8ef7c0) fix git+https URLs (@graingert)
- [#57](https://github.com/davglass/license-checker/pull/57) Merge pull request #57 from Damien-Larmine/doc-license-asterisk (@Damien-Larmine)
- [2adff2d](https://github.com/davglass/license-checker/commit/2adff2da98a5af79479a162e4998eb5892ab31c3) Explicit the asterisk in license report (@Damien-Larmine)
- [b2fc9cf](https://github.com/davglass/license-checker/commit/b2fc9cf2a8eaa008c7593037d046f245a7ce7f25) 5.0.0 (@davglass)
- [7f71c53](https://github.com/davglass/license-checker/commit/7f71c53833cf1318ffe84215fcb1291f9ce4fbd5) updated contributors (@davglass)

v5.0.0 (2016/01/22 15:31 +00:00)

- [#55](https://github.com/davglass/license-checker/pull/55) Merge pull request #55 from davglass/devflag (@davglass)
- [ff1d8f2](https://github.com/davglass/license-checker/commit/ff1d8f20d5d7248a4f61e2fc9279fdfea91a6ec6) supporting --production and --development flags (@davglass)
- [#53](https://github.com/davglass/license-checker/pull/53) Merge pull request #53 from swashcap/enhancement/#46-verbose-output (@swashcap)
- [#54](https://github.com/davglass/license-checker/pull/54) Merge pull request #54 from davglass/travis-updates (@davglass)
- [2c80d9d](https://github.com/davglass/license-checker/commit/2c80d9d2cc59340698630144256096a91e23f22) fixing tests in other node versions (@davglass)
- [78820ac](https://github.com/davglass/license-checker/commit/78820ac33ab8aed74809c8a5f8847705c8b2848e) travis config updates (@davglass)
- [f94263b](https://github.com/davglass/license-checker/commit/f94263b203046e2f53d64997b0261498010eb38d) Update documentation for debug use. (@swashcap)
- [429e44d](https://github.com/davglass/license-checker/commit/429e44d697527221ef22bb03af9d67820015446f) Change `console.error` call to use debug module. (@swashcap)
- [7312daf](https://github.com/davglass/license-checker/commit/7312daf7af195a1b9d1b1f290fae15963fbb2ab4) Add debug to project. (@swashcap)

v4.2.0 (2015/10/20 13:44 +00:00)

- [3583d92](https://github.com/davglass/license-checker/commit/3583d925e96fc9f63b3bbf0110b11c8448aed0e7) 4.2.0 (@davglass)
- [981eeda](https://github.com/davglass/license-checker/commit/981eeda898084dea88d54ea29c5bda93c5313fb6) Fixes #49: Default to unknown if licenses null and added ISC support (@davglass)

v4.1.2 (2015/09/29 13:46 +00:00)

- [ba946dd](https://github.com/davglass/license-checker/commit/ba946dd1065e762c36b27dcecd99bb7389ad18d4) 4.1.2 (@davglass)
- [#48](https://github.com/davglass/license-checker/pull/48) Merge pull request #48 from CantemoInternal/master (@CantemoInternal)
- [e314a6d](https://github.com/davglass/license-checker/commit/e314a6d1f505d19478c33871640a763fabff6abd) Fix json, csv and markdown output for license-checker (@mattiasa)

v4.1.1 (2015/09/12 14:39 +00:00)

- [c918314](https://github.com/davglass/license-checker/commit/c918314bfc687b647d1d288bb5857dd1caac1393) 4.1.1 (@davglass)
- [#47](https://github.com/davglass/license-checker/pull/47) Merge pull request #47 from tmpvar/ensure-bin-runs (@tmpvar)
- [a842eca](https://github.com/davglass/license-checker/commit/a842eca4f008c07df3039dcaacd4641d7273625) add missing } (@tmpvar)
- [1d513bb](https://github.com/davglass/license-checker/commit/1d513bb673d726f34286061446f965e46d96170e) ensure bin/license-checker works at a high-level (@tmpvar)

v4.1.0 (2015/09/09 14:52 +00:00)

- [a4bb437](https://github.com/davglass/license-checker/commit/a4bb437ffa806c0832f877da2de7a107863d0a1f) 4.1.0 (@davglass)
- [ddd317a](https://github.com/davglass/license-checker/commit/ddd317a5a09344f0021812b8dee2f39bbbf07a0) fixed all of the windows line endings (@davglass)
- [11e6487](https://github.com/davglass/license-checker/commit/11e64870484435e1e6f8efb9b0f13e6b2f737a6b) Fix issues caused by merge (@ptusch)
- [313a7ed](https://github.com/davglass/license-checker/commit/313a7edc3dbdf8d50e43ba8da89306d3c89326bc) Merge remote-tracking branch 'remotes/upstream/master' into ft_custom_format (@ptusch)
- [1f5e326](https://github.com/davglass/license-checker/commit/1f5e326dbca91fc8a396b9e02efe3eac9fd82a82) added contributors to package.json (@davglass)
- [#45](https://github.com/davglass/license-checker/pull/45) Merge pull request #45 from hufsm/ft_error_handling (@hufsm)
- [c806034](https://github.com/davglass/license-checker/commit/c806034ab6feaecf297d0c23afb536b290ba8c81) Remove unused var statement (@ptusch)
- [778b1fa](https://github.com/davglass/license-checker/commit/778b1fa1a9c1be0c816545165020522d2dbf17ef) More tests to fulfill the required % (@ptusch)
- [22257d9](https://github.com/davglass/license-checker/commit/22257d95490765db816578cc48c2b5b62699f1aa) Add tests for licenses (WTFPL) (@ptusch)
- [0fe7561](https://github.com/davglass/license-checker/commit/0fe75611a73970fe9e9e0aab2d4bdee5250435b2) Remove unused filter option (never used) (@ptusch)
- [83caa10](https://github.com/davglass/license-checker/commit/83caa10493a5a05ffba6c0e80b5c03f9cd4f65d6) Change license shortcut for WTFPL (@ptusch)
- [3e348db](https://github.com/davglass/license-checker/commit/3e348dbe5feeb7bd356ebef3cd34e69329dbc8c1) More tests for the custom formatter (@ptusch)
- [96c2d6f](https://github.com/davglass/license-checker/commit/96c2d6f24c509df2bf3f6bd8b83a613fea8d9ecc) Add tests for customFormatter (@ptusch)
- [c9948c4](https://github.com/davglass/license-checker/commit/c9948c4b7b2cccdd053ba63f4fd2a6a6d0a46493) Add test configs (@ptusch)

- [4b2dea0](https://github.com/davglass/license-checker/commit/4b2dea0c124f6aba63abd2129625825c3b5a6570)
Fix merge issues - semicolon slipped through (@ptusch)
- [cc7662a](https://github.com/davglass/license-checker/commit/cc7662a46719c97745410e3ac2b782f937dc54ef)
Merge branch 'master' into ft_error_handling (@ptusch)
- [04a2294](https://github.com/davglass/license-checker/commit/04a2294b82a8227cccb83d76f73cbd7cf62af533)
Add additional test (@ptusch)
- [52fa91c](https://github.com/davglass/license-checker/commit/52fa91c5cbc345736ebe6e97f400a27a773502d2)
Add parseJson test (@ptusch)
- [d846c5e](https://github.com/davglass/license-checker/commit/d846c5e6970737dd3085688e7b601e9ea4546417)
Fix tests after merge conflict (@ptusch)
- [7eac458](https://github.com/davglass/license-checker/commit/7eac4583f8003b5bda4ef966768bbb457fe8dc44)
Merge branch 'master' into ft_custom_format (@ptusch)
- [4aa7065](https://github.com/davglass/license-checker/commit/4aa7065c5eef88d49c3684369b2edd9802c3f374)
Add tests for customFormat (@ptusch)

v4.0.0 (2015/09/04 13:40 +00:00)

- [3fbba5b](https://github.com/davglass/license-checker/commit/3fbba5bd5a489ea8c17328eabf71c4d5e9beb17e)
4.0.0 (@davglass)
- [ce8d661](https://github.com/davglass/license-checker/commit/ce8d66108a49af7855c16231ce675c567a2ffe7f)
tests: added 100% coverage for license file (@davglass)
- [#42](https://github.com/davglass/license-checker/pull/42) Merge pull request #42 from ptusch/ft_onlyunknown
(@ptusch)
- [8929e90](https://github.com/davglass/license-checker/commit/8929e90413be0362f19e755048e9218c372abf68)
Add tests for the error generation (@ptusch)
- [1a93a41](https://github.com/davglass/license-checker/commit/1a93a41569a53a1580c94c2c903a5bc127ad2692)
Add error handling (@ptusch)
- [6b79145](https://github.com/davglass/license-checker/commit/6b791457463dca71b22b09eecff16bbf982db682)
Add additional check to negate the test (@ptusch)
- [559e72c](https://github.com/davglass/license-checker/commit/559e72ccab2420bc42bf28b498702dad13ef967a)
Add test for the first function call. (@ptusch)
- [faf8ffd](https://github.com/davglass/license-checker/commit/faf8ffd69fd8ae475484a9b47b57a7b6ea738856)
Remove trivial UNKNOWN check (@ptusch)
- [6fa44ef](https://github.com/davglass/license-checker/commit/6fa44ef8c045ab2b0a1291b45990edf52adfc0e2)
Merge branch 'master' into ft_custom_format (@ptusch)
- [efe23d9](https://github.com/davglass/license-checker/commit/efe23d991cfc40dc6980fbf13461408da822b1f)
Merge branch 'master' into ft_onlyunknown (@ptusch)
- [c287959](https://github.com/davglass/license-checker/commit/c2879592858805d7ecd0304a39c5cf079efe6a7c)
Add option to only show unknown licenses (@ptusch)
- [#43](https://github.com/davglass/license-checker/pull/43) Merge pull request #43 from senotrusov/master
(@senotrusov)
- [d7a663f](https://github.com/davglass/license-checker/commit/d7a663f9deeb4d7a648a6d2cb9db84d5667ee540)
Add test for exclude option. (@senotrusov)
- [45a27de](https://github.com/davglass/license-checker/commit/45a27de02a3c1d57a86e3f8e14b6e335788c23ba)
Add option to exclude from the output modules which licenses are in the comma-separated list (@senotrusov)
- [#41](https://github.com/davglass/license-checker/pull/41) Merge pull request #41 from
ptusch/ft_path_to_unknown_dependency (@ptusch)
- [1ff5f22](https://github.com/davglass/license-checker/commit/1ff5f225fd2ba97edfd3ef3f6462981832740c19) Add
option to see the path of a dependency if unknown (@ptusch)

- [ea4d629](https://github.com/davglass/license-checker/commit/ea4d6297de32d94201bb4786da7ba824d928c8f2)
Add additional 'undefined' checks (@ptusch)
- [af043a2](https://github.com/davglass/license-checker/commit/af043a2c11af45d28bfe71914cd10672855b3297)
Merge branch 'master' into ft_custom_format (@ptusch)
- [2d94a19](https://github.com/davglass/license-checker/commit/2d94a19ece177836345a4227893a82d956141b2e)
updating the docs for --unknown to make it clear (@davglass)
- [38a2bd2](https://github.com/davglass/license-checker/commit/38a2bd28a9597fdb06d844258f1070054b38bbcf)
Fix codestyle and whitespaces (@ptusch)
- [dd173ba](https://github.com/davglass/license-checker/commit/dd173badc65368dc6140476ffe5ae3768fbf9618)
Add --customPath in README.md (@ptusch)
- [911fc1c](https://github.com/davglass/license-checker/commit/911fc1c6b5cc27a32aac60bb409c08be138bc707)
Finalize the customFormat (markdown) (@ptusch)
- [8102091](https://github.com/davglass/license-checker/commit/8102091f7949fa8b73cfc803e4ae3624b81148)
Add functionality to add a custom format (@ptusch)

v3.1.0 (2015/06/29 14:25 +00:00)

- [59e1e58](https://github.com/davglass/license-checker/commit/59e1e58ca0bea1cd38e3da1712fe7ca624d860b0)
3.1.0 (@davglass)
- [0e33f7a](https://github.com/davglass/license-checker/commit/0e33f7a2cb9fa69d13d1e2b5c69f70f885e09e08)
reformatted code, fixed lint issues and added tests (@davglass)
- [83a7f09](https://github.com/davglass/license-checker/commit/83a7f0933d1cc1f331279e53fccc13e4efface91)
Merge branch 'asMarkdown' of git://github.com/ptusch/license-checker into ptusch-asMarkdown (@davglass)
- [703ad47](https://github.com/davglass/license-checker/commit/703ad4714173559e05267e8fd24c74e5b9d3aee0)
fixing tests (@davglass)
- [2d9fffd](https://github.com/davglass/license-checker/commit/2d9fffd75192e9812692c9099481d23e265bb493)
Added Markdown Option (@ptusch)
- [67dca36](https://github.com/davglass/license-checker/commit/67dca365b941a7265e4a98d2de533b22c761b169)
Remove color tags (@ptusch)

v3.0.3 (2015/06/03 13:35 +00:00)

- [7475c12](https://github.com/davglass/license-checker/commit/7475c129bf291289e4616d9692a962ae537401e8)
3.0.3 (@davglass)
- [c7dae0f](https://github.com/davglass/license-checker/commit/c7dae0fe5317a17b3aef61e8c118fafc6bb43a56)
spdx license (@davglass)

v3.0.2 (2015/05/12 20:29 +00:00)

- [01f3b53](https://github.com/davglass/license-checker/commit/01f3b5384998be6243d38e0d95a4478e5fe3cfa5)
3.0.2 (@davglass)
- [fc0c083](https://github.com/davglass/license-checker/commit/fc0c0832ee291c55e53efe6b37a7b9d89f191bc7)
defensive code, fixes #34 (@davglass)

v3.0.1 (2015/05/04 12:28 +00:00)

- [0479570](https://github.com/davglass/license-checker/commit/0479570faf87eccc9b37fbb25afae7faec6636)
3.0.1 (@davglass)
- [d85e355](https://github.com/davglass/license-checker/commit/d85e355b55998952facf202eabf8d374fec69a7e)
Checking for valid path first (@davglass)

v3.0.0 (2015/04/24 14:38 +00:00)

- [e22b61d](https://github.com/davglass/license-checker/commit/e22b61d5d32fef7ffb18627f55a97e1863a78096) 3.0.0 (@davglass)
- [fde9635](https://github.com/davglass/license-checker/commit/fde963583dd207eca4badffb3e0d033a038f17b5) always try to find and log the license file (@davglass)

v2.0.2 (2015/01/26 18:18 +00:00)

- [490f31d](https://github.com/davglass/license-checker/commit/490f31d6820f068814cfe27adf3af1ac6d58f733) 2.0.2 (@davglass)
- [a3fefdb](https://github.com/davglass/license-checker/commit/a3fefdb8fafd7ec64714defb793d757a9e8ad065) fixes #30 (@davglass)

v2.0.1 (2015/01/12 18:34 +00:00)

- [898fbd5](https://github.com/davglass/license-checker/commit/898fbd53fa289338cf8a9a1735eea440c2a6c525) 2.0.1 (@davglass)
- [2da23db](https://github.com/davglass/license-checker/commit/2da23db2f240e7e73efdf93cc554e4d7783af225) cleaned up spacing and moved vars around (@davglass)
- [d47dbe4](https://github.com/davglass/license-checker/commit/d47dbe45c992dbbdb15bfb45e8af7f18ee0ca737) fixes #29 (@davglass)

v2.0.0 (2014/12/04 16:34 +00:00)

- [f94edfe](https://github.com/davglass/license-checker/commit/f94edfec7a9914b4a36f455e8bffc6230d6f7a5e) 2.0.0 (@davglass)
- [f4c7b1a](https://github.com/davglass/license-checker/commit/f4c7b1a3d4e9c0e4753a9b267e51714fe7f7051e) syntax cleanup (@davglass)
- [d189623](https://github.com/davglass/license-checker/commit/d1896234a5649621ee57ff9a901877d769217194) Document CLI options in Readme. (@timoxley)
- [11e204c](https://github.com/davglass/license-checker/commit/11e204c5c078eae1f165fa010da229d2a9fb4b5) Default to --no-colour for json, csv & file output. (@timoxley)
- [7e80d50](https://github.com/davglass/license-checker/commit/7e80d50c733f8ee42c7b4a79dc3344b3dd330cff) Add --out flag for writing an output file. (@timoxley)
- [47bffc9](https://github.com/davglass/license-checker/commit/47bffc9e0e249b2847c8ed4f3eaadb0dcdd731b9) Always print to stdout, don't write files. (@timoxley)
- [b725080](https://github.com/davglass/license-checker/commit/b725080d2dbdfdbf0994867577d4c5e3dc0ee2a) Don't print info messages to stdout. (@timoxley)

v1.0.1 (2014/11/27 15:23 +00:00)

- [e60f792](https://github.com/davglass/license-checker/commit/e60f792159351aa7ccff1f7af73e289afee261a5) 1.0.1 (@davglass)
- [3f74178](https://github.com/davglass/license-checker/commit/3f7417822dc8804978d1bae4ed84190d327df15c) Merge branch 'fixinfiniterecursion' of github.com:yzapuchlak/license-checker into yzapuchlak-fixinfiniterecursion (@davglass)
- [dc78ea0](https://github.com/davglass/license-checker/commit/dc78ea0dca546283440c89fec2dc6818dc4cc1c1) sticking vows 0.8.0 for testing (@davglass)
- [bd549b3](https://github.com/davglass/license-checker/commit/bd549b3b68e74fddd0e08dac10d5f88a8bb51ca6) Fixed issue where circular dependencies in dependency tree would cause the flatten function to infinitely recurse. If the current key is found to be already in the data object (which means it was already processed), we stop processing that key and return the data object. (@yzapuchlak)

v1.0.0 (2014/11/21 13:56 +00:00)
- [917193d](https://github.com/davglass/license-checker/commit/917193dab27147534976b71307a77f48198ca322)
1.0.0 (@davglass)
- [63e5f9c](https://github.com/davglass/license-checker/commit/63e5f9c77e348720b3867171bcc67541e846d088)
added options.filter to checker.init (@davglass)

v0.1.2 (2014/11/20 15:48 +00:00)
- [8e5f5f0](https://github.com/davglass/license-checker/commit/8e5f5f0e7f83252e4039f6c7d16cc266acc1a33a)
0.1.2 (@davglass)
- [3d7a74e](https://github.com/davglass/license-checker/commit/3d7a74e90122f908057b2008ab29d8bd49011291)
fixed lint issue (@davglass)

v0.1.1 (2014/11/20 15:47 +00:00)
- [750d507](https://github.com/davglass/license-checker/commit/750d5079d32b44ecc984ff7ed672498d1b197235)
0.1.1 (@davglass)
- [94522e0](https://github.com/davglass/license-checker/commit/94522e099434dfdf163c3f2c5cacb3e6aa196cf8)
fixed merge issues (@davglass)

v0.1.0 (2014/11/20 15:41 +00:00)
- [8127f5e](https://github.com/davglass/license-checker/commit/8127f5e79eeceb7dfd86cd5f694080e4183dcb11)
0.1.0 (@davglass)
- [76c71ac](https://github.com/davglass/license-checker/commit/76c71ac46baeca8c349fe5892dcb659e859b9608)
Updated to newer read-installed (@davglass)

v0.0.10 (2014/08/12 12:48 +00:00)
- [807507d](https://github.com/davglass/license-checker/commit/807507df1a293bc0360adffd725a9f911331ff2b)
0.0.10 (@davglass)
- [e39ad9b](https://github.com/davglass/license-checker/commit/e39ad9bce6bcd545772c241e2e7aba8f40d5bbbb)
Added checking that the license file is a normal file, because otherwise an appropriately named directory crashes the license-checker through EISDIR, illegal operation on a directory.
- [40ca4da](https://github.com/davglass/license-checker/commit/40ca4dadbc163ca774c87b1de249bd295952faa9)
colorize (@couchand)

v0.0.9 (2014/07/29 01:48 +00:00)
- [c14ef79](https://github.com/davglass/license-checker/commit/c14ef79f10f950ff0985e7e0b3138147b98ab1ec)
0.0.9 (@davglass)
- [ba1b66b](https://github.com/davglass/license-checker/commit/ba1b66b6172a2f9f8dbcdc56f40206820bc0916b)
Fixes #12 - Using some nicer regexes (@davglass)
- [bce94d5](https://github.com/davglass/license-checker/commit/bce94d5a8ab2f146356851776b2543df65fbf750)
case insensative check (@davglass)
- [87c3406](https://github.com/davglass/license-checker/commit/87c3406aee2507eaf1d00d592f6dcb59a16e7c48)
Allow for LICENCE (@gdw2)

v0.0.8 (2014/07/07 20:10 +00:00)
- [6ad6ee2](https://github.com/davglass/license-checker/commit/6ad6ee21813e698e7f995e98dcadafbd961f6a33)
0.0.8 (@davglass)
- [b8c5815](https://github.com/davglass/license-checker/commit/b8c58151135f57d91fb0d1cfb194d034c012073f)
added tests and refactored the code a little (@davglass)

- [275f276](https://github.com/davglass/license-checker/commit/275f276dc6e6d5635f9cb5b7e9a978e286f2d174)
Added --csv option to readme file
- [d91eb72](https://github.com/davglass/license-checker/commit/d91eb7289466853ae6e88448b953b4d3d98ebab5)
Apparently abbrev is now at version 1.0.5 which caused the unit test to fail.
- [40b4a42](https://github.com/davglass/license-checker/commit/40b4a420e520c2008b9395d1a8fdf38b56f846f5)
Modified changes based on lshint output during Travis build
- [54e2390](https://github.com/davglass/license-checker/commit/54e2390cefd1dc664a15cd3a8434722f889f48b)
Added csv output option similar to the existing JSON output option. Requires an output filename.

- ### v0.0.7 (2014/02/26 04:52 +00:00)
- [1ce6d42](https://github.com/davglass/license-checker/commit/1ce6d42147b2d0237870818e8059003b331816cf)
0.0.7 (@davglass)
- [7d04195](https://github.com/davglass/license-checker/commit/7d041959450c68b3c5f427007c43cd6c73c6adfb)
Added not check and a proper test (@davglass)
- [40d6e25](https://github.com/davglass/license-checker/commit/40d6e2580946c3cee1d408ebe28ff523852e8eb2)
Undefined handling (@garrows)
- [90217d0](https://github.com/davglass/license-checker/commit/90217d070fd62cf76eb4e7b1610ed5eef6ae840d)
travis Stuff (@davglass)
- [2bd76c8](https://github.com/davglass/license-checker/commit/2bd76c894f740cd83f6246e0e7341832c6432d8b)
0.0.6 (@davglass)
- [6f390ff](https://github.com/davglass/license-checker/commit/6f390fff60b31a07939e6d325796bdcfbefb5907)
Added some better tests (@davglass)
- [2dbcac3](https://github.com/davglass/license-checker/commit/2dbcac37b5795ceb6db53452d0e41d1c4bc3153f)
Looking for WTFPL as well as the string (@davglass)
- [5d91a07](https://github.com/davglass/license-checker/commit/5d91a073a8b76ec9a497c1e3b83198ce97e144fd)
Flattened array of one (@davglass)
- [e95da82](https://github.com/davglass/license-checker/commit/e95da820c63e0d56c4567f1cfad07142d3110eca)
Fixed extra var (@davglass)
- [fe8f2f7](https://github.com/davglass/license-checker/commit/fe8f2f7d39d520c0c4d87d34c9d4f55d59f4222d)
Removing unnecessary log statement (@paulmand3l)
- [72a6f24](https://github.com/davglass/license-checker/commit/72a6f2403de43ecf5ec07bb504cb931c0e53f6a3)
Adding license checks in the LICENSE file (and variations) (@paulmand3l)
- [#7](https://github.com/davglass/license-checker/pull/7) Merge pull request #7 from jamesbloomer/master
(@jamesbloomer)
- [a81eee0](https://github.com/davglass/license-checker/commit/a81eee0a27f580688e371cc15015e848f591bb92)
Fixed missing "install" in npm -g (@jamesbloomer)
- [416b012](https://github.com/davglass/license-checker/commit/416b01219e07a8274e05cd883ec050376902adeb)
Updated Version (@davglass)
- [6d9bd1e](https://github.com/davglass/license-checker/commit/6d9bd1e195202c871693d4b1e9bac8c055683e8b)
Fixed lint issue and added a test placeholder. Will add more tests soon (@davglass)
- [655a316](https://github.com/davglass/license-checker/commit/655a316f6448daf3c449f8b88e8878a95a8b153e)
Added Travis test file (@davglass)
- [99895df](https://github.com/davglass/license-checker/commit/99895df6d3ac0f9ae4e8c935311fb1b3f88a688e)
Version Bump (@davglass)
- [#4](https://github.com/davglass/license-checker/pull/4) Merge pull request #4 from badunk/refactor (@badunk)
- [1123a1b](https://github.com/davglass/license-checker/commit/1123a1baefc1975f8c36cb59952254cd66c31017)
Merge branch 'master' of https://github.com/davglass/license-checker (@badunk)
- [191612e](https://github.com/davglass/license-checker/commit/191612e5c21a01bd453368299a14cc5ff1c6fb13)

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- [#2](https://github.com/davglass/license-checker/pull/2) Merge pull request #2 from badunk/circular (@badunk)
- [9b5a117](https://github.com/davglass/license-checker/commit/9b5a1175892254e96d72f3d8dc793dcc4e2bde37) fixed special case when an empty array is passed to license/licenses (@badunk)
- [025668b](https://github.com/davglass/license-checker/commit/025668b0a62b0d5b58662ce6aeed91de909a6fef) fixed bug with multiple licenses objects not showing (@badunk)
- [e6bdf52](https://github.com/davglass/license-checker/commit/e6bdf52a8e5f9ebed29982014fa4d4586f63d06a) cleaned up the code (@badunk)
- [efb62f2](https://github.com/davglass/license-checker/commit/efb62f2f52a29e9a37a7f387b280fc17ab0a5f19) added check for circular dependencies (@badunk)
- [825b40c](https://github.com/davglass/license-checker/commit/825b40cb61fee36dd60751daa9d44e28853587ac)

Version Bump (@davglass)

- [#1](https://github.com/davglass/license-checker/pull/1) Merge pull request #1 from mwilliamson/master (@mwilliamson)
- [2f24319](https://github.com/davglass/license-checker/commit/2f24319dd8dd212a1f78ad91af7fee21d50ab762) Don't ignore license field if it's a string (@mwilliamson)
- [7b8c34f](https://github.com/davglass/license-checker/commit/7b8c34f75b04a7541bf23d596bbaae5447492c53)

Initial Commit (@davglass)

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version 1.2.11, January 15th, 2017

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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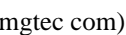
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```
# spdx-license-ids
```

```
[![npm version](https://img.shields.io/npm/v/spdx-license-ids.svg)](https://www.npmjs.com/package/spdx-license-ids)
```

```
[![Github Actions](https://action-badges.now.sh/shinnn/spdx-license-ids)](https://wdp9fww0r9.execute-api.us-west-2.amazonaws.com/production/results/shinnn/spdx-license-ids)
```

A list of [SPDX license](https://spdx.org/licenses/) identifiers

```
## Installation
```

```
[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or  
[use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm/):
```

```
...
```

```
npm install spdx-license-ids
```

```
...
```

```
## [Node.js](https://nodejs.org/) API
```

```
### require('spdx-license-ids')
```

```
Type: `string[]`
```

All license IDs except for the currently deprecated ones.

```
```javascript  
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]
```

```
ids.includes('BSD-3-Clause'); //=> true
```

```
ids.includes('CC-BY-1.0'); //=> true
```

```
ids.includes('GPL-3.0'); //=> false
```

```
...
```

```
require('spdx-license-ids/deprecated')
```

```
Type: `string[]`
```

Deprecated license IDs.

```
```javascript  
const deprecatedIds = require('spdx-license-ids/deprecated');  
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]
```

```
deprecatedIds.includes('BSD-3-Clause'); //=> false
```

```
deprecatedIds.includes('CC-BY-1.0'); //=> false
```

```
deprecatedIds.includes('GPL-3.0'); //=> true
```

```
...
```

```
## License
```

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WebKit is using derived sources of ThreadCondition code from Pthreads-win32.

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enhancements to mutexes;
new mutex implementation in 'futex' style;
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similar to that implemented by V.Kliathcko;

system clock change handling re CV timeouts;
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reimplemented `pthread_once` with the same form
as described by A.Terekhov (later version 2);

implementation of MCS (Mellor-Crummey/Scott) locks.
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node-http-proxy

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- * Fixed minor IBM xLC compiler build issues
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If you want to write an option parser, and have it be good, there are two ways to do it. The Right Way, and the Wrong Way.

The Wrong Way is to sit down and write an option parser. We've all done that.

The Right Way is to write some complex configurable program with so many options that you hit the limit of your frustration just trying to manage them all, and defer it with duct-tape solutions until you see exactly to the core of the problem, and finally snap and write an awesome option parser.

If you want to write an option parser, don't write an option parser. Write a package manager, or a source control system, or a service restarter, or an operating system. You probably won't end up with a good one of those, but if you don't give up, and you are relentless and diligent enough in your procrastination, you may just end up with a very nice option parser.

USAGE

```
```javascript
// my-program.js
var nopt = require("nopt")
, Stream = require("stream").Stream
, path = require("path")
, knownOpts = { "foo" : [String, null]
, "bar" : [Stream, Number]
, "baz" : path
, "bloo" : ["big", "medium", "small"]
, "flag" : Boolean
, "pick" : Boolean
, "many1" : [String, Array]
, "many2" : [path, Array]
}
, shortHands = { "foofoo" : ["--foo", "Mr. Foo"]
, "b7" : ["--bar", "7"]
, "m" : ["--bloo", "medium"]
, "p" : ["--pick"]
, "f" : ["--flag"]
}
```

```

 // everything is optional.
 // knownOpts and shorthands default to {}
 // arg list defaults to process.argv
 // slice defaults to 2
 , parsed = nopt(knownOpts, shortHands, process.argv, 2)
 console.log(parsed)
 ...

```

This would give you support for any of the following:

```

```console
$ node my-program.js --foo "blerp" --no-flag
{ "foo" : "blerp", "flag" : false }

$ node my-program.js ---bar 7 --foo "Mr. Hand" --flag
{ bar: 7, foo: "Mr. Hand", flag: true }

$ node my-program.js --foo "blerp" -f -----p
{ foo: "blerp", flag: true, pick: true }

$ node my-program.js -fp --foofoo
{ foo: "Mr. Foo", flag: true, pick: true }

$ node my-program.js --foofoo -- -fp # -- stops the flag parsing.
{ foo: "Mr. Foo", argv: { remain: ["-fp"] } }

$ node my-program.js --blatzk -fp # unknown opts are ok.
{ blatzk: true, flag: true, pick: true }

$ node my-program.js --blatzk=1000 -fp # but you need to use = if they have a value
{ blatzk: 1000, flag: true, pick: true }

$ node my-program.js --no-blatzk -fp # unless they start with "no-"
{ blatzk: false, flag: true, pick: true }

$ node my-program.js --baz b/a/z # known paths are resolved.
{ baz: "/Users/isaacs/b/a/z" }

# if Array is one of the types, then it can take many
# values, and will always be an array. The other types provided
# specify what types are allowed in the list.

$ node my-program.js --many1 5 --many1 null --many1 foo
{ many1: ["5", "null", "foo"] }

$ node my-program.js --many2 foo --many2 bar
{ many2: ["/path/to/foo", "path/to/bar"] }
```

```

Read the tests at the bottom of `lib/nopt.js` for more examples of what this puppy can do.

## ## Types

The following types are supported, and defined on `nopt.typeDefs`

- \* **String**: A normal string. No parsing is done.
- \* **path**: A file system path. Gets resolved against `cwd` if not absolute.
- \* **url**: A url. If it doesn't parse, it isn't accepted.
- \* **Number**: Must be numeric.
- \* **Date**: Must parse as a date. If it does, and `Date` is one of the options, then it will return a Date object, not a string.
- \* **Boolean**: Must be either `true` or `false`. If an option is a boolean, then it does not need a value, and its presence will imply `true` as the value. To negate boolean flags, do `--no-whatever` or `--whatever false`
- \* **NaN**: Means that the option is strictly not allowed. Any value will fail.
- \* **Stream**: An object matching the "Stream" class in node. Valuable for use when validating programmatically. (npm uses this to let you supply any `WriteStream` on the `outfd` and `logfd` config options.)
- \* **Array**: If `Array` is specified as one of the types, then the value will be parsed as a list of options. This means that multiple values can be specified, and that the value will always be an array.

If a type is an array of values not on this list, then those are considered valid values. For instance, in the example above, the `--bloo` option can only be one of `"big"`, `"medium"`, or `"small"`, and any other value will be rejected.

When parsing unknown fields, `"true"`, `"false"`, and `"null"` will be interpreted as their JavaScript equivalents.

You can also mix types and values, or multiple types, in a list. For instance `{ blah: [Number, null] }` would allow a value to be set to either a Number or null. When types are ordered, this implies a preference, and the first type that can be used to properly interpret the value will be used.

To define a new type, add it to `nopt.typeDefs`. Each item in that hash is an object with a `type` member and a `validate` method. The `type` member is an object that matches what goes in the type list. The `validate` method is a function that gets called with `validate(data, key, val)`. Validate methods should assign `data[key]` to the valid value of `val` if it can be handled properly, or return boolean `false` if it cannot.

You can also call `nopt.clean(data, types, typeDefs)` to clean up a config object and remove its invalid properties.

## ## Error Handling

By default, nopt outputs a warning to standard error when invalid values for known options are found. You can change this behavior by assigning a method to `nopt.invalidHandler`. This method will be called with the offending `nopt.invalidHandler(key, val, types)`.

If no `nopt.invalidHandler` is assigned, then it will console.error its whining. If it is assigned to boolean `false` then the warning is suppressed.

## ## Abbreviations

Yes, they are supported. If you define options like this:

```
```javascript
{ "foolhardyelephants" : Boolean
, "pileofmonkeys" : Boolean }
```
```

Then this will work:

```
```bash
node program.js --foolhar --pil
node program.js --no-f --pileofmon
# etc.
```
```

## ## Shorthands

Shorthands are a hash of shorter option names to a snippet of args that they expand to.

If multiple one-character shorthands are all combined, and the combination does not unambiguously match any other option or shorthand, then they will be broken up into their constituent parts. For example:

```
```json
{ "s" : ["--loglevel", "silent"]
, "g" : "--global"
, "f" : "--force"
, "p" : "--parseable"
, "l" : "--long"
}
```



```
...
```

```
```bash
npm ls -sgflp
just like doing this:
npm ls --loglevel silent --global --force --long --parseable
...

```

## ## The Rest of the args

The config object returned by nopt is given a special member called ``argv``, which is an object with the following fields:

- \* ``remain``: The remaining args after all the parsing has occurred.
- \* ``original``: The args as they originally appeared.
- \* ``cooked``: The args after flags and shorthands are expanded.

## ## Slicing

Node programs are called with more or less the exact argv as it appears in C land, after the v8 and node-specific options have been plucked off. As such, ``argv[0]`` is always ``node`` and ``argv[1]`` is always the JavaScript program being run.

That's usually not very useful to you. So they're sliced off by default. If you want them, then you can pass in ``0`` as the last argument, or any other number that you'd like to slice off the start of the list.

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#####

BezierEasing - use bezier curve for transition easing function  
by Gatan Renaudeau 2014 - 2015 MIT License

Credits: is based on Firefox's nsSMILKeySpline.cpp

Usage:

```
var spline = BezierEasing([0.25, 0.1, 0.25, 1.0])
```

spline.get(x) => returns the easing value | x must be in [0, 1] range

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raytrace.js contains code from the the Prototype JavaScript framework, version 1.5.0:

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```
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```
#!/usr/bin/env node  
var nopt = require("../lib/nopt")  
, path = require("path")  
, types = { num: Number  
            , bool: Boolean  
            , help: Boolean  
            , list: Array
```

```

    , "num-list": [Number, Array]
    , "str-list": [String, Array]
    , "bool-list": [Boolean, Array]
    , str: String
    , clear: Boolean
    , config: Boolean
    , length: Number
    , file: path
  }
, shorthands = { s: [ "--str", "astring" ]
  , b: [ "--bool" ]
  , nb: [ "--no-bool" ]
  , tft: [ "--bool-list", "--no-bool-list", "--bool-list", "true" ]
  , "?": [ "--help" ]
  , h: [ "--help" ]
  , H: [ "--help" ]
  , n: [ "--num", "125" ]
  , c: [ "--config" ]
  , l: [ "--length" ]
  , f: [ "--file" ]
  }
, parsed = nopt( types
  , shorthands
  , process.argv
  , 2 )

```

```

console.log("parsed", parsed)

```

```

if (parsed.help) {
  console.log("")
  console.log("nopt cli tester")
  console.log("")
  console.log("types")
  console.log(Object.keys(types).map(function M (t) {
    var type = types[t]
    if (Array.isArray(type)) {
      return [t, type.map(function (type) { return type.name })]
    }
    return [t, type && type.name]
  })).reduce(function (s, i) {
    s[i[0]] = i[1]
    return s
  }, {})
  console.log("")
  console.log("shorthands")
  console.log(shorthands)
}

```



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Version 2, June 1991

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```

```
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// sigslot.h: Signal/Slot classes

//

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//

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C++ port by Mapbox, Konstantin Kfer <mail@kkaefer.com>, 2014-2017.

<https://github.com/deanm/css-color-parser-js>

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- (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

### 3.3. Distribution of Devices

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
- (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their

respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

#### 3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);
- (iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;
- (v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;
- (vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
- (vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;
- (viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited

Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;

- (ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);
- (x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
- (xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

#### 4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

#### 5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

## 6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

## 7. INDEMNIFICATION AND LIMITATION OF LIABILITY

#### 7.1. Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

#### 8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

#### 9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods,

business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

## 10.2. Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

## 10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

## 10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

## 10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company,

Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

## 11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

### 11.1. Licensee's Record-keeping

Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited



Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

## 12. TERM AND TERMINATION

### 12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

### 12.2. Termination and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

### 12.3. Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

### 12.4. Parties' Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:

- (i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, and where such decision of non-renewal is not due to any ongoing breach or alleged breach (as reasonably determined by The Qt Company) by Licensee of the terms of this Agreement or any applicable license terms of Open Source Qt, then all valid licenses possessed by the Licensee at such date shall be extended to be

- valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
- (ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

#### 12.5. Extension in case of bankruptcy

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award

may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

## 14. GENERAL PROVISIONS

### 14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

### 14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

### 14.3. Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

### 14.4. Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect

to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

#### 14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

#### 14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8. Export Control

Licensee acknowledges that the Redistributables, as incorporated in

Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

#### 14.9. No Implied License

There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

#### 14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

#### 14.11. Privacy

Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

#### 14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

## APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table. The modules and tools are ported to Qt 6 in stages and are subject to availability.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

Modules / Tools	QtAD	QtDC	QtMCU	Qt3DS	QtDS
Qt Core	X, R	X, R			
Qt GUI	X, R	X, R			
Qt Multimedia	X, R	X, R			
Qt Multimedia Widgets	X, R	X, R			
Qt Network	X, R	X, R			
Qt PDF	X, R	X, R			
Qt QML	X, R	X, R			
Qt Quick	X, R	X, R			
Qt Quick Controls 2	X, R	X, R			
Qt Quick Dialogs	X, R	X, R			
Qt Quick Layouts	X, R	X, R			
Qt Quick Test	X, R	X, R			
Qt SQL	X, R	X, R			
Qt Test	X, R	X, R			
Qt Widgets	X, R	X, R			
Active Qt	X, R	X, R			
Qt 3D	X, R	X, R			

Qt Android Extras	X, R   X, R			
+-----+				
Qt Bluetooth	X, R   X, R			
+-----+				
Qt Canvas 3D	X, R   X, R			
+-----+				
Qt Concurrent	X, R   X, R			
+-----+				
Qt D-Bus	X, R   X, R			
+-----+				
Qt Gamepad	X, R   X, R			
+-----+				
Qt Graphical Effects	X, R   X, R			
+-----+				
Qt Help	X, R   X, R			
+-----+				
Qt Image Formats	X, R   X, R			
+-----+				
Qt Location	X, R   X, R			
+-----+				
Qt Mac Extras	X, R   X, R			
+-----+				
Qt Network Authorization	X, R   X, R			
+-----+				
Qt NFC	X, R   X, R			
+-----+				
Qt Platform Headers	X, R   X, R			
+-----+				
Qt Positioning	X, R   X, R			
+-----+				
Qt Print Support	X, R   X, R			
+-----+				
Qt Purchasing	X, R   X, R			
+-----+				
Qt for Python	X, R   X, R			
+-----+				
Qt Quick Controls	X, R   X, R			
+-----+				
Qt Quick Extras	X, R   X, R			
+-----+				
Qt Quick Widgets	X, R   X, R			
+-----+				
Qt SCXML	X, R   X, R			
+-----+				
Qt Sensors	X, R   X, R			
+-----+				
Qt Serial Bus	X, R   X, R			
+-----+				

Qt Serial Port	X, R   X, R			
+-----+				
Qt Speech	X, R   X, R			
+-----+				
Qt SVG	X, R   X, R			
+-----+				
Qt UI Tools	X, R   X, R			
+-----+				
Qt WebChannel	X, R   X, R			
+-----+				
Qt WebEngine	X, R   X, R			
+-----+				
Qt WebSockets	X, R   X, R			
+-----+				
Qt WebView	X, R   X, R			
+-----+				
Qt Windows Extras	X, R   X, R			
+-----+				
Qt X11 Extras	X, R   X, R			
+-----+				
Qt XML	X, R   X, R			
+-----+				
Qt XML Patterns	X, R   X, R			
+-----+				
Qt Wayland Compositor	X, R   X, R			
+-----+				
Qt Charts	X, R   X, R			
+-----+				
Qt Data Visualization	X, R   X, R			
+-----+				
Qt Virtual Keyboard	X, R   X, R			
+-----+				
Boot 2 Qt stack	X, R			
+-----+				
Qt OTA	X, R			
+-----+				
Device Utilities	X, R			
+-----+				
Qt Debugging Bridge (QDB) Daemon	X, R			
+-----+				
Qt Quick Ultralite Controls	X, R			
+-----+				
Qt Quick Ultralite	X, R			
+-----+				
Qt Creator	X   X   X			
+-----+				
Qt Designer (Qt Widget Designer)	X   X			
+-----+				



Qt Quick Designer (Qt Creator plugin)	X, R   X, R   X, R
Qt Linguist	X, R   X, R   X, R
Qt Assistant	X, R   X, R   X, R
Lupdate	X, R   X, R   X, R
Lrelease	X, R   X, R   X, R
Qmake	X   X
Uic	X   X
Rcc	X   X
Qlallr	X   X
Qdoc	X   X
Qmlscene	X   X
Qmlviewer	X   X
Target toolchains	X   X
Qt Debugging Bridge (QDB) Host Tools	X
qtconfig-gui	X
Qt Emulator	X
Qmlinterfacegenerator	X
Qmltoccpp	X
qulfontcompiler	X
Qt53DStudioRuntime2	X, R
Qt 3D Studio	X
Qt Design Studio	X

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Qt CoAP	X, R						
Qt Safe Renderer		X, R	X, R				
Qt Application Manager		X, R		X, R			
Qt IVI		X, R					
Reference UI		X, R					
Qt GENIVI Extras		X, R					
QML Live		X					
Qt Creator		X					
Qt Creator Deployment							
Qt Creator Plugin		X		X			

for Qt Application Manager							
+-----+							
Qt Automotive Suite		X					
Deployment Server							
+-----+							
Qt Design Studio		X					
+-----+							
Qt 3D Studio		X					
+-----+							
GammaRay		X			X		
+-----+							
Platform adaptations						X	
for specified							
Deployment Platforms							
+-----+							
Qt for Device		X					
Creation							
+-----+							

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The code in this library is an extension of Bala Vatti's clipping algorithm:

"A generic solution to polygon clipping"

Communications of the ACM, Vol 35, Issue 7 (July 1992) pp 56-63.

<http://portal.acm.org/citation.cfm?id=129906>

Computer graphics and geometric modeling: implementation and algorithms

By Max K. Agoston

Springer; 1 edition (January 4, 2005)

<http://books.google.com/books?q=vatti+clipping+agoston>

See also:

"Polygon Offsetting by Computing Winding Numbers"

Paper no. DETC2005-85513 pp. 565-575

ASME 2005 International Design Engineering Technical Conferences

and Computers and Information in Engineering Conference (IDETC/CIE2005)

September 24-28, 2005 , Long Beach, California, USA

<http://www.me.berkeley.edu/~mcmains/pubs/DAC05OffsetPolygon.pdf>

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## 1.384 react-bootstrap 2.4.0

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```
CXXFLAGS: -DEIGEN_MPL2_ONLY
```

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-----  
Following applies to:

./test/mapstaticmethods.cpp  
./test/schur\_real.cpp  
./test/prec\_inverse\_4x4.cpp  
./test/smallvectors.cpp  
./test/redux.cpp  
./test/special\_numbers.cpp  
./test/adjoint.cpp  
./test/resize.cpp  
./test/mixingtypes.cpp  
./test/product\_trmv.cpp  
./test/sparse\_solvers.cpp  
./test/cholesky.cpp  
./test/geo\_quaternion.cpp  
./test/miscmatrices.cpp  
./test/stddeque.cpp  
./test/integer\_types.cpp  
./test/product\_large.cpp  
./test/eigensolver\_generic.cpp  
./test/householder.cpp  
./test/geo\_orthomethods.cpp  
./test/array\_for\_matrix.cpp  
./test/sparseLM.cpp  
./test/upperbidiagonalization.cpp  
./test/nomalloc.cpp  
./test/packetmath.cpp  
./test/jacobisvd.cpp  
./test/geo\_transformations.cpp  
./test/swap.cpp  
./test/eigensolver\_selfadjoint.cpp  
./test/inverse.cpp  
./test/product\_selfadjoint.cpp  
./test/product\_trsolve.cpp  
./test/product\_extra.cpp  
./test/sparse\_solver.h  
./test/mapstride.cpp  
./test/mapped\_matrix.cpp  
./test/geo\_eulerangles.cpp  
./test/eigen2support.cpp  
./test/denseLM.cpp  
./test/stdvector.cpp  
./test/nesting\_ops.cpp  
./test/sparse\_permutations.cpp  
./test/zerosized.cpp  
./test/exceptions.cpp  
./test/vectorwiseop.cpp

./test/cwiseop.cpp  
./test/basicstuff.cpp  
./test/product\_trmm.cpp  
./test/linearstructure.cpp  
./test/sparse\_product.cpp  
./test/stdvector\_overload.cpp  
./test/stable\_norm.cpp  
./test/umeyama.cpp  
./test/unalignedcount.cpp  
./test/triangular.cpp  
./test/product\_mmtr.cpp  
./test/sparse\_basic.cpp  
./test/sparse\_vector.cpp  
./test/meta.cpp  
./test/real\_qz.cpp  
./test/ref.cpp  
./test/eigensolver\_complex.cpp  
./test/cholmod\_support.cpp  
./test/conjugate\_gradient.cpp  
./test/sparse.h  
./test/simplicial\_cholesky.cpp  
./test/bicgstab.cpp  
./test/dynalloc.cpp  
./test/product\_notemporary.cpp  
./test/geo\_hyperplane.cpp  
./test/lu.cpp  
./test/qr.cpp  
./test/hessenberg.cpp  
./test/sizeof.cpp  
./test/main.h  
./test/selfadjoint.cpp  
./test/permutationmatrices.cpp  
./test/superlu\_support.cpp  
./test/qtvector.cpp  
./test/geo\_homogeneous.cpp  
./test/determinant.cpp  
./test/array\_reverse.cpp  
./test/unalignedassert.cpp  
./test/stdlist.cpp  
./test/product\_symm.cpp  
./test/corners.cpp  
./test/dontalign.cpp  
./test/visitor.cpp  
./test/geo\_alignedbox.cpp  
./test/diagonalmatrices.cpp  
./test/product\_small.cpp  
./test/eigensolver\_generalized\_real.cpp  
./test/umfpack\_support.cpp

./test/first\_aligned.cpp  
./test/qr\_fullpivoting.cpp  
./test/array\_replicate.cpp  
./test/geo\_parametrizedline.cpp  
./test/eigen2/eigen2\_unalignedassert.cpp  
./test/eigen2/eigen2\_prec\_inverse\_4x4.cpp  
./test/eigen2/eigen2\_alignedbox.cpp  
./test/eigen2/eigen2\_sparse\_product.cpp  
./test/eigen2/eigen2\_meta.cpp  
./test/eigen2/eigen2\_nomalloc.cpp  
./test/eigen2/eigen2\_visitor.cpp  
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./test/eigen2/eigen2\_svd.cpp  
./test/eigen2/eigen2\_mixingtypes.cpp  
./test/eigen2/eigen2\_qr.cpp  
./test/eigen2/eigen2\_cwiseop.cpp  
./test/eigen2/eigen2\_geometry\_with\_eigen2\_prefix.cpp  
./test/eigen2/eigen2\_smallvectors.cpp  
./test/eigen2/eigen2\_commainitializer.cpp  
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./test/eigen2/eigen2\_determinant.cpp  
./test/eigen2/eigen2\_sum.cpp  
./test/eigen2/eigen2\_inverse.cpp  
./test/eigen2/eigen2\_regression.cpp

./test/eigen2/eigen2\_product\_small.cpp  
./test/eigen2/eigen2\_qtvector.cpp  
./test/eigen2/eigen2\_sparse\_vector.cpp  
./test/eigen2/product.h  
./test/eigen2/eigen2\_sparse\_basic.cpp  
./test/eigen2/eigen2\_bug\_132.cpp  
./test/array.cpp  
./test/product\_syrk.cpp  
./test/commainitializer.cpp  
./test/conservative\_resize.cpp  
./test/qr\_colpivoting.cpp  
./test/nullary.cpp  
./test/bandmatrix.cpp  
./test/pastix\_support.cpp  
./test/product.h  
./test/block.cpp  
./test/vectorization\_logic.cpp  
./test/jacobi.cpp  
./test/diagonal.cpp  
./test/schur\_complex.cpp  
./test/sizeoverflow.cpp  
./bench/BenchTimer.h  
./bench/benchFFT.cpp  
./bench/eig33.cpp  
./bench/spbench/spbenchsolver.h  
./bench/spbench/spbenchstyle.h  
./lapack/complex\_double.cpp  
./lapack/cholesky.cpp  
./lapack/lapack\_common.h  
./lapack/eigenvalues.cpp  
./lapack/single.cpp  
./lapack/lu.cpp  
./lapack/complex\_single.cpp  
./lapack/double.cpp  
./demos/mix\_eigen\_and\_c/binary\_library.cpp  
./demos/mix\_eigen\_and\_c/binary\_library.h  
./demos/mix\_eigen\_and\_c/example.c  
./demos/mandelbrot/mandelbrot.cpp  
./demos/mandelbrot/mandelbrot.h  
./demos/opengl/icosphere.cpp  
./demos/opengl/icosphere.h  
./demos/opengl/camera.cpp  
./demos/opengl/quaternion\_demo.h  
./demos/opengl/camera.h  
./demos/opengl/trackball.h  
./demos/opengl/gpuhelper.h  
./demos/opengl/trackball.cpp  
./demos/opengl/gpuhelper.cpp

./demos/opengl/quaternion\_demo.cpp  
./debug/gdb/printers.py  
./unsupported/test/minres.cpp  
./unsupported/test/openglsupport.cpp  
./unsupported/test/jacobisvd.cpp  
./unsupported/test/dgmres.cpp  
./unsupported/test/matrix\_square\_root.cpp  
./unsupported/test/bdcsvd.cpp  
./unsupported/test/matrix\_exponential.cpp  
./unsupported/test/forward\_adolc.cpp  
./unsupported/test/polynomialsolver.cpp  
./unsupported/test/matrix\_function.cpp  
./unsupported/test/sparse\_extra.cpp  
./unsupported/test/matrix\_functions.h  
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./unsupported/test/FFTW.cpp  
./unsupported/test/alignedvector3.cpp  
./unsupported/test/autodiff.cpp  
./unsupported/test/gmres.cpp  
./unsupported/test/BVH.cpp  
./unsupported/test/levenberg\_marquardt.cpp  
./unsupported/test/matrix\_power.cpp  
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./unsupported/test/polynomialutils.cpp  
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./unsupported/Eigen/src/IterativeSolvers/DGMRES.h  
./unsupported/Eigen/src/IterativeSolvers/IncompleteLU.h  
./unsupported/Eigen/src/IterativeSolvers/GMRES.h  
./unsupported/Eigen/src/IterativeSolvers/IncompleteCholesky.h  
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./unsupported/Eigen/NonLinearOptimization  
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./blas/level2\_real\_impl.h

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./blas/level3\_impl.h  
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./blas/PackedSelfadjointProduct.h  
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./blas/PackedTriangularSolverVector.h  
./blas/double.cpp  
./blas/common.h  
./blas/level2\_impl.h  
./blas/GeneralRank1Update.h

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./test/sparselu.cpp

./unsupported/test/mpreal/mpreal.h

./unsupported/Eigen/src/IterativeSolvers/IterationController.h

./unsupported/Eigen/src/IterativeSolvers/ConstrainedConjGrad.h

./unsupported/Eigen/src/Eigenvalues/ArpackSelfAdjointEigenSolver.h

./Eigen/src/OrderingMethods/Amd.h

./Eigen/src/SparseCholesky/SimplicialCholesky\_impl.h

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- \* Colin Plumb's implementation has been reused; this comment merely compares
- \* the properties of the two independent implementations.
- \*
- \* The primary goals of this implementation are portability and ease of use.
- \* It is meant to be fast, but not as fast as possible. Some known
- \* optimizations are not included to reduce source code size and avoid
- \* compile-time configuration.
- \*/

```

path: "tensorflow.errors.PermissionDeniedError"
tf_class {
  is_instance: "<class \'tensorflow.python.framework.errors_impl.PermissionDeniedError\'>"
  is_instance: "<class \'tensorflow.python.framework.errors_impl.OpError\'>"
  is_instance: "<type \'exceptions.Exception\'>"
  member {
    name: "args"
    mtype: "<type \'getset_descriptor\'>"
  }
  member {
    name: "error_code"
    mtype: "<type \'property\'>"
  }
  member {
    name: "message"
    mtype: "<type \'property\'>"
  }
  member {
    name: "node_def"
    mtype: "<type \'property\'>"
  }
  member {

```



```
name: "op"
mtype: "<type \property\>"
}
member_method {
name: "__init__"
argspec: "args=[\self', \node_def', \op', \message\'], varargs=None, keywords=None, defaults=None"
}
}
```

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## 1.391 sox 14.4.2

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# 1.392 syslog-ng 3.25.1

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Version 1.1

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```
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```

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```
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```

```
<signature of Ty Coon>, 1 April 1989  
Ty Coon, President of Vice
```

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```
ignore
\ctags
\mailmap
scl/syslogconf/convert-syslogconf.awk$
.*/*\am$
.*\.(q|l|yml|md|y|l|txt|xml|xsd|log|key|crt|files|in|conf|.example|gradle|mk|supp|sub|guess|list|pc|.cmake)$
\.*rc$
.*[/^]+-grammar\.[ch]$
(.*?)?(README|\.gitignore|pylintrc)$
lib/ivykis
lib/jsonc
lib/eventlog
modules/java/org_syslog_ng_[^/_-]+\h$
modules/(afmongodb|afamqp)/dummy\.c$
modules/kafka/tests/sample\.properties
dev-utils/plugin_skeleton_creator/plugin_template.*
(lib|modules)/.*\.conf$
dist\.conf$
.*\gradle
scl/syslog-ng\.conf$
tests/copyright/policy$
```



```

(syslog-ng-)?config\.h$
lib/cfg-lex\.[ch]$
tgz2build
autom4te\.cache
m4
Mk
.*\.(a|bin|class|css|dirstamp|html|idx|jar|js|o|la|lai|lo|MF|persist|Plo|Po|pc|pyc|so|so\.\0\.\0\.\0|soT|spec|trs)$
(.*?)?Makefile$
doc/man
(_configs\.sed|\.\project|\.\cproject|config\.status)$
stamp-h1$
tests/functional/test\.conf$
contrib/config_option_database/.coveragerc
scripts/update-patterndb$
(contrib|debian)
packaging/debian
packaging/debian/(man|source)
packaging/rhel
doc/ChangeLog\.[0-9]$
(\.gitmodules|AUTHORS|COPYING|INSTALL|VERSION|aclocal\.m4|compile|configure|depcomp|install-
sh|libtool|ltmain\.sh|missing|test-driver|ylwrap)$
.*[/^\.]*$
GPATH|GTAGS|GRTAGS|GSYMS
dbld/build/*$
dbld/release/*$
dbld/install/*$
dbld/images/*$
dbld/(functions\.sh|build\.manifest|tarball-changes\.ignore)$
cmake/*$
tests/python_functional/pytest.ini
tests/python_functional/tox.ini
tests/python_functional/.pre-commit-config.yaml
LGPLv2.1+_SSL,non-balabit
lib/timeutils/zonecache.[ch]$
LGPLv2.1+_SSL
autogen\.sh$
sub-configure\.sh$
configure\.ac$
Makefile\.am$
lib/(compat|str-
repr|timeutils|control|debugger|filter|logproto|parser|rewrite|stats|template|tests|transport|logmsg|value-pairs|secret-
storage|logthrust|logthrsourc|http-auth|ack-tracker[/^\.]*$)
lib/scanner/(csv-scanner|list-scanner|kv-scanner|xml-scanner[/^\.]*$)
libtest
syslog-ng(-ctl)?
modules/java-modules/common
modules/java/(native|proxies|src)
modules/native

```

tests/loggen  
persist-tool  
GPLv2+\_SSL,non-balabit  
modules/http/(http|http-parser|http-plugin|)\.[ch]  
modules/http/http-grammar.y  
modules/timestamp/rewrite-.\*\$  
modules/add-contextual-data/add-contextual-data-glob-selector\.[ch]\$  
modules/add-contextual-data/tests/test\_glob\_selector.c\$  
modules/affile/tests/test\_file\_writer.c\$  
GPLv2+\_SSL  
contib/config\_option\_database  
dev-utils/plugin\_skeleton\_creator/create\_plugin.sh  
tests/functional  
tests/unit  
tests/valgrind  
tests/build-log-cflags-propagation.sh  
tests/collect-cov.sh  
tests/commits/check.sh  
tests/copyright/check.sh  
tests/python\_functional  
modules/java/(tools|[^/]\*\$)  
modules/java-modules/(dummy|elastic-v2|hdfs|http|kafka|[^/]\*\$)  
modules/(afamqp|affile|afmongodb|afprog|afsmtp|afsocket|afsql|afstomp|afstreams|afuser|basicfuncs|cef|confgen|cry  
ptofuncs|csvparser|timestamp|diskq|dbparser|geoip2|graphite|json|kvformat|linux-kmsg-  
format|pacctformat|pseudofile|python|redis|riemann|syslogformat|systemd-journal|getent|system-  
source|stardate|snmptrapd-parser|xml|openbsd|examples|kafka|snmp-dest|[^/]\*\$)  
modules/(add-contextual-data|tagsparser|map-value-pairs|hook-commands|appmodel|[^/]\*\$)  
modules/http/(http-loadbalancer|http-worker)\.[ch]\$  
modules/http/response-handler\.[ch]\$  
scl  
scripts  
modules/http/tests

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Q: Is it possible to create derived works of syslog-ng under the GPL/LGPL licenses?

A: Yes, that's exactly the point of open source. Works derived from the plugins will have to use the GPL license, but you can choose to use LGPL for them as well.

Q: Do I need to sign a Contributory License Agreement in order for my contribution to be accepted?

A: No, starting with syslog-ng 3.2, you don't need to sign a CLA in order to have your contributions accepted.

Q: Is it possible to create non-free plugins for syslog-ng?

A: Yes. It is our understanding that plugins are derived works of the syslog-ng core but not derived works of other plugins. Thus, non-free plugins are possible, provided they do not link to any of the GPLd plugins explicitly and the only connection between two plugins is via the syslog-ng core.

Q: Who is permitted to create non-free plugins for syslog-ng? Is it just BalaBit (the current copyright holder as of the initial 3.2 release)?

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Upstream-Name: syslog-ng

Upstream-Contact: Syslog-ng users' and developers' mailing list <syslog-ng@lists.balabit.hu>

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## 1.393 benchmark 1.3.0

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## 1.402 pica 9.0.1

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\*

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\*

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\* boilerplate notice, with the fields enclosed by brackets "[ ]"

```

* replaced with your own identifying information. (Don't include
* the brackets!) The text should be enclosed in the appropriate
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* limitations under the License.
*/

```

## 1.406 tftp-hpa 5.2

### 1.406.1 Available under license :

No license file was found, but licenses were detected in source scan.

```

/* ----- */
*
* Copyright 2001-2006 H. Peter Anvin - All Rights Reserved
*
* This program is free software available under the same license
* as the "OpenBSD" operating system, distributed at
* http://www.openbsd.org/.
*
* ----- */

```

Found in path(s):

```

* /opt/cola/permits/1127995194_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/recvfrom.c
* /opt/cola/permits/1127995194_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/recvfrom.h

```

No license file was found, but licenses were detected in source scan.

```

.\" *- nroff *- ----- *
.\"
.\" Copyright (c) 1990, 1993, 1994
.\" The Regents of the University of California. All rights reserved.
.\"

```

```

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.\"
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.\" LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
.\" OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
.\" SUCH DAMAGE.
.\"
.\"----- */

```

Found in path(s):

```
* /opt/cola/permits/1127995194_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.8.in
```

No license file was found, but licenses were detected in source scan.

```
## Copyright 2001-2007 H. Peter Anvin - All Rights Reserved
## This program is free software available under the same license
```

Found in path(s):

```
* /opt/cola/permits/1127995194_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/MCONFIG.in
```

No license file was found, but licenses were detected in source scan.

Summary: The client for the Trivial File Transfer Protocol (TFTP).

Name: tftp

Version: 5.2

Release: 1

License: BSD

Group: Applications/Internet

Source0: <http://www.kernel.org/pub/software/network/tftp/tftp-hpa-%{version}.tar.gz>

BuildRequires: tcp\_wrappers-devel

BuildRoot: %{\_tmppath}/%{name}-root



%description

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp package provides the user interface for TFTP, which allows users to transfer files to and from a remote machine. This program and TFTP provide very little security, and should not be enabled unless it is expressly needed.

%package server

Group: System Environment/Daemons

Summary: The server for the Trivial File Transfer Protocol (TFTP).

Requires: xinetd

%description server

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp-server package provides the server for TFTP, which allows users to transfer files to and from a remote machine. TFTP provides very little security, and should not be enabled unless it is expressly needed. The TFTP server is run from /etc/xinetd.d/tftp, and is disabled by default on Red Hat Linux systems.

%prep

%setup -q -n tftp-hpa-%{version}

%build

%configure

make %{?\_smp\_mflags}

%install

rm -rf \${RPM\_BUILD\_ROOT}

mkdir -p \${RPM\_BUILD\_ROOT}%{\_bindir}

mkdir -p \${RPM\_BUILD\_ROOT}%{\_mandir}/man{1,8}

mkdir -p \${RPM\_BUILD\_ROOT}%{\_sbindir}

make INSTALLROOT=\${RPM\_BUILD\_ROOT} \

SBINDIR=\${\_sbindir} MANDIR=\${\_mandir} \

install

install -m755 -d \${RPM\_BUILD\_ROOT}%{\_sysconfdir}/xinetd.d/ \${RPM\_BUILD\_ROOT}/tftpboot

install -m644 tftp-xinetd \${RPM\_BUILD\_ROOT}%{\_sysconfdir}/xinetd.d/tftp

%post server

/sbin/service xinetd reload > /dev/null 2>&1 || :

%postun server

if [ \$1 = 0 ]; then

/sbin/service xinetd reload > /dev/null 2>&1 || :

fi

```

%clean
rm -rf ${RPM_BUILD_ROOT}

%files
%defattr(-,root,root)
%{_bindir}/tftp
%{_mandir}/man1/*

%files server
%defattr(-,root,root)
%config(noreplace) % {_sysconfdir}/xinetd.d/tftp
%dir /tftpboot
%{_sbindir}/in.tftpd
%{_mandir}/man8/*

%changelog
* Tue Sep 14 2004 H. Peter Anvin <hpa@zytor.com>
- removed completely broken "Malta" patch.
- integrated into build machinery so rpm -ta works.

* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Wed Jun 04 2003 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Fri Apr 11 2003 Elliot Lee <sopwith@redhat.com>
- 0.33
- Add /tftpboot directory (#88204)

* Mon Feb 24 2003 Elliot Lee <sopwith@redhat.com>
- rebuilt

* Sun Feb 23 2003 Tim Powers <timp@redhat.com>
- add BuildPreReq on tcp_wrappers

* Wed Jan 22 2003 Tim Powers <timp@redhat.com>
- rebuilt

* Mon Nov 11 2002 Elliot Lee <sopwith@redhat.com> 0.32-1
- Update to 0.32

* Wed Oct 23 2002 Elliot Lee <sopwith@redhat.com> 0.30-1
- Fix #55789
- Update to 0.30

* Thu Jun 27 2002 Elliot Lee <sopwith@redhat.com>

```

- Try applying HJ's patch from #65476
  
- \* Fri Jun 21 2002 Tim Powers <timp@redhat.com>
- automated rebuild
  
- \* Mon Jun 17 2002 Elliot Lee <sopwith@redhat.com>
- Update to 0.29
  
- \* Thu May 23 2002 Tim Powers <timp@redhat.com>
- automated rebuild
  
- \* Wed Jan 09 2002 Tim Powers <timp@redhat.com>
- automated rebuild
  
- \* Tue Dec 18 2001 Elliot Lee <sopwith@redhat.com> 0.17-15
- Add patch4: netkit-tftp-0.17-defaultport.patch for bug #57562
- Update to tftp-hpa-0.28 (bug #56131)
- Remove include/arpa/tftp.h to fix #57259
- Add resource limits in tftp-xinetd (#56722)
  
- \* Sun Jun 24 2001 Elliot Lee <sopwith@redhat.com>
- Bump release + rebuild.
  
- \* Tue Jun 12 2001 Helge Deller <hdeller@redhat.de> (0.17-13)
- updated tftp-hpa source to tftp-hpa-0.17
- tweaked specfile with different defines for tftp-netkit and tftp-hpa version
- use hpa's tftpd.8 man page instead of the netkits one
  
- \* Mon May 07 2001 Helge Deller <hdeller@redhat.de>
- rebuilt in 7.1.x
  
- \* Wed Apr 18 2001 Helge Deller <hdeller@redhat.de>
- fix tftp client's put problems (#29529)
- update to tftp-hpa-0.16
  
- \* Wed Apr 4 2001 Jakub Jelinek <jakub@redhat.com>
- don't let configure to guess compiler, it can pick up egcs
  
- \* Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>
- changed "wait" in xinetd file to "yes" (hpa-tftpd forks and exits) (#26467)
- fixed hpa-tftpd to handle files greater than 32MB (#23725)
- added "-l" flag to hpa-tftpd for file-logging (#26467)
- added description for "-l" to the man-page
  
- \* Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>
- updated tftp client to 0.17 stable (#19640),
- drop dependency on xinetd for tftp client (#25051),

- \* Wed Jan 17 2001 Jeff Johnson <jbj@redhat.com>
  - xinetd shouldn't wait on tftp (which forks) (#23923).
  
- \* Sat Jan 6 2001 Jeff Johnson <jbj@redhat.com>
  - fix to permit tftp put's (#18128).
  - startup as root with chroot to /tftpboot with early reversion to nobody is preferable to starting as nobody w/o ability to chroot.
  - %%post is needed by server, not client. Add %%postun for erasure as well.
  
- \* Wed Aug 23 2000 Nalin Dahyabhai <nalin@redhat.com>
  - default to being disabled
  
- \* Thu Aug 17 2000 Jeff Johnson <jbj@redhat.com>
  - correct group.
  
- \* Tue Jul 25 2000 Nalin Dahyabhai <nalin@redhat.com>
  - change user from root to nobody
  
- \* Sat Jul 22 2000 Jeff Johnson <jbj@redhat.com>
  - update to tftp-hpa-0.14 (#14003).
  - add server\_args (#14003).
  - remove -D\_BSD\_SOURCE (#14003).
  
- \* Fri Jul 21 2000 Nalin Dahyabhai <nalin@redhat.com>
  - cook up an xinetd config file for tftpd
  
- \* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
  - automatic rebuild
  
- \* Sun Jun 18 2000 Jeff Johnson <jbj@redhat.com>
  - FHS packaging.
  - update to 0.17.
  
- \* Fri May 5 2000 Matt Wilson <maw@redhat.com>
  - use \_BSD\_SOURCE for hpa's tftpd so we get BSD signal semantics.
  
- \* Fri Feb 11 2000 Bill Nottingham <notting@redhat.com>
  - fix description
  
- \* Wed Feb 9 2000 Jeff Johnson <jbj@redhat.com>
  - compress man pages (again).
  
- \* Wed Feb 02 2000 Cristian Gafton <gafton@redhat.com>
  - man pages are compressed
  - fix description and summary
  
- \* Tue Jan 4 2000 Bill Nottingham <notting@redhat.com>
  - split client and server

\* Tue Dec 21 1999 Jeff Johnson <jbj@redhat.com>

- update to 0.16.

\* Sat Aug 28 1999 Jeff Johnson <jbj@redhat.com>

- update to 0.15.

\* Wed Apr 7 1999 Jeff Johnson <jbj@redhat.com>

- tftpd should truncate file when overwriting (#412)

\* Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>

- auto rebuild in the new build environment (release 22)

\* Mon Mar 15 1999 Jeff Johnson <jbj@redhat.com>

- compile for 6.0.

\* Fri Aug 7 1998 Jeff Johnson <jbj@redhat.com>

- build root

\* Mon Apr 27 1998 Prospector System <bugs@redhat.com>

- translations modified for de, fr, tr

\* Mon Sep 22 1997 Erik Troan <ewt@redhat.com>

- added check for getpwnam() failure

\* Tue Jul 15 1997 Erik Troan <ewt@redhat.com>

- initial build

Found in path(s):

\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp.spec

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/\*

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*/

```

Found in path(s):

```
* /opt/cola/permits/1127995194_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.c
```

No license file was found, but licenses were detected in source scan.

```

.\" *- nroff *- ----- *
.\"
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.\"
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.\"
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.\" SUCH DAMAGE.
.\"
.\"----- */
```

Found in path(s):

```
* /opt/cola/permits/1127995194_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/tftp.1.in
```

No license file was found, but licenses were detected in source scan.

```
/* *- c *- ----- *
*
* Copyright 2001-2006 H. Peter Anvin - All Rights Reserved
*
* This program is free software available under the same license
* as the "OpenBSD" operating system, distributed at
* http://www.openbsd.org/.
*
* ----- */
```

Found in path(s):

```
* /opt/cola/permits/1127995194_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/config.h
```

No license file was found, but licenses were detected in source scan.

```
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```

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\* LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY  
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\*/

Found in path(s):

\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/extern.h  
\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/common/tftpsubs.h

No license file was found, but licenses were detected in source scan.

Summary: The client for the Trivial File Transfer Protocol (TFTP).

Name: tftp

Version: @@VERSION@@

Release: 1

License: BSD

Group: Applications/Internet

Source0: <http://www.kernel.org/pub/software/network/tftp/tftp-hpa-%{version}.tar.gz>

BuildRequires: tcp\_wrappers-devel

BuildRoot: %{\_tmppath}/%{name}-root

%description

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp package provides the user interface for TFTP, which allows users to transfer files to and from a remote machine. This program and TFTP provide very little security, and should not be enabled unless it is expressly needed.

%package server

Group: System Environment/Daemons

Summary: The server for the Trivial File Transfer Protocol (TFTP).

Requires: xinetd

%description server

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp-server package provides the server for TFTP, which allows users to transfer files to and from a remote machine. TFTP provides very little security, and should not be enabled unless it is expressly needed. The TFTP server is run from /etc/xinetd.d/tftp, and is disabled by default on Red Hat Linux systems.

%prep

%setup -q -n tftp-hpa-%{version}



```

%build

%configure
make %{?_smp_mflags}

%install
rm -rf ${RPM_BUILD_ROOT}
mkdir -p ${RPM_BUILD_ROOT}%{_bindir}
mkdir -p ${RPM_BUILD_ROOT}%{_mandir}/man{1,8}
mkdir -p ${RPM_BUILD_ROOT}%{_sbindir}

make INSTALLROOT=${RPM_BUILD_ROOT} \
  SBINDIR=${_sbindir} MANDIR=${_mandir} \
install
install -m755 -d ${RPM_BUILD_ROOT}%{_sysconfdir}/xinetd.d/ ${RPM_BUILD_ROOT}/tftpboot
install -m644 tftp-xinetd ${RPM_BUILD_ROOT}%{_sysconfdir}/xinetd.d/tftp

%post server
/sbin/service xinetd reload > /dev/null 2>&1 || :

%postun server
if [ $1 = 0 ]; then
  /sbin/service xinetd reload > /dev/null 2>&1 || :
fi

%clean
rm -rf ${RPM_BUILD_ROOT}

%files
%defattr(-,root,root)
%{_bindir}/tftp
%{_mandir}/man1/*

%files server
%defattr(-,root,root)
%config(noreplace) %{_sysconfdir}/xinetd.d/tftp
%dir /tftpboot
%{_sbindir}/in.tftpd
%{_mandir}/man8/*

%changelog
* Tue Sep 14 2004 H. Peter Anvin <hpa@zytor.com>
- removed completely broken "Malta" patch.
- integrated into build machinery so rpm -ta works.

* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt

```

- \* Wed Jun 04 2003 Elliot Lee <sopwith@redhat.com>
  - rebuilt
- \* Fri Apr 11 2003 Elliot Lee <sopwith@redhat.com>
  - 0.33
  - Add /tftpboot directory (#88204)
- \* Mon Feb 24 2003 Elliot Lee <sopwith@redhat.com>
  - rebuilt
- \* Sun Feb 23 2003 Tim Powers <timp@redhat.com>
  - add BuildPreReq on tcp\_wrappers
- \* Wed Jan 22 2003 Tim Powers <timp@redhat.com>
  - rebuilt
- \* Mon Nov 11 2002 Elliot Lee <sopwith@redhat.com> 0.32-1
  - Update to 0.32
- \* Wed Oct 23 2002 Elliot Lee <sopwith@redhat.com> 0.30-1
  - Fix #55789
  - Update to 0.30
- \* Thu Jun 27 2002 Elliot Lee <sopwith@redhat.com>
  - Try applying HJ's patch from #65476
- \* Fri Jun 21 2002 Tim Powers <timp@redhat.com>
  - automated rebuild
- \* Mon Jun 17 2002 Elliot Lee <sopwith@redhat.com>
  - Update to 0.29
- \* Thu May 23 2002 Tim Powers <timp@redhat.com>
  - automated rebuild
- \* Wed Jan 09 2002 Tim Powers <timp@redhat.com>
  - automated rebuild
- \* Tue Dec 18 2001 Elliot Lee <sopwith@redhat.com> 0.17-15
  - Add patch4: netkit-tftp-0.17-defaultport.patch for bug #57562
  - Update to tftp-hpa-0.28 (bug #56131)
  - Remove include/arpa/tftp.h to fix #57259
  - Add resource limits in tftp-xinetd (#56722)
- \* Sun Jun 24 2001 Elliot Lee <sopwith@redhat.com>
  - Bump release + rebuild.

- \* Tue Jun 12 2001 Helge Deller <hdeller@redhat.de> (0.17-13)
  - updated tftp-hpa source to tftp-hpa-0.17
  - tweaked specfile with different defines for tftp-netkit and tftp-hpa version
  - use hpa's tftpd.8 man page instead of the netkits one
  
- \* Mon May 07 2001 Helge Deller <hdeller@redhat.de>
  - rebuilt in 7.1.x
  
- \* Wed Apr 18 2001 Helge Deller <hdeller@redhat.de>
  - fix tftp client's put problems (#29529)
  - update to tftp-hpa-0.16
  
- \* Wed Apr 4 2001 Jakub Jelinek <jakub@redhat.com>
  - don't let configure to guess compiler, it can pick up eggs
  
- \* Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>
  - changed "wait" in xinetd file to "yes" (hpa-tftpd forks and exits) (#26467)
  - fixed hpa-tftpd to handle files greater than 32MB (#23725)
  - added "-l" flag to hpa-tftpd for file-logging (#26467)
  - added description for "-l" to the man-page
  
- \* Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>
  - updated tftp client to 0.17 stable (#19640),
  - drop dependency on xinetd for tftp client (#25051),
  
- \* Wed Jan 17 2001 Jeff Johnson <jbj@redhat.com>
  - xinetd shouldn't wait on tftp (which forks) (#23923).
  
- \* Sat Jan 6 2001 Jeff Johnson <jbj@redhat.com>
  - fix to permit tftp put's (#18128).
  - startup as root with chroot to /tftpboot with early reversion to nobody is preferable to starting as nobody w/o ability to chroot.
  - %%post is needed by server, not client. Add %%postun for erasure as well.
  
- \* Wed Aug 23 2000 Nalin Dahyabhai <nalin@redhat.com>
  - default to being disabled
  
- \* Thu Aug 17 2000 Jeff Johnson <jbj@redhat.com>
  - correct group.
  
- \* Tue Jul 25 2000 Nalin Dahyabhai <nalin@redhat.com>
  - change user from root to nobody
  
- \* Sat Jul 22 2000 Jeff Johnson <jbj@redhat.com>
  - update to tftp-hpa-0.14 (#14003).
  - add server\_args (#14003).
  - remove -D\_BSD\_SOURCE (#14003).

- \* Fri Jul 21 2000 Nalin Dahyabhai <nalin@redhat.com>  
- cook up an xinetd config file for tftpd
- \* Wed Jul 12 2000 Prospector <bugzilla@redhat.com>  
- automatic rebuild
- \* Sun Jun 18 2000 Jeff Johnson <jbj@redhat.com>  
- FHS packaging.  
- update to 0.17.
- \* Fri May 5 2000 Matt Wilson <msw@redhat.com>  
- use `_BSD_SOURCE` for hpa's tftpd so we get BSD signal semantics.
- \* Fri Feb 11 2000 Bill Nottingham <notting@redhat.com>  
- fix description
- \* Wed Feb 9 2000 Jeff Johnson <jbj@redhat.com>  
- compress man pages (again).
- \* Wed Feb 02 2000 Cristian Gafton <gafton@redhat.com>  
- man pages are compressed  
- fix description and summary
- \* Tue Jan 4 2000 Bill Nottingham <notting@redhat.com>  
- split client and server
- \* Tue Dec 21 1999 Jeff Johnson <jbj@redhat.com>  
- update to 0.16.
- \* Sat Aug 28 1999 Jeff Johnson <jbj@redhat.com>  
- update to 0.15.
- \* Wed Apr 7 1999 Jeff Johnson <jbj@redhat.com>  
- tftpd should truncate file when overwriting (#412)
- \* Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>  
- auto rebuild in the new build environment (release 22)
- \* Mon Mar 15 1999 Jeff Johnson <jbj@redhat.com>  
- compile for 6.0.
- \* Fri Aug 7 1998 Jeff Johnson <jbj@redhat.com>  
- build root
- \* Mon Apr 27 1998 Prospector System <bugs@redhat.com>  
- translations modified for de, fr, tr
- \* Mon Sep 22 1997 Erik Troan <ewt@redhat.com>

- added check for getpwnam() failure

\* Tue Jul 15 1997 Erik Troan <ewt@redhat.com>

- initial build

Found in path(s):

\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp.spec.in

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Found in path(s):

\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.h

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Found in path(s):

\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/main.c  
\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/tftp.c  
\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/common/tftpsubs.c

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*  
* ----- */
```

Found in path(s):

\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/remap.c  
\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/misc.c  
\* /opt/cola/permits/1127995194\_1611893805.73/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/remap.h

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## 1.409 ethtool 5.16

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```
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```

```
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(at your option) any later version.
```

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```
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This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

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```
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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Vincent Stehle <v-stehle@ti.com> on Fri, 28 May 2010 14:11:56 +0200

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## 1.411 idna 2.10

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\* /opt/ws\_local/PERMITS\_SQL/1067757573\_1594202931.19/0/idna-2-10-1-tar-gz/idna-2.10/idna.egg-info/PKG-INFO

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"""

A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.

"""

```
import io, sys
```

```
from setuptools import setup
```

```
def main():
```

```
    python_version = sys.version_info[:2]
```

```
    if python_version < (2,7):
```

```
        raise SystemExit("Sorry, Python 2.7 or newer required")
```

```
    package_data = { }
```

```
exec(open('idna/package_data.py').read(), package_data)
```

```
arguments = {
    'name': 'idna',
    'packages': ['idna'],
    'version': package_data['__version__'],
    'description': 'Internationalized Domain Names in Applications (IDNA)',
    'long_description': io.open("README.rst", encoding="UTF-8").read(),
    'author': 'Kim Davies',
    'author_email': 'kim@cynosure.com.au',
    'license': 'BSD-like',
    'url': 'https://github.com/kjd/idna',
    'classifiers': [
        'Development Status :: 5 - Production/Stable',
        'Intended Audience :: Developers',
        'Intended Audience :: System Administrators',
        'License :: OSI Approved :: BSD License',
        'Operating System :: OS Independent',
        'Programming Language :: Python',
        'Programming Language :: Python :: 2',
        'Programming Language :: Python :: 2.7',
        'Programming Language :: Python :: 3',
        'Programming Language :: Python :: 3.4',
        'Programming Language :: Python :: 3.5',
        'Programming Language :: Python :: 3.6',
        'Programming Language :: Python :: 3.7',
        'Programming Language :: Python :: 3.8',
        'Programming Language :: Python :: Implementation :: CPython',
        'Programming Language :: Python :: Implementation :: PyPy',
        'Topic :: Internet :: Name Service (DNS)',
        'Topic :: Software Development :: Libraries :: Python Modules',
        'Topic :: Utilities',
    ],
    'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
}
```

```
setup(**arguments)
```

```
if __name__ == '__main__':
    main()
```

Found in path(s):

\* /opt/ws\_local/PERMITS\_SQL/1067757573\_1594202931.19/0/idna-2-10-1-tar-gz/idna-2.10/setup.py

## 1.412 libb2-1 0.98

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## 1.413 classnames 2.3.1

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# 1.414 jsxapi 5.0.3

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# 1.415 glibc 2.29

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```
/* _setjmp is implemented in setjmp.S */
```

```
@c The GNU Lesser General Public License.
```

```
@center Version 2.1, February 1999
```

```
@c This file is intended to be included within another document,
```

```
@c hence no sectioning command or @node.
```

```
@display
```

```
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```

```
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```

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```
@end display
```

```
@subheading Preamble
```

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A ``library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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``Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

@end enumerate

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of

this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

@item

A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or

linked with it, is called a ``work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a ``work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a ``work that uses the library". The executable is therefore covered by this License.

Section 6 states terms for distribution of such executables.

When a ``work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

@item

As an exception to the Sections above, you may also combine or link a ``work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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Accompany the work with the complete corresponding

machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable ``work that uses the Library'', as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

@item

Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

@item

Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

@item

If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

@item

Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

@end enumerate

For an executable, the required form of the ``work that uses the Library'' must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot

use both them and the Library together in an executable that you distribute.

@item

You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

@item

Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

@end enumerate

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@subheading END OF TERMS AND CONDITIONS



@page

@subheading How to Apply These Terms to Your New Libraries

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@var{one line to give the library's name and an idea of what it does.}

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@var{signature of Ty Coon}, 1 April 1990

Ty Coon, President of Vice

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/\* setjmp is implemented in setjmp.S \*/

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Version 2.1, February 1999

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When a program is linked with a library, whether statically or using

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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.



- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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@center Version 2.1, February 1999
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@display
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@subheading END OF TERMS AND CONDITIONS

@page

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@var{signature of Ty Coon}, 1 April 1990

Ty Coon, President of Vice

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/\* setjmp is implemented in setjmp.S \*/

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```
@c Local Variables:
@c ispell-local-pdict: "ispell-dict"
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```

## 1.419 kmod 29

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@subheading END OF TERMS AND CONDITIONS

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@c Local Variables:

@c ispell-local-pdict: "ispell-dict"

@c End:

## 1.422 bash 3.2.57

### 1.422.1 Available under license :

From spcedt@armory.com Wed May 10 10:21:11 1995

Flags: 10

Return-Path: spcedt@armory.com

Received: from po.cwru.edu (root@po.CWRU.Edu [129.22.4.2]) by odin.INS.CWRU.Edu with ESMTP (8.6.10+cwru/CWRU-2.1-ins)

id KAA22876; Wed, 10 May 1995 10:21:10 -0400 (from spcedt@armory.com for <chet@odin.INS.CWRU.Edu>)

Received: from deepthought.armory.com (mmdf@deepthought.armory.com [192.122.209.42]) by po.cwru.edu with SMTP (8.6.10+cwru/CWRU-2.3)

id BAA16354; Wed, 10 May 1995 01:33:22 -0400 (from spcedt@armory.com for <chet@po.cwru.edu>)

From: John DuBois <spcedt@armory.com>

Date: Tue, 9 May 1995 22:33:12 -0700

In-Reply-To: Chet Ramey <chet@odin.ins.cwru.edu>

"ksh scripts" (May 9, 1:36pm)

X-Www: http://www.armory.com/~spcedt/

X-Mailer: Mail User's Shell (7.2.5 10/14/92)

To: chet@po.cwru.edu

Subject: Re: ksh scripts

Message-ID: <9505092233.aa13001@deepthought.armory.com>

Sure. The canonical versions are available on ftp.armory.com; you might want to pick up the latest versions before modifying them.

John

On May 9, 1:36pm, Chet Ramey wrote:

```
} Subject: ksh scripts
} From odin.ins.cwru.edu!chet Tue May 9 10:39:51 1995
} Received: from odin.INS.CWRU.Edu by deepthought.armory.com id aa22336;
} 9 May 95 10:39 PDT
} Received: (chet@localhost) by odin.INS.CWRU.Edu (8.6.10+cwru/CWRU-2.1-ins)
} id NAA20487; Tue, 9 May 1995 13:39:24 -0400 (from chet)
} Date: Tue, 9 May 1995 13:36:54 -0400
} From: Chet Ramey <chet@odin.ins.cwru.edu>
} To: john@armory.com
} Subject: ksh scripts
} Cc: chet@odin.ins.cwru.edu
} Reply-To: chet@po.cwru.edu
} Message-ID: <9505091736.AA20411.SM@odin.INS.CWRU.Edu>
} Read-Receipt-To: chet@po.CWRU.Edu
} MIME-Version: 1.0
} Content-Type: text/plain; charset=us-ascii
} Status: OR
}
```

```
} Hi. I'm the maintainer of bash (the GNU `Bourne Again shell') for
} the FSF.
```

```
} I picked up a tar file of ksh scripts you wrote from an anon FTP site
} a while back. I'd like your permission to include modified versions
} of some of them in the next major bash distribution (with proper credit
} given, of course). Is it OK if I do that?
```

```
} Chet Ramey
```

```
} --
```

```
} ``The lyf so short, the craft so long to lerne." - Chaucer
```

```
} Chet Ramey, Case Western Reserve University Internet: chet@po.CWRU.Edu
```

```
}-- End of excerpt from Chet Ramey
```

From friedman@cli.com Thu May 25 12:19:06 1995

Flags: 10

Return-Path: friedman@cli.com

Received: from po.cwru.edu (root@po.CWRU.Edu [129.22.4.2]) by odin.INS.CWRU.Edu with ESMTTP (8.6.10+cwru/CWRU-2.1-ins)

id MAA08685; Thu, 25 May 1995 12:19:05 -0400 (from friedman@cli.com for <chet@odin.INS.CWRU.Edu>)

Received: from cli.com (cli.com [192.31.85.1]) by po.cwru.edu with SMTP (8.6.10+cwru/CWRU-2.3)

id MAA11299; Thu, 25 May 1995 12:19:00 -0400 (from friedman@cli.com for <chet@po.cwru.edu>)



Received: from tepui.cli.com by cli.com (4.1/SMI-4.1)  
id AA27213; Thu, 25 May 95 11:18:25 CDT  
Received: by tepui.cli.com (4.1) id AA16031; Thu, 25 May 95 11:18:23 CDT  
Message-Id: <9505251618.AA16031@tepui.cli.com>  
From: friedman@gnu.ai.mit.edu (Noah Friedman)  
To: chet@po.cwru.edu  
Subject: Bash scripts  
Reply-To: friedman@gnu.ai.mit.edu  
In-Reply-To: <chet@odin.ins.cwru.edu> Thu, 25 May 1995 11:19:59 -0400  
References: <9505251519.AA06424.SM@odin.INS.CWRU.Edu>  
Date: Thu, 25 May 95 11:18:21 CST

>Hi. I snagged some of your bash functions from your home directory on  
>the FSF machines (naughty, I know), and I was wondering if you'd let  
>me distribute them with bash-2.0. Thanks.

Sure. I think there's a later copy in  
~ftp/friedman/shell-inits/init-4.89.tar.gz. There are also some elisp and  
es frobs in that file.

It should serve as a pretty good example of how to get carried away. :-)  
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Return-Path: mikel@ora.com

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id MAA01565; Tue, 1 Aug 1995 12:13:18 -0400 (from mikel@ora.com for <chet@odin.INS.CWRU.Edu>)

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id AA00672; Tue, 1 Aug 95 08:57:32 EDT

Date: Tue, 1 Aug 95 08:57:32 EDT

From: mikel@ora.com (Michael Loukides)

Message-Id: <9508011257.AA00672@los.ora.com>

Subject: Re: Ksh debugger from Rosenblatt's book [for bash]

To: Chet Ramey <chet@odin.INS.CWRU.Edu>

Cc: cmarie@ora.com, cam@iinet.com.au, brosenblatt@tm.com

In-Reply-To: Chet Ramey <chet@odin.INS.CWRU.Edu>, Mon, 31 Jul 1995 16:22:48 -0400

I've modified a (modified) version of Bill Rosenblatt's ksh debugger to work with bash-2.0. Does ORA have any problem with me distributing it with bash-2.0?

That's great!

Go ahead and circulate it; in fact, we should probably grab it and stick it in our ftp archive, and put a reference to it in the book. (Too late to actually discuss the thing, at least for this edition).

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Bates, Tom  
Behan, Zdenk  
Bellis, Ray  
Benali, Elias  
Beverly, Jamie  
Boardman, Spider  
Bos, Sander  
Bostley, P.J.  
Bowes, Keith  
Boyce, Keith Garry  
Brantley, Michael  
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Zolnowsky, John

The following people have worked to translate sudo into other languages as part of the Translation Project, see <https://translationproject.org> for more details.

Albuquerque, Pedro  
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## 1.429 libxslt 1.1.35

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## 1.439 sharp-libtpcapi 20170403

# 1.440 procps 3.3.17

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```
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## 1.441 duktape 2.7.0

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# 1.442 nc6 1.0

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## 1.447 netlink-protocol-library-suite-libnl

### 3.2.24

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<signature of Ty Coon>, 1 April 1990  
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# 1.448 nghttp2 1.47.0

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set yrange [0:]

set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024

set xtics rotate by -45

set style histogram errorbars gap 2 lw 1

set style fill solid border -1

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## 1.449 python 3.8.12

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#### A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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## 1.453 polycoreutils 3.1

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Version 2.1, February 1999

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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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1.6.1	1.6	2001	CNRI	yes (2)
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2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License.

Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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That's all there is to it!

## 1.480 redux-actions 2.6.5

### 1.480.1 Available under license :

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## 1.481 boost-c++-libraries---boost 1.73.0

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Julian Seward, [jseward@acm.org](mailto:jseward@acm.org)  
bzip2/libbzip2 version 1.0.8 of 13 July 2019

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///

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////

```
[#mpl]
# MPL Support, <boost/mp11/mpl.hpp>
:toc:
:toc-title:
:idprefix:
```

The header `<boost/mp11/mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

It's also possible to only enable support for `mp_list` by including `<boost/mp11/mpl_list.hpp>`, and for `std::tuple` by including `<boost/mp11/mpl_tuple.hpp>`. This may be required because some libraries, such as Boost.Fusion, contain their own MPL support for `std::tuple`, which conflicts with Mp11's one.

```
<!DOCTYPE html>
<html>
<head></head>
<body>
<h3>
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</h3>
<p class="copyright">
  1963, 1964, 1965 Jane Doe
</p>
<p class="copyright">
  2018 Joe Blow, John Coe
</p>
<p class="copyright">
  1977, 1985 Someone else
</p>
</body>
</html>
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"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
  <title>Copyright Test</title>
  <articleinfo>
    <copyright>
      <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
    </copyright>
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      <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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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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# 1.486 libusb 1.0.22

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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## 1.492 curl 7.83.1-DEV



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## 1.493 pycountry 18.12.8

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Version 2.1, February 1999

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```

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<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php\_curl, or with an Apache+mod\_ssl webserver for SSL client authentication. Just configure this file as the SSLCACertificateFile.#

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@(#) \$RCSfile: certdata.txt,v \$ \$Revision: 1.80 \$ \$Date: 2011/11/03 15:11:58 \$

# 1.502 dompurify 2.3.8

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- Zlib is now external, in a library
- The make-ssh-known-hosts script is no longer included
- TSS has been removed
- MD5 is now external, in the OpenSSL library
- RC4 support has been replaced with ARC4 support from OpenSSL
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\* @version 3.0 (December 2000)

\*

\* Optimised ANSI C code for the Rijndael cipher (now AES)

\*

\* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

\* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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### 3.3. Distribution of Devices

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- (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
- (ii) grant perpetual and irrevocable sublicenses to Redistributables, as distributed hereunder, for Customers solely to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Devices as provided herein is conditional upon

- (i) the Devices having been created, updated and maintained under a valid and duly paid Development Licenses, and
- (ii) the Licensee having acquired corresponding Distribution Licenses at the time of distribution of any Devices to Customers.

### 3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

- (i) Licensee acknowledges that The Qt Company has separate products of Licensed Software for the purpose of Applications and Devices respectively, where development and distribution of Devices is only allowed using the correct designated product. Licensee shall make sure and bear the burden of proof that Licensee is using a correct product of Licensed Software entitling Licensee to development and distribution of Devices;
- (ii) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;
- (iii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;
- (iv) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial

functionality to the Application(s);

- (v) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;
- (vi) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) or Device(s) was developed using the Licensed Software;
- (vii) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors and Affiliates as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;
- (viii) Licensee shall not grant the Customers a right to (a) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (b) modify the Redistributables or create derivative works thereof, (c) decompile, disassemble or otherwise reverse engineer Redistributables, or (d) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Application or Device on which the Redistributables are installed;
- (ix) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Agreement Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (ix), Licensee is entitled to use and combine Licensed Software with any Permitted Software;
- (x) Licensee shall cause all of its Affiliates, Contractors and Customers entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

- (xi) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and
- (xii) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

### 3.5 QA Tools License

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the Development License Term, to use the QA Tools for Licensee's internal business purposes in the manner provided below and in Appendix 1 hereto.

Licensee may modify the QA Tools except for altering or removing any details of ownership, copyright, trademark or other property right connected with the QA Tools.

Licensee shall not distribute the QA Tools or any part thereof, modified or unmodified, separately or as part of any software package, Application or Device.

Upon expiry of the initially agreed Development License Term, the respective Development License Term shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing, or any other method acceptable to The Qt Company (it being specifically acknowledged and understood that verbal notification is explicitly deemed inadequate in all circumstances), that it does not wish to continue the Development License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective Development License Term. The Qt Company shall, in good time before the due date for the above notification, remind the Licensee on the coming Renewal Term. Unless otherwise agreed between the Parties, Renewal Term shall be 12 months.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard list pricing applicable at the commencement date of any such Renewal Term.

### 3.6 Evaluation License

Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the Evaluation

License Term to use the Licensed Software solely for the Licensee's internal use to evaluate and determine whether the Licensed Software meets Licensee's business requirements, specifically excluding any commercial use of the Licensed Software or any derived work thereof.

Upon the expiry of the Evaluation License Term, Licensee must either discontinue use of the relevant Licensed Software or acquire a commercial Development License or QA Tools License specified herein.

#### 4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links or access to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not, however, comprise part of the Licensed Software, but is provided to Licensee complimentary and use thereof is discretionary for the Licensee. Third-Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

#### 5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample", "Example" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software.

#### 6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that (i) it has the power and



authority to grant the rights and licenses granted to Licensee under this Agreement, and (ii) Licensed Software will operate materially in accordance with its specifications.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

#### 7. LIMITATION OF LIABILITY

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY BY LICENSEE DURING THE DEVELOPMENT LICENSE TERM DURING WHICH THE EVENT RESULTING IN SUCH LIABILITY OCCURRED.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

#### 8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the agreed Development License Term or other agreed fixed time period. Support is provided according to agreed support level and subject to applicable requirements and restrictions, as specified in the Support Terms.

Unless otherwise decided by The Qt Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support Terms, provided that during the respective ongoing Support period the level of Support may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

## 9. CONFIDENTIALITY

Each Party acknowledges that during the Agreement Term each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled

to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

## 10. FEES, DELIVERY AND PAYMENT

### 10.1. License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an Appendix 2 hereto, as the case may be.

Unless otherwise expressly provided in this Agreement, the License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

### 10.2. Ordering Licenses

Licensee may purchase Development Licenses, Distribution Licenses and QA Tools Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Unless expressly otherwise agreed, any price or other term quoted to the Licensee or specified herein shall only be valid for the thirty (30) days from the effective date of this Agreement, Appendix 2 or the date of the quote, as applicable.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

Licensee acknowledges and agrees that all Purchase Orders for Licensed Software the Licensee makes during the Agreement Term shall be governed exclusively under the terms of this Agreement.

### 10.3. Distribution License Packs

Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

#### 10.4. Payment Terms

License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due and which have not been disputed by the Licensee in good faith.

#### 10.5. Taxes

All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

### 11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

#### 11.1. Licensee's Record-keeping

Licensee shall at all times during the Agreement Term and for a period of two (2) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request

to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, , and (iii) any other information pertaining to Licensee's compliance with the terms of this Agreement (like e.g. information on products and/or projects relating to use of Distribution Licenses), as The Qt Company may reasonably require from time to time.

#### 11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least thirty (30) days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any possible in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities and shall be limited in scope to verify Licensee's compliance with the terms of this Agreement. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee shall pay to The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

### 12. TERM AND TERMINATION

#### 12.1. Agreement Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force until terminated pursuant to the terms of this Section 12 ("Agreement Term").

#### 12.2. Termination for breach and suspension of rights

Either Party shall have the right to terminate this Agreement upon thirty (30)

days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within ten (10) business days following The Qt Company's written notice thereof.

### 12.3. Termination for insolvency

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

### 12.4. Parties' Rights and Duties upon Termination

Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software under this Agreement. For clarity, a Development License of a Designated User or a QA Tools License, and all rights relating thereto, shall always terminate at the expiry of the respective Development License Term, even if the Agreement continues to remain in force.

Upon such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same by Licensee's duly authorized officer to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Except when this Agreement is terminated by The Qt Company due to Licensee's material breach as set forth in Section 12.2, the Licensee may continue distribution of Applications and Devices under the terms of this Agreement despite the termination of this Agreement. In such event the terms hereof will continue to be applicable and govern any such distribution of Applications and Devices beyond the expiry or termination of this Agreement. In case of termination by The Qt Company due to Licensee's material breach, Licensee must cease any distribution of Applications and Devices at the date of termination of this Agreement.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee pay to The Qt Company all such fees within 30 days from the effective date of termination of this Agreement.

Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

#### 12.5. Extension of Rights under Special Circumstances

In the event of The Qt Company choosing not to renew the Development License(s) or QA Tools Licenses, as set forth in Section 3.1 and 3.5 respectively, and where such decision of non-renewal is not due to any ongoing breach or alleged breach (as reasonably determined by The Qt Company) by Licensee of the terms of this Agreement or any applicable license terms of Open Source Qt, then all valid and affected Development Licenses and QA Tools licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2.

In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) or QA Tools Licenses, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid Development Licenses and QA Tools Licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

For clarity, in case of an extension under this Section 12.5, any such extension shall not apply to The Qt Company's Support obligations, but Support shall be provided only up until the end of the respective fixed Development License Term regardless of the extension of relevant Development License or QA Tools License, unless otherwise agreed between the Parties.

### 13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any dispute, claim or controversy arising out of or relating to this

Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

- (i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
- (ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
- (iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of International Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

## 14. GENERAL PROVISIONS

### 14.1. No Assignment

Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

### 14.2. No Third-Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

### 14.3. Surviving Sections



Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

#### 14.4. Entire Agreement

This Agreement, the Appendices hereto, the License Certificate and any applicable quote and Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

#### 14.5. Modifications

No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms.

#### 14.6. Force Majeure

Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

#### 14.7. Notices

Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

#### 14.8. Export Control

Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

#### 14.9. No Implied License

There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

#### 14.10. Attorney Fees

The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action, as to be ordered by the relevant dispute resolution body.

#### 14.11. Privacy

Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data will be primarily collected from the relevant individuals but may be collected also from Licensee (e.g. in the course of Licensee's reporting obligations). The Parties acknowledge that as The Qt Company determines the purpose and means for such collection and processing of the applicable personal data, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation.

The Qt Company shall process any such personal data in accordance with its privacy and security policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

#### 14.12. Severability

If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

#### 14.13. Marketing Rights

Parties have agreed upon Marketing Rights pursuant to Appendix 7, if any.

### APPENDICES

The Agreement includes following Appendices 1-10, as applicable.

- Appendix 1: Licensed Software details
- Appendix 2: Pricing
- Appendix 3: Add-on Software details (optional)
- Appendix 4: Small business and startup Licenses (optional)
- Appendix 5: Non-commercial and educational Licenses (optional)
- Appendix 6: License Reporting (optional)
- Appendix 7: Marketing Rights (optional)
- Appendix 8: Intentionally left blank (optional)
- Appendix 9: Support Terms
- Appendix 10: Conversion from legacy Licenses to Subscription (optional)

### APPENDIX 1: LICENSED SOFTWARE

The modules and/or tools that are included in the latest publicly available version of the respective product at the effective date of this Agreement- Qt for Application Development Professional (ADP), Qt for Application Development Enterprise (ADE), Qt for Device Creation Professional (DCP), Qt for Device Creation Enterprise (DCE), - are marked with "X" in the below table. The modules and tools are specific to each product version respectively and may vary from version to version. Modules and tools included in the latest publicly available version of the respective product at any given time are listed in Appendix 1 of the latest version of this Agreement available at [www.qt.io/terms-conditions/](http://www.qt.io/terms-conditions/). If a new version of Licensed Software does not include a module or tool present in an older version which Licensee is entitled to use under a valid license from The Qt Company, then Licensee will continue to have such right during the Term of this Agreement. In the event a new version of the Licensed Software adds modules or tools to any previous

version(s), Licensee's rights will extend to cover also such additional modules and tools.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with "R" in the below table.

Modules / Tools	ADP   ADE   DCP   DCE
Active Qt	X,R   X,R   X,R   X,R
Qt 3D	X,R   X,R   X,R   X,R
Qt 5 Core Compatibility APIs	X,R   X,R   X,R   X,R
Qt Android Extras	X,R   X,R   X,R   X,R
Qt Bluetooth	X,R   X,R   X,R   X,R
Qt Canvas 3D	X,R   X,R   X,R   X,R
Qt Charts	X,R   X,R   X,R   X,R
Qt Concurrent	X,R   X,R   X,R   X,R
Qt Core	X,R   X,R   X,R   X,R
Qt Data Visualization	X,R   X,R   X,R   X,R
Qt D-Bus	X,R   X,R   X,R   X,R
Qt for Python	X,R   X,R   X,R   X,R
Qt for WebAssembly	X,R   X,R   X,R   X,R
Qt Gamepad	X,R   X,R   X,R   X,R
Qt Graphical Effects	X,R   X,R   X,R   X,R
Qt GUI	X,R   X,R   X,R   X,R
Qt Help	X,R   X,R   X,R   X,R
Qt Image Formats	X,R   X,R   X,R   X,R
Qt Location	X,R   X,R   X,R   X,R
Qt Lottie Animation	X,R   X,R   X,R   X,R

```

+-----+
| Qt Mac Extras          | X,R | X,R | X,R | X,R |
+-----+
| Qt Multimedia          | X,R | X,R | X,R | X,R |
+-----+
| Qt Multimedia Widgets  | X,R | X,R | X,R | X,R |
+-----+
| Qt Network             | X,R | X,R | X,R | X,R |
+-----+
| Qt Network Authorization | X,R | X,R | X,R | X,R |
+-----+
| Qt NFC                 | X,R | X,R | X,R | X,R |
+-----+
| Qt OpenGL              | X,R | X,R | X,R | X,R |
+-----+
| Qt PDF                 | X,R | X,R | X,R | X,R |
+-----+
| Qt Platform Headers    | X,R | X,R | X,R | X,R |
+-----+
| Qt Positioning         | X,R | X,R | X,R | X,R |
+-----+
| Qt Print Support       | X,R | X,R | X,R | X,R |
+-----+
| Qt Purchasing          | X,R | X,R | X,R | X,R |
+-----+
| Qt QML                 | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick               | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick 3D           | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Controls 1    | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Controls      | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Dialogs      | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Extras        | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Layouts      | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Test          | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Timeline      | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick WebGL         | X,R | X,R | X,R | X,R |
+-----+
| Qt Quick Widgets       | X,R | X,R | X,R | X,R |

```

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+-----+
| Qt Remote Objects      | X,R | X,R | X,R | X,R |
+-----+
| Qt Script              | X,R | X,R | X,R | X,R |
+-----+
| Qt Script Tools       | X,R | X,R | X,R | X,R |
+-----+
| Qt SCXML               | X,R | X,R | X,R | X,R |
+-----+
| Qt Sensors             | X,R | X,R | X,R | X,R |
+-----+
| Qt Serial Bus         | X,R | X,R | X,R | X,R |
+-----+
| Qt Serial Port        | X,R | X,R | X,R | X,R |
+-----+
| Qt Shader Tools       | X,R | X,R | X,R | X,R |
+-----+
| Qt Speech              | X,R | X,R | X,R | X,R |
+-----+
| Qt State Machine      | X,R | X,R | X,R | X,R |
+-----+
| Qt SQL                 | X,R | X,R | X,R | X,R |
+-----+
| Qt SVG                 | X,R | X,R | X,R | X,R |
+-----+
| Qt Test                | X,R | X,R | X,R | X,R |
+-----+
| Qt UI Tools           | X,R | X,R | X,R | X,R |
+-----+
| Qt Virtual Keyboard   | X,R | X,R | X,R | X,R |
+-----+
| Qt Wayland Compositor | X,R | X,R | X,R | X,R |
+-----+
| Qt WebChannel         | X,R | X,R | X,R | X,R |
+-----+
| Qt WebEngine          | X,R | X,R | X,R | X,R |
+-----+
| Qt WebSockets         | X,R | X,R | X,R | X,R |
+-----+
| Qt WebView            | X,R | X,R | X,R | X,R |
+-----+
| Qt Widgets            | X,R | X,R | X,R | X,R |
+-----+
| Qt Windows Extras    | X,R | X,R | X,R | X,R |
+-----+
| Qt X11 Extras         | X,R | X,R | X,R | X,R |
+-----+
| Qt XML                | X,R | X,R | X,R | X,R |

```

Qt XML Patterns	X,R	X,R	X,R	X,R
Qt Designer (Qt Widget Designer)	X,R	X,R	X,R	X,R
Qt Linguist	X,R	X,R	X,R	X,R
Qt Assistant	X,R	X,R	X,R	X,R
lupdate	X,R	X,R	X,R	X,R
lrelease	X,R	X,R	X,R	X,R
lconvert	X,R	X,R	X,R	X,R
Qt MQTT	X,R	X,R	X,R	
Qt KNX	X,R	X,R	X,R	
Qt OPC UA	X,R	X,R	X,R	
Qt CoAP	X,R	X,R	X,R	
Boot 2 Qt stacks	X,R	X,R		
Qt OTA	X,R	X,R		
Device Utilities	X,R	X,R		
Qt Debugging Bridge (QBD) Daemon	X,R	X,R		
Qt Quick Ultralite Controls	X,R	X,R		
Qt Quick Ultralite	X,R	X,R		
Qt Safe Renderer (QSR)	X,R			
Qt Application Manager	X,R			
Qt Interface Framework	X,R			
Neptune Reference UI	X,R			
Qt for Android Automotive (QAA)	X,R			
Qt Creator	X	X	X	X
Qt Design Studio Professional	X	X	X	X

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+-----+
| androiddeployqt      | X | X | X | X |
+-----+
| androidtestrunner   | X | X | X | X |
+-----+
| canbusutil          | X | X | X | X |
+-----+
| dumpcpp             | X | X | X | X |
+-----+
| dumpdoc             | X | X | X | X |
+-----+
| fixqt4headers.pl    | X | X | X | X |
+-----+
| idc                 | X | X | X | X |
+-----+
| moc                 | X | X | X | X |
+-----+
| pixeltool           | X | X | X | X |
+-----+
| qdbus               | X | X | X | X |
+-----+
| qbuscpp2xml         | X | X | X | X |
+-----+
| qbusviwer           | X | X | X | X |
+-----+
| qbusxml2cpp         | X | X | X | X |
+-----+
| qdistancefieldgenerator | X | X | X | X |
+-----+
| qdoc                | X | X | X | X |
+-----+
| qhelpgenerator      | X | X | X | X |
+-----+
| qlalr               | X | X | X | X |
+-----+
| qmake               | X | X | X | X |
+-----+
| qml                 | X | X | X | X |
+-----+
| qmlcachegen         | X | X | X | X |
+-----+
| qmldom              | X | X | X | X |
+-----+
| qmlleasing          | X | X | X | X |
+-----+
| qmlformat           | X | X | X | X |
+-----+
| qmllint             | X | X | X | X |

```



qmlpreview	X   X   X   X
qmlprofiler	X   X   X   X
qmlscene	X   X   X   X
qmltestrunner	X   X   X   X
qmltime	X   X   X   X
qmlviewer	X   X   X   X
qtdiag	X   X   X   X
qtpaths	X   X   X   X
qtplugininfo	X   X   X   X
qvkgen	X   X   X   X
rcc	X   X   X   X
tracegen	X   X   X   X
uic	X   X   X   X
windeployqt	X   X   X   X
Target toolchains	X   X
Qt Debugging Bridge Host Tools	X   X
qtconfig-gui	X   X
Qt Emulator	X   X
Qt Creator VxWorks plugin	X   X
Qt Creator plugin for Qt Application Manager	X
qmlinterfacegenerator	X
qmltoccpp	X
qulfontcompiler	X

Qt Deployment Server				X
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Rights for Application and Device use cases

Following table summarizes the rights afforded by different products of the Licensed Software to create and distribute Applications and Devices as defined in this Agreement (X marks for rights):

	Applications	Devices
ADP	X	
ADE	X	
DCP	X	X
DCE	X	X

Licensed Software: Designer tools and modules

The modules and/or tools that are included in the respective product - Qt for Design Studio Professional (DSP), Qt for Design Studio Enterprise (DSE) - are marked with "X" in the below table.

Designer tools provides no Redistributables.

	DSP	DSE
Qt Design Studio	X	X
Qt Design Bridges		X
QML Live on host	X	X
QML Live on target		X
Variant Management		X
Shader creation tools		X
Profiling tools		X
Simulink support		X

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Both DSP and DSE can be used to create an user interface for use cases covered by ADP, ADE, DCP and DCE.

Licensed Software: QA Tools

The modules and/or tools that are included in the respective QA Tools product - Squish (both Tester and execution Licenses), Coco or Test Center - are marked with "X" in the below table. Optional features that will need additional licenses are marked with "O". QA Tools include no Redistributables.

	Squish	Coco	Test Center
Squish IDE	X		
QA Tool-specific command line tools	X	X	X
Coverage Browser		X	
HTML interface			X
Qt Support Module	X		
Java support module	X		
Windows support module	X		
iOS support module	X		
Android support module	X		
Web support module	X		
macOS support module	X		
VNC support module	X		
MCU support module	X		
C and C++ language module		X	
C# language module		X	
QML language module		X	

| Tester Cross-Compilation Add-On | O | O | |

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License capabilities for Squish

License capabilities that are included in the Squish Tester and Execution Licenses are marked with "X" in the below table.

	Squish Tester License	Squish Execution License
Ability to create, edit, and debug test cases	X	
Ability to execute test cases	X	X

Install and use capabilities for QA Tools

Install and use capabilities that are included in the respective QA Tools products are defined in the below table.

	Squish Tester License	Squish Execution License	Coco Test Center License	Test Center License
Number of installation instances per license	Unlimited	Unlimited	Unlimited	One(1)
Number of concurrent users	Limited by number of Squish Licenses	Limited by number of Squish Licenses	Limited by number of Tester Licenses	Limited by number of Test Center Licenses

APPENDIX 2: PRICING

Separate template

APPENDIX 3: ADD-ON PRODUCTS TO LICENSED SOFTWARE

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APPENDIX 4: SMALL BUSINESS AND STARTUP

The provisions of this Appendix 4 are applicable for companies with an annual revenue, including funding, equivalent to maximum of 250,000 USD (in applicable currency) during the latest full calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company ("Start-up Company").

Start-up Companies are qualified for a discounted License Fee for maximum of four (4) Development Licenses ("Start-up Development License") unless otherwise agreed between the parties.

Start-up Development License entitles the respective Designated User for Support only for Install Support as defined in Appendix 9, Support Terms.

Upon expiry of the respective Development License Term, the Start-up Development Licenses shall be automatically extended, pursuant to Section 3.1 of the Agreement, for a Renewal Term either as new Start-up Development Licenses (if the Licensee still qualifies as a Start-up Company), or as normal then standard list price Development Licenses (if the Licensee no longer qualifies as a Start-up Company).

#### APPENDIX 5: NON-COMMERCIAL AND EDUCATIONAL USE

The provisions of this Appendix 5 are applicable for non-commercial use of the Licensed Software by the Licensee.

For the purpose of this Appendix 5, the following additional definitions (replacing the relevant definition of the Agreement, where applicable) shall be applicable:

"Demo Units" shall mean (i) hardware development platform, which incorporates the Licensed Software along with Licensee's software and/or hardware, and (ii) prototype versions of Applications or Devices.

"Designated User(s)" shall mean the employees and students of the Licensee.

"Licensee Products" shall mean Applications and/or Devices.

"Permitted Purpose" shall mean (i) Licensee's internal evaluation and testing of Licensed Software, (ii) building Demo Units as well as (iii) educational use.

"Agreement Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

I. Recital (A) shall be replaced in its entirety to read as follows:

"(A) Licensee wishes to use the Licensed Software for the Permitted

Purpose."

II. Section 3.1 shall be replaced in its entirety to read as follows:

"The Qt Company grants to Licensee a personal, non-exclusive, non-transferable, revocable, royalty-free license, valid for the Agreement Term, to use, modify and copy the Licensed Software solely for the Permitted Purpose. Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software. Licensee may demonstrate the Demo Units, provided that such demonstrations must be conducted by Licensee, and the Demo Units must remain in Licensee's possession and under Licensee's control at all times.

For clarity, this Agreement does not (i) entitle Licensee to use Licensed Software to create Applications or Devices (other than prototypes thereof) or (ii) carry any distribution rights to Licensee, but such rights are subject to and conditional upon conclusion of a separate license agreement with The Qt Company."

III. Sections 3.2, 3.3, 3.5, 3.6, 8 and 10 shall be deleted.

IV. Section 3.4 shall be replaced in its entirety to read as follows:

"Licensee shall not:

- remove or alter any copyright, trademark or other proprietary rights notice contained in any portion of the Licensed Software;
- transfer, publish, sublicense, disclose, display or otherwise make the Licensed Software available to any third party (except that Licensee may demonstrate the Demo Units pursuant to Section 3.1);
- in any way combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt; Licensee shall cause all Designated Users who make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof. Licensee shall be responsible for any and all actions and omissions of its Designated Users relating to the Licensed Software and use thereof. Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company."

V. Section 12 shall be replaced in its entirety to read as follows:

"This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Agreement Term, unless and until terminated pursuant to the terms of Section 12.

Upon termination of the Agreement, Licensee shall cease using the Licensed Software. All other copies of Licensed Software in the possession or control of Licensee must be erased or destroyed. An officer of Licensee must, upon request, promptly deliver to The Qt Company a written confirmation that this has occurred."

Except for the modifications specified above, this Appendix carries no change to the terms of the Agreement which shall remain in full force.

## APPENDIX 6: LICENSE REPORTING

Separate template

## APPENDIX 7: MARKETING RIGHTS

This Appendix 7 has the purpose to grant visibility through The Qt Company marketing channels of the usage of Qt and related product and service in Licensee product. Following related marketing right are agreed between the Qt Company and the Licensee.

### 1. LICENSEE NAME AND LICENSEE LOGO

The Qt Company has the right to use Licensee name and Licensee logo in public channel, in respect of the value proposition that the Qt company provided to the Licensee.

### 2. MARKETING CONTENT COOPERATION

#### 2.1. LICENSEE CASES

The Licensee is open to collaborate on content creation for marketing and communication purpose. The Licensee will nominate one responsible that will be in charge to support The Qt company with this content creation, according to content format paragraph, answering technical questions or sharing professional picture or video of required content. The Qt Company will have the right to advertise this in Content Format and Channel as mentioned in paragraph 3 and 4.

#### 2.2. FINAL PRODUCT REFERRAL

Licensee agree that The Qt Company could connect their software product and services with the Licensee device or application, that the Licensee has created using The Qt Company technology and competence. Licensee will provide high quality picture, and video of the created final product where the Qt technology is running into. The Qt Company will have the right to advertise this in Content Format and Channel as mentioned in paragraph 3 and 4.

### 3. CONTENT FORMAT

- Video
- Written Licensee case
- Press release
- Social media posts
- Emails
- Event booth Graphics
- Printed material

#### 4. CHANNELS

- Social media
- The Qt Company resource center and website
- Email to the Qt company contact database
- Events
- Online webinars
- Public speech
- Public presentations

#### APPENDIX 8: INTENTIONALLY LEFT BLANK

#### APPENDIX 9: SUPPORT TERMS

These Qt support terms and conditions ("Support Terms") set forth the legal framework, where under The Qt Company ("The Qt Company") provides support services (as herein defined) to the Licensee.

##### 1 DEFINITIONS

"Application Code" shall mean a computer software program written strictly using the Qt programming language, by or for the Licensee, with a user interface, enabling the Licensee or their users to accomplish a specific task and display any results of the task on the display monitor or screen.

"Dedicated Contact" shall mean the employee of The Qt Company who will be the first point of contact for all Designated Users' requests for Support.

"Errors" shall mean an error, flaw, mistake, failure, or fault in Licensed Software that prevents it from behaving as described in the relevant documentation or as agreed between the Parties.

"Extended Support" shall mean a continuation to the normal Support period, which allows Designated Users to receive selected Support (Standard Support or Premium Support) for a version of Licensed Software that is no longer generally supported by The Qt Company.

"Install Support" shall mean Support that is limited to installation related Error(s) on Development Platforms specified as supported host platforms for each Qt release under doc.qt.io.

"Maintenance Release" shall mean a release or version of Licensed Software containing bug fixes, error corrections and other changes targeted to maintaining and improving product stability and quality. Maintenance Releases are generally depicted as a change to the third digit of Licensed Software version number.

"Platforms" shall mean both Development Platforms and Deployment Platforms.



Supported host and target Platforms may vary from for each Qt release as defined under doc.qt.io.

"Premium Support" shall mean an upgraded level of Support that The Qt Company provides pursuant to these Support Terms to Licensee if Licensee has purchased Premium Support instead of Standard Support. Premium Support shall always be purchased for all Designated User(s) in the respective development team of the Licensee.

"Response Time" shall mean the period of time from when Licensee notifies TheQt Company about an Error or requests Support until The Qt Company provides Licensee with a response that addresses (but not necessarily resolves) the reported Error or provides the requested Support.

"Standard Support" shall mean standard level of Support that The Qt Company provides pursuant to these Support Terms to Licensee.

"Support" shall mean developer assistance that is provided by The Qt Company to assist eligible Designated Users in Licensed Software installation, usage and functionality problem resolution for Error(s) and Error workarounds pursuant to the terms of these Support Terms. Support for different products is available as specified in the below table ("X" marking the Support that is included in the license price, optional Add-on Support services are marked as "O"):

	ADP	ADE	DCP	DCE	DSP	DSE	Squish	Coco	Test Center
Install Support	X	X	X	X	X	X	X	X	X
Standard Support		X	X	X	X	X	X	X	X
Premium Support		O	O	O	O	O	O	O	O
Extended Support		O	O	O	O				
Tool Qualification Kit						O	O		

"Support Validity Term" shall mean the Development License Term or any other fixed time period agreed between the Parties during which time the Customer is eligible to receive Support from The Qt Company.

"Tool Qualification Kit" shall mean a customized set of documents and validation test cases.

## 2 SUPPORT SERVICES

## 2.1 Support Services Provided by The Qt Company

Subject to these Support Terms and during the Support Validity Term, The Qt Company will via its web-based support user-interface, provide Designated User(s) with Support for the Platforms which Customer has licensed under the Agreement.

The Qt Company will make commercially reasonable efforts to solve any Errors reported by Designated User(s). Resolution of an Error may be provided through Designated User(s) themselves downloading of a later released version of the applicable Licensed Software product(s) or providing the Designated User with a temporary workaround addressing such Error.

## 2.2 Licensee's Obligations

To report an Error, the Designated User shall register the Error on The Qt Company's web-based support user interface located at:  
<https://account.qt.io/login> or at another location designated by The Qt Company.

The Designated User must provide adequate information and documentation to The Qt Company to enable it to recreate the Error or problem for which the Designated User has sought assistance.

To ensure efficient handling of Errors, the Designated User must provide the following information, where relevant:

- A clear, detailed description of the problem, question or suggestion;
- Identification of which Licensed Software product and version is affected;
- Identification of the operating environment (e.g. operating system, hardware Platform, build tools, etc.) on which the problem exists;
- On Standard Support: A complete and compilable test case of not more than 500 lines of code that demonstrates the problem;
- On Premium Support: A complete and compilable test case that demonstrates the problem or access to Application Code source codes.

Additional relevant content, such as screenshots, etc.

Additional content should be included as attachments. The preferred image formats are JPEG and PNG. Compressed content should be included in zip or tar.gz archives. Executable content and documents in platform specific formats such as Microsoft Office' are not accepted.

In order for The Qt Company to provide prompt handling of Errors, the Designated User shall promptly respond to any requests from The Qt Company for additional information.

## 2.3 Support Limitations

General limitations:

Each version or release of the Licensed Software will be Supported under Standard Support or Premium Support only for limited time period as set forth

in doc.qt.io. For example, regular releases of Qt Software are supported for one (1) year from the release date of the version x.y.0 and Long Term Support (LTS) Releases are supported for a period of three (3) years from the release date of the LTS version x.y.0.

The Qt Company shall only provide Support for Designated User(s).

Support is made available for the entire development teams only: It is not allowed to purchase Support only for some members of the development team, and all Designated Users of the respective development team must be eligible for the same level of Support.

Support is not provided for snapshots, preview releases, beta releases or release candidates.

The Qt Company shall have no obligation to provide Support for hardware or operating system specific problems or problems arising from improper use, accident, neglect or modification of Qt.

Limitations with Install Support:

Support limited to Error(s) regarding installation and setting up of the Qt development environment on host Platforms.

Limitations with Standard Support:

The Qt Company shall not provide Support for third-party software or problems caused by third-party software even if such third-party software is distributed together with Licensed Software product(s).

The Qt Company shall only provide Support for Error(s) that are reported on and can be reproduced on Platforms that are officially supported for the release of the Licensed Software.

Limitations with Premium support:

The Qt Company shall not provide Support for third-party software or problems caused by third-party software. However, if such third-party software is distributed together with Licensed Software, The Qt Company will make commercially reasonable efforts to solve such problems.

The Qt Company shall only provide Support for Error(s) that can be reproduced on Platforms that are officially supported for the release of the Licensed Software. If the Error is on a Platform that is not supported, The Qt Company will make commercially reasonable efforts to provide a solution on closest corresponding supported Platform.

Premium Support is optional and purchased for an agreed bucket of hours

("Bucket"). Hours can be used by any Designated User in the respective development team. To encourage continuous usage of the Support, ten percent (10%) of the purchased Bucket shall automatically expire (regardless of whether such support hours are actually used or not by the Licensee) each month after three (3) months from the purchase of the Premium Support.

## 2.4 Extended Support

Extended Support extends the Support Validity Term for a release of Licensed Software that is no longer generally supported.

Extended Support includes and is by default provided with Standard Support rules and limitations, unless Extended Support is purchased with Premium Support in which case Premium Support rules and limitations will apply.

Extended Support is optional and purchased with annual fee and separately per each Licensee product. Extended Support will need definition of (i) Licensee product, (ii) used Platform(s) and (iii) Licensed Software version(s).

## 2.5 Tool Qualification Kit

The Qt Company shall provide set of customized documents and validation tests that enable Licensee to qualify QA testing tool for the purpose of ISO 26262, EN 50128, DO-330, IEC 61508, IEC 62304 or IEC 13485 certification Licensee end to end solution.

## 3 RESPONSE TIME

In performing Support, The Qt Company shall commit to following, non-binding, Response Times:

Standard Support: Errors and Support requests will have a Response Time not to exceed two (2) business days.

Premium Support: Errors and Support requests will have a Response Time not to exceed one (1) business day.

For complex issues, The Qt Company may provide an initial response to the Designated User and then follow up, without undue delay, with additional communication before an Error is properly addressed or Support provided.

## 4 ADDITIONAL SERVICES IN PREMIUM SUPPORT

The Designated User(s) will be assigned a Dedicated Contact to handle requests for Support. Dedicated Contact is subject to change in cases such as sick leave, vacation and other similar reasons.

The Designated User(s) can on request ask The Qt Company to access their

computer remotely in order to resolve problems directly.

The Designated User(s) can request a session via Instant Messaging or phone call in the support request to The Qt Company.

Premium Support can assist Licensee in implementing new features, bug fixes and accessing patches in Licensed Software or Application Code.

All Support requests will be handled with high priority.

## 5 MAINTENANCE RELEASES, UPDATES AND UPGRADES

Under the Support the Customer is eligible for Maintenance Releases and Updates that The Qt Company generally makes available to customers who has purchased Support. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be provided under the Support.

The primary focus of Maintenance Releases is product quality. Therefore, each Maintenance Release typically includes the following types of changes to the previous version of Licensed Software:

- Bug fixes caused by changes to previously working code;
- Fixes related to build issues on supported Platforms;
- Error corrections specific to a single Platform that are not present on other Platforms;
- Critical Error corrections such as crashes, data corruption, loss of data, race conditions; and
- Updates to documentation and license information when deemed necessary by The Qt Company.

The primary focus of Updates is introducing new features to Licensed Software and covering new platforms. Therefore, each Updates typically includes the following types of changes to the previous version of Licensed Software:

- New platform support;
- New toolchain support;
- New features and Qt modules;

## 6 WARRANTY DISCLAIMER

The Qt Company makes no warranties that the Support provided will be successful in resolving any difficulties or problems or in diagnosing faults reported by Licensee. Support is provided to Licensee on an "as is" basis. To the maximum extent permitted by applicable law, The Qt Company disclaims all warranties and conditions, either express or implied, including, but not limited to, implied warranties of merchantability and fitness for a particular purpose for the Support provided by The Qt Company to Licensee.

## APPENDIX 10: CONVERSION TO SUBSCRIPTION

Subject to the terms of this Appendix Licensee's current development licenses ("Current Licenses") for commercial version of Qt Software and the license agreements governing such Current Licenses ("Existing Agreements") are being replaced by this Agreement and subscription based Development Licenses governed hereunder, as further specified below.

+-----+  
Existing Agreement(s)	<Trolltech, Nokia, Digia, The Qt Company> and
signing parties, version	<Licensee> <Version of the Agreement, e.g. 2.0,
and date of signatures	3.2 or 4.1> <Date of the agreement signatures>
thereof	
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## 1.517 jsdom 16.4.0+~cs77.17.35

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# 1.520 e2fsprogs 1.43.9

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This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from <http://sourceforge.net/projects/e2fsprogs>

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```
#  
# This is a Makefile stub which handles the creation of BSD shared  
# libraries.  
#  
# In order to use this stub, the following makefile variables must be defined.  
#  
# BSDLIB_VERSION = 1.0  
# BSDLIB_IMAGE = libce  
# BSDLIB_MYDIR = et  
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
```

```

#

all:: image

real-subdirs:: Makefile
@echo " MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image: $(BSD_LIB)

$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
`echo $(my_dir) | sed -e 's;lib/;;' /$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \
$(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

```

This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: `tdbsa/tdb.c`

-----  
--- `tdbsa.orig/tdb.c`

+++ `tdbsa/tdb.c`

@@ -4,11 +4,11 @@ Rev: 23371

Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)

\*/

/\*

- Unix SMB/CIFS implementation.  
+ trivial database library - standalone version

- trivial database library - private includes

-

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Theodore Ts'o  
23-June-2007

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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.>  
Copyright (C) <year> <name of author>

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

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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Version 2, June 1991

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[This is the first released version of the library GPL. It is  
numbered 2 because it goes with version 2 of the ordinary GPL.]

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain

designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs



(which use some of those functions and data) to form executables.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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

That's all there is to it!  
This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

<http://sourceforge.net/projects/e2fsprogs>

Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the `ss` command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:  
[tsx-11.mit.edu/pub/linux/packages/ext2fs/](http://tsx-11.mit.edu/pub/linux/packages/ext2fs/)

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This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:  
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Gadi Oxman, August 1995

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\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-

2.4.100/tests/exynos/exynos\_fimg2d\_test.c

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* /opt/cola/permits/1152427428_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-
MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/exynos/fimg2d_reg.h
* /opt/cola/permits/1152427428_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-
MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/exynos/exynos_fimg2d.h
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/\* drmsl.c -- Skip list test

\* Created: Mon May 10 09:28:13 1999 by faith@precisioninsight.com

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\*

\* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

\*

\* DESCRIPTION

\*

\* This file contains a straightforward skip list implementation.n

\*

\* FUTURE ENHANCEMENTS

\*

\* REFERENCES

\*

\* [Pugh90] William Pugh. Skip Lists: A Probabilistic Alternative to  
\* Balanced Trees. CACM 33(6), June 1990, pp. 668-676.

\*

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\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/tests/drmsl.c

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\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/etnaviv/etnaviv\_pipe.c  
\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/tests/etnaviv/etnaviv\_2d\_test.c  
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\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/tests/etnaviv/write\_bmp.c  
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/\* mga\_drm.h -- Public header for the Matrox g200/g400 driver -\*- linux-c -\*-

\* Created: Tue Jan 25 01:50:01 1999 by jhartmann@precisioninsight.com

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\* DRM based vblank test program

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\* Jakob Bornecrantz <jakob@tungstengraphics.com>

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\* Jesse Barnes <jesse.barnes@intel.com>

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```
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```

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*
```

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* Gareth Hughes <gareth@valinux.com>
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* Keith Whitwell <keith@tungstengraphics.com>
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```
*/
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```
/*
```

```
* DRM based mode setting test program
```

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/\* xf86drmHash.c -- Small hash table support for integer -> integer mapping

\* Created: Sun Apr 18 09:35:45 1999 by faith@precisioninsight.com

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\* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

\*

\* DESCRIPTION

\*

\* This file contains a straightforward implementation of a fixed-sized  
\* hash table using self-organizing linked lists [Knuth73, pp. 398-399] for  
\* collision resolution. There are two potentially interesting things  
\* about this implementation:

\*

\* 1) The table is power-of-two sized. Prime sized tables are more  
\* traditional, but do not have a significant advantage over power-of-two  
\* sized table, especially when double hashing is not used for collision  
\* resolution.

\*

\* 2) The hash computation uses a table of random integers [Hanson97,  
\* pp. 39-41].

\*

#### \* FUTURE ENHANCEMENTS

\*

\* With a table size of 512, the current implementation is sufficient for a  
\* few hundred keys. Since this is well above the expected size of the  
\* tables for which this implementation was designed, the implementation of  
\* dynamic hash tables was postponed until the need arises. A common (and  
\* naive) approach to dynamic hash table implementation simply creates a  
\* new hash table when necessary, rehashes all the data into the new table,  
\* and destroys the old table. The approach in [Larson88] is superior in  
\* two ways: 1) only a portion of the table is expanded when needed,  
\* distributing the expansion cost over several insertions, and 2) portions  
\* of the table can be locked, enabling a scalable thread-safe  
\* implementation.

\*

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/\* xf86drmRandom.c -- "Minimal Standard" PRNG Implementation

\* Created: Mon Apr 19 08:28:13 1999 by faith@precisioninsight.com

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\* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

\*

\* DESCRIPTION

\*

\* This file contains a simple, straightforward implementation of the Park

\* & Miller "Minimal Standard" PRNG [PM88, PMS93], which is a Lehmer

\* multiplicative linear congruential generator (MLCG) with a period of

\*  $2^{31}-1$ .

\*

\* This implementation is intended to provide a reliable, portable PRNG

\* that is suitable for testing a hash table implementation and for

\* implementing skip lists.

\*

\* FUTURE ENHANCEMENTS

\*

\* If initial seeds are not selected randomly, two instances of the PRNG

\* can be correlated. [Knuth81, pp. 32-33] describes a shuffling technique

\* that can eliminate this problem.

\*

\* If PRNGs are used for simulation, the period of the current

\* implementation may be too short. [LE88] discusses methods of combining  
\* MLCGs to produce much longer periods, and suggests some alternative  
\* values for A and M. [LE90 and Sch92] also provide information on  
\* long-period PRNGs.

\*

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/\* xf86drmSL.c -- Skip list support

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\*

\* Authors: Rickard E. (Rik) Faith <faith@valinux.com>

\*

\* DESCRIPTION

\*

\* This file contains a straightforward skip list implementation.n

\*

\* FUTURE ENHANCEMENTS

\*

\* REFERENCES

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\* [Pugh90] William Pugh. Skip Lists: A Probabilistic Alternative to

\* Balanced Trees. CACM 33(6), June 1990, pp. 668-676.

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\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/tests/util/kms.c  
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\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/tests/util/pattern.c  
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```
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*/
```

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```
/* savage_drm.h -- Public header for the savage driver  
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MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/include/drm/i915\_drm.h

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[git clone git://0x04.net/rules-ng-ng](https://git.0x04.net/rules-ng-ng)

The rules-ng-ng source files this header was generated from are:

- cmdstream.xml ( 12621 bytes, from 2016-09-06 14:44:16)

- copyright.xml ( 1597 bytes, from 2016-09-06 14:44:16)

- common.xml ( 20583 bytes, from 2016-09-06 14:14:12)

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\*

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*/
/*
* Arm Framebuffer Compression (AFBC) modifiers
*
* AFBC is a proprietary lossless image compression protocol and format.
* It provides fine-grained random access and minimizes the amount of data
* transferred between IP blocks.
*
* AFBC has several features which may be supported and/or used, which are
* represented using bits in the modifier. Not all combinations are valid,
* and different devices or use-cases may support different combinations.
*
* Further information on the use of AFBC modifiers can be found in
* Documentation/gpu/afbc.rst
*/

```

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```

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MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/include/drm/drm_fourcc.h
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```

```
AC_PREREQ([2.63])
AC_INIT([libdrm],
        [2.4.100],
        [https://bugs.freedesktop.org/enter_bug.cgi?product=DRI],
        [libdrm])
```

```
AC_CONFIG_HEADERS([config.h])
AC_CONFIG_SRCDIR([Makefile.am])
AC_CONFIG_MACRO_DIR([m4])
AC_CONFIG_AUX_DIR([build-aux])
PKG_PROG_PKG_CONFIG
```

```
# Require xorg-macros minimum of 1.12 for XORG_WITH_XSLTPROC
m4_ifndef([XORG_MACROS_VERSION],
          [m4_fatal([must install xorg-macros 1.12 or later before running autoconf/autogen])])
XORG_MACROS_VERSION(1.12)
XORG_WITH_XSLTPROC
XORG_MANPAGE_SECTIONS
```

```
AM_INIT_AUTOMAKE([1.10 foreign dist-bzip2])
```

```
# Enable quiet compiles on automake 1.11.
m4_ifdef([AM_SILENT_RULES], [AM_SILENT_RULES([yes])])
```

```
# Check for programs
AC_PROG_CC
AC_PROG_CC_C99
AC_PROG_NM
```

```
if test "x${ac_cv_prog_cc_c99}" = xno; then
  AC_MSG_ERROR([Building libdrm requires C99 enabled compiler])
fi
```

```
AC_USE_SYSTEM_EXTENSIONS
AC_SYS_LARGEFILE
AC_FUNC_ALLOCA
```

```
save_CFLAGS="$CFLAGS"
export CFLAGS="$CFLAGS -Werror"
AC_HEADER_MAJOR
CFLAGS="$save_CFLAGS"
```

```
AC_CHECK_HEADERS([sys/sysctl.h sys/select.h])
```



```

# Initialize libtool
LT_PREREQ([2.2])
LT_INIT([disable-static])

dnl pthread-stubs is mandatory on some BSD platforms, due to the nature of the
dnl project. Even then there's a notable issue as described in the project README
case "$host_os" in
linux* | cygwin* | darwin* | solaris* | *-gnu* | gnu* | openbsd*)
    pthread_stubs_possible="no"
    ;;
* )
    pthread_stubs_possible="yes"
    ;;
esac

if test "x$pthread_stubs_possible" = xyes; then
    PKG_CHECK_MODULES(PTHREADSTUBS, pthread-stubs >= 0.4)
    AC_SUBST(PTHREADSTUBS_CFLAGS)
    AC_SUBST(PTHREADSTUBS_LIBS)
fi

pkgconfigdir=${libdir}/pkgconfig
AC_SUBST(pkgconfigdir)
libdrmdatadir=${datadir}/libdrm
AC_SUBST(libdrmdatadir)

AC_ARG_ENABLE([udev],
    [AS_HELP_STRING([--enable-udev],
        [Enable support for using udev instead of mknod (default: disabled)]),
    [UDEV=$enableval], [UDEV=no])

AC_ARG_ENABLE([libkms],
    [AS_HELP_STRING([--disable-libkms],
        [Disable KMS mm abstraction library (default: auto, enabled on supported platforms)]),
    [LIBKMS=$enableval], [LIBKMS=auto])

AC_ARG_ENABLE([intel],
    [AS_HELP_STRING([--disable-intel],
        [Enable support for intel's KMS API (default: auto, enabled on x86)]),
    [INTEL=$enableval], [INTEL=auto])

AC_ARG_ENABLE([radeon],
    [AS_HELP_STRING([--disable-radeon],
        [Enable support for radeon's KMS API (default: auto)]),
    [RADEON=$enableval], [RADEON=auto])

AC_ARG_ENABLE([amdgpu],
    [AS_HELP_STRING([--disable-amdgpu],

```

[Enable support for amdgpu's KMS API (default: auto)],  
[AMDGPU=\$enableval], [AMDGPU=auto])

AC\_ARG\_ENABLE(nouveau,  
AS\_HELP\_STRING([--disable-nouveau],  
[Enable support for nouveau's KMS API (default: auto)]),  
[NOUVEAU=\$enableval], [NOUVEAU=auto])

AC\_ARG\_ENABLE(vmwgfx,  
AS\_HELP\_STRING([--disable-vmwgfx],  
[Enable support for vmwgfx's KMS API (default: yes)]),  
[VMWGFYX=\$enableval], [VMWGFYX=yes])

AC\_ARG\_ENABLE(omap-experimental-api,  
AS\_HELP\_STRING([--enable-omap-experimental-api],  
[Enable support for OMAP's experimental API (default: disabled)]),  
[OMAP=\$enableval], [OMAP=no])

AC\_ARG\_ENABLE(exynos-experimental-api,  
AS\_HELP\_STRING([--enable-exynos-experimental-api],  
[Enable support for EXYNOS's experimental API (default: disabled)]),  
[EXYNOS=\$enableval], [EXYNOS=no])

AC\_ARG\_ENABLE(freedreno,  
AS\_HELP\_STRING([--disable-freedreno],  
[Enable support for freedreno's KMS API (default: auto, enabled on arm)]),  
[FREEDRENO=\$enableval], [FREEDRENO=auto])

AC\_ARG\_ENABLE(freedreno-kgsl,  
AS\_HELP\_STRING([--enable-freedreno-kgsl],  
[Enable support for freedreno's to use downstream android kernel API (default: disabled)]),  
[FREEDRENO\_KGSL=\$enableval], [FREEDRENO\_KGSL=no])

AC\_ARG\_ENABLE(tegra-experimental-api,  
AS\_HELP\_STRING([--enable-tegra-experimental-api],  
[Enable support for Tegra's experimental API (default: disabled)]),  
[TEGRA=\$enableval], [TEGRA=no])

AC\_ARG\_ENABLE(vc4,  
AS\_HELP\_STRING([--disable-vc4],  
[Enable support for vc4's API (default: auto, enabled on arm)]),  
[VC4=\$enableval], [VC4=auto])

AC\_ARG\_ENABLE(etnaviv-experimental-api,  
AS\_HELP\_STRING([--enable-etnaviv-experimental-api],  
[Enable support for etnaviv's experimental API (default: disabled)]),  
[ETNAVIV=\$enableval], [ETNAVIV=no])

```
AC_ARG_ENABLE(install-test-programs,
  AS_HELP_STRING([--enable-install-test-programs],
    [Install test programs (default: no)]),
  [INSTALL_TESTS=$enableval], [INSTALL_TESTS=no])
```

```
dnl =====
```

```
dnl check compiler flags
```

```
AC_DEFUN([LIBDRM_CC_TRY_FLAG], [
  AC_MSG_CHECKING([whether $CC supports $1])
```

```
  libdrm_save_CFLAGS="$CFLAGS"
  CFLAGS="$CFLAGS $1"
```

```
  AC_COMPILE_IFELSE([AC_LANG_SOURCE([ ])], [libdrm_cc_flag=yes], [libdrm_cc_flag=no])
  CFLAGS="$libdrm_save_CFLAGS"
```

```
  if test "x$libdrm_cc_flag" = "xyes"; then
    ifelse([$2], , :, [$2])
  else
    ifelse([$3], , :, [$3])
  fi
  AC_MSG_RESULT([$libdrm_cc_flag])
])
```

```
dnl We use clock_gettime to check for timeouts in drmWaitVBlank
```

```
AC_CHECK_FUNCS([clock_gettime], [CLOCK_LIB=],
  [AC_CHECK_LIB([rt], [clock_gettime], [CLOCK_LIB=-lrt],
    [AC_MSG_ERROR([Couldn't find clock_gettime])])])
AC_SUBST([CLOCK_LIB])
```

```
AC_CHECK_FUNCS([open_memstream],
  [AC_DEFINE([HAVE_OPEN_MEMSTREAM], 1, [Have open_memstream()])],
  [AC_DEFINE([HAVE_OPEN_MEMSTREAM], 0)])
```

```
dnl Use lots of warning flags with with gcc and compatible compilers
```

```
dnl Note: if you change the following variable, the cache is automatically
dnl skipped and all flags rechecked. So there's no need to do anything
dnl else. If for any reason you need to force a recheck, just change
dnl MAYBE_WARN in an ignorable way (like adding whitespace)
```

```
MAYBE_WARN="-Wall -Wextra -Werror=undef \
-Wsign-compare -Werror-implicit-function-declaration \
-Wpointer-arith -Wwrite-strings -Wstrict-prototypes \
-Wmissing-prototypes -Wmissing-declarations -Wnested-externs \
-Wpacked -Wswitch-enum -Wmissing-format-attribute \
-Wstrict-aliasing=2 -Winit-self \
```

```

-Wdeclaration-after-statement -Wold-style-definition \
-Wno-unused-parameter \
-Wno-attributes -Wno-long-long -Winline -Wshadow \
-Wno-missing-field-initializers"

# invalidate cached value if MAYBE_WARN has changed
if test "x$libdrm_cv_warn_maybe" != "x$MAYBE_WARN"; then
    unset libdrm_cv_warn_cflags
fi
AC_CACHE_CHECK([for supported warning flags], libdrm_cv_warn_cflags, [
    echo
    WARN_CFLAGS=""

    # Some warning options are not supported by all versions of
    # gcc, so test all desired options against the current
    # compiler.
    #
    # Note that there are some order dependencies
    # here. Specifically, an option that disables a warning will
    # have no net effect if a later option then enables that
    # warnings, (perhaps implicitly). So we put some grouped
    # options (-Wall and -Wextra) up front and the -Wno options
    # last.

    for W in $MAYBE_WARN; do
        LIBDRM_CC_TRY_FLAG([$W], [WARN_CFLAGS="$WARN_CFLAGS $W"])
    done

    libdrm_cv_warn_cflags=$WARN_CFLAGS
    libdrm_cv_warn_maybe=$MAYBE_WARN

    AC_MSG_CHECKING([which warning flags were supported])
    WARN_CFLAGS="$libdrm_cv_warn_cflags"

    # Check for atomic intrinsics
    AC_CACHE_CHECK([for native atomic primitives], drm_cv_atomic_primitives, [
        drm_cv_atomic_primitives="none"

        AC_LINK_IFELSE([AC_LANG_PROGRAM([
            int atomic_add(int *i) { return __sync_add_and_fetch (i, 1); }
            int atomic_cmpxchg(int *i, int j, int k) { return __sync_val_compare_and_swap (i, j, k); }
            ],[[]]), [drm_cv_atomic_primitives="Intel"],[[]])

        if test "x$drm_cv_atomic_primitives" = "xnone"; then
            AC_CHECK_HEADER([atomic_ops.h], drm_cv_atomic_primitives="libatomic-ops")
        fi

        # atomic functions defined in <atomic.h> & libc on Solaris

```

```

if test "x$drm_cv_atomic_primitives" = "xnone"; then
  AC_CHECK_FUNC([atomic_cas_uint], drm_cv_atomic_primitives="Solaris")
fi
)

if test "x$drm_cv_atomic_primitives" = xIntel; then
  AC_DEFINE(HAVE_LIBDRM_ATOMIC_PRIMITIVES, 1,
    [Enable if your compiler supports the Intel __sync_* atomic primitives])
else
  AC_DEFINE(HAVE_LIBDRM_ATOMIC_PRIMITIVES, 0)
fi
if test "x$drm_cv_atomic_primitives" = "xlibatomic-ops"; then
  AC_DEFINE(HAVE_LIB_ATOMIC_OPS, 1, [Enable if you have libatomic-ops-dev installed])
else
  AC_DEFINE(HAVE_LIB_ATOMIC_OPS, 0)
fi

dnl Print out the appropriate message considering the value set be the
dnl respective in $1.
dnl $1 - value to be evaluated. Eg. $INTEL, $NOUVEAU, ...
dnl $2 - libdrm shortname. Eg. intel, freedreno, ...
dnl $3 - GPU name/brand. Eg. Intel, NVIDIA Tegra, ...
dnl $4 - Configure switch. Eg. intel, omap-experimental-api, ...
AC_DEFUN([LIBDRM_ATOMICS_NOT_FOUND_MSG], [
  case "x$1" in
    xyes) AC_MSG_ERROR([libdrm_$2 depends upon atomic operations, which were not found for your compiler/cpu.
  Try compiling with -march=native, or install the libatomics-op-dev package, or, failing both of those, disable
  support for $3 GPUs by passing --disable-$4 to ./configure]) ;;
    xauto) AC_MSG_WARN([Disabling $2. It depends on atomic operations, which were not found for your
  compiler/cpu. Try compiling with -march=native, or install the libatomics-op-dev package.]) ;;
    *) ;;
  esac
])

if test "x$drm_cv_atomic_primitives" = "xnone"; then
  LIBDRM_ATOMICS_NOT_FOUND_MSG($INTEL, intel, Intel, intel)
  INTEL=no

  LIBDRM_ATOMICS_NOT_FOUND_MSG($RADEON, radeon, Radeon, radeon)
  RADEON=no

  LIBDRM_ATOMICS_NOT_FOUND_MSG($AMDGPU, amdgpu, AMD, amdgpu)
  AMDGPU=no

  LIBDRM_ATOMICS_NOT_FOUND_MSG($NOUVEAU, nouveau, NVIDIA, nouveau)
  NOUVEAU=no

  LIBDRM_ATOMICS_NOT_FOUND_MSG($OMAP, omap, OMAP, omap-experimental-api)

```

OMAP=no

LIBDRM\_ATOMICS\_NOT\_FOUND\_MSG(\$FREEDRENO, freedreno, Qualcomm Adreno, freedreno)  
FREEDRENO=no

LIBDRM\_ATOMICS\_NOT\_FOUND\_MSG(\$TEGRA, tegra, NVIDIA Tegra, tegra-experimental-api)  
TEGRA=no

LIBDRM\_ATOMICS\_NOT\_FOUND\_MSG(\$ETNAVIV, etnaviv, Vivante, etnaviv-experimental-api)  
ETNAVIV=no

else

if test "x\$INTEL" = xauto; then

case \$host\_cpu in

i?86|x86\_64) INTEL=yes ;;

\*) INTEL=no ;;

esac

fi

if test "x\$RADEON" = xauto; then

RADEON=yes

fi

if test "x\$AMDGPU" = xauto; then

AMDGPU=yes

fi

if test "x\$NOUVEAU" = xauto; then

NOUVEAU=yes

fi

if test "x\$FREEDRENO" = xauto; then

case \$host\_cpu in

arm\*|aarch64) FREEDRENO=yes ;;

\*) FREEDRENO=no ;;

esac

fi

if test "x\$VC4" = xauto; then

case \$host\_cpu in

arm\*|aarch64) VC4=yes ;;

\*) VC4=no ;;

esac

fi

fi

if test "x\$INTEL" != "xno"; then

PKG\_CHECK\_MODULES(PCIAccess, [pciaccess >= 0.10])

fi

AC\_SUBST(PCIAccess\_CFLAGS)

AC\_SUBST(PCIAccess\_LIBS)

if test "x\$UDEV" = xyes; then

AC\_DEFINE(UDEV, 1, [Have UDEV support])

```

else
  AC_DEFINE(UDEV, 0)
fi

AC_CANONICAL_HOST
if test "x$LIBKMS" = xauto ; then
  case $host_os in
    linux*) LIBKMS="yes" ;;
    freebsd* | kfreebsd*-gnu)
      LIBKMS="yes" ;;
    dragonfly*) LIBKMS="yes" ;;
    *) LIBKMS="no" ;;
  esac
fi

AM_CONDITIONAL(HAVE_LIBKMS, [test "x$LIBKMS" = xyes])

AM_CONDITIONAL(HAVE_INTEL, [test "x$INTEL" = xyes])
if test "x$INTEL" = xyes; then
  AC_DEFINE(HAVE_INTEL, 1, [Have intel support])
else
  AC_DEFINE(HAVE_INTEL, 0)
fi

AM_CONDITIONAL(HAVE_VMWGFX, [test "x$VMWGFX" = xyes])
if test "x$VMWGFX" = xyes; then
  AC_DEFINE(HAVE_VMWGFX, 1, [Have vmwgfx kernel headers])
else
  AC_DEFINE(HAVE_VMWGFX, 0)
fi

AM_CONDITIONAL(HAVE_NOUVEAU, [test "x$NOUVEAU" = xyes])
if test "x$NOUVEAU" = xyes; then
  AC_DEFINE(HAVE_NOUVEAU, 1, [Have nouveau (nvidia) support])
else
  AC_DEFINE(HAVE_NOUVEAU, 0)
fi

AM_CONDITIONAL(HAVE_OMAP, [test "x$OMAP" = xyes])

AM_CONDITIONAL(HAVE_EXYNOS, [test "x$EXYNOS" = xyes])
if test "x$EXYNOS" = xyes; then
  AC_DEFINE(HAVE_EXYNOS, 1, [Have EXYNOS support])
else
  AC_DEFINE(HAVE_EXYNOS, 0)
fi

AM_CONDITIONAL(HAVE_FREEDRENO, [test "x$FREEDRENO" = xyes])

```

```

if test "x$FREEDRENO_KGSL" = xyes; then
  if test "x$FREEDRENO" != xyes; then
    AC_MSG_ERROR([Cannot enable freedreno KGSL interface if freedreno is disabled])
  fi
fi
AM_CONDITIONAL(HAVE_FREEDRENO_KGSL, [test "x$FREEDRENO_KGSL" = xyes])
if test "x$FREEDRENO_KGSL" = xyes; then
  AC_DEFINE(HAVE_FREEDRENO_KGSL, 1, [Have freedreno support for KGSL kernel interface])
else
  AC_DEFINE(HAVE_FREEDRENO_KGSL, 0)
fi

AM_CONDITIONAL(HAVE_RADEON, [test "x$RADEON" = xyes])
if test "x$RADEON" = xyes; then
  AC_DEFINE(HAVE_RADEON, 1, [Have radeon support])
else
  AC_DEFINE(HAVE_RADEON, 0)
fi

if test "x$AMDGPU" != xno; then
  # Detect cunit library
  PKG_CHECK_MODULES([CUNIT], [cunit >= 2.1], [have_cunit=yes], [have_cunit=no])
  # If pkg-config does not find cunit, check it using AC_CHECK_LIB. We
  # do this because Debian (Ubuntu) lacks pkg-config file for cunit.
  # fixed in 2.1-2.dfsg-3: http://anonscm.debian.org/cgit/collab-maint/cunit.git/commit/?h=debian
  if test "x${have_cunit}" = "xno"; then
    AC_CHECK_LIB([cunit], [CU_initialize_registry], [have_cunit=yes], [have_cunit=no])
    if test "x${have_cunit}" = "xyes"; then
      CUNIT_LIBS="-lcunit"
      CUNIT_CFLAGS=""
      AC_SUBST([CUNIT_LIBS])
      AC_SUBST([CUNIT_CFLAGS])
    fi
  fi
  else
    have_cunit=no
  fi
  AM_CONDITIONAL(HAVE_CUNIT, [test "x$have_cunit" != "xno"])

  AM_CONDITIONAL(HAVE_AMDGPU, [test "x$AMDGPU" = xyes])
  if test "x$AMDGPU" = xyes; then
    AC_DEFINE(HAVE_AMDGPU, 1, [Have amdgpu support])

    if test "x$have_cunit" = "xno"; then
      AC_MSG_WARN([Could not find cunit library. Disabling amdgpu tests])
    fi
  else

```



```

AC_DEFINE(HAVE_AMDGPU, 0)
fi

AM_CONDITIONAL(HAVE_TEGRA, [test "x$TEGRA" = xyes])

AM_CONDITIONAL(HAVE_VC4, [test "x$VC4" = xyes])
if test "x$VC4" = xyes; then
  AC_DEFINE(HAVE_VC4, 1, [Have VC4 support])
else
  AC_DEFINE(HAVE_VC4, 0)
fi

AM_CONDITIONAL(HAVE_ETNAVIV, [test "x$ETNAVIV" = xyes])

AM_CONDITIONAL(HAVE_INSTALL_TESTS, [test "x$INSTALL_TESTS" = xyes])

AC_ARG_ENABLE([cairo-tests],
  [AS_HELP_STRING([--enable-cairo-tests],
    [Enable support for Cairo rendering in tests (default: auto)]),
  [CAIRO=$enableval], [CAIRO=auto])
if test "x$CAIRO" != xno; then
  PKG_CHECK_MODULES(CAIRO, cairo, [HAVE_CAIRO=yes], [HAVE_CAIRO=no])
fi
AC_MSG_CHECKING([whether to enable Cairo tests])
if test "x$CAIRO" = xauto; then
  CAIRO="$HAVE_CAIRO"
fi
if test "x$CAIRO" = xyes; then
  if ! test "x$HAVE_CAIRO" = xyes; then
    AC_MSG_ERROR([Cairo support required but not present])
  fi
  AC_DEFINE(HAVE_CAIRO, 1, [Have Cairo support])
else
  AC_DEFINE(HAVE_CAIRO, 0)
fi
AC_MSG_RESULT([$CAIRO])
AM_CONDITIONAL(HAVE_CAIRO, [test "x$CAIRO" = xyes])

# xsltproc for docbook manpages
AC_ARG_ENABLE([manpages],
  AS_HELP_STRING([--enable-manpages], [enable manpages @<:@default=auto@:>@]),
  [MANS=$enableval], [MANS=auto])
AM_CONDITIONAL([BUILD_MANPAGES], [test "x$XSLTPROC" != "x" -a "x$MANS" != "xno"])

# check for offline man-pages stylesheet
AC_MSG_CHECKING([for docbook manpages stylesheet])
MANPAGES_STYLESHEET="http://docbook.sourceforge.net/release/xsl/current/manpages/docbook.xsl"
AC_PATH_PROGS_FEATURE_CHECK([XSLTPROC_TMP], [xsltproc],

```

```

AS_IF([ "$ac_path_XSLTPROC_TMP" --nonet "$MANPAGES_STYLESHEET" > /dev/null
2>&1`],
    [HAVE_MANPAGES_STYLESHEET=yes])
if test "x$HAVE_MANPAGES_STYLESHEET" = "xyes"; then
    AC_SUBST(MANPAGES_STYLESHEET)
    AC_MSG_RESULT([yes])
else
    AC_MSG_RESULT([no])
fi
AM_CONDITIONAL([HAVE_MANPAGES_STYLESHEET], [test "x$HAVE_MANPAGES_STYLESHEET" =
"xyes"])

AC_ARG_ENABLE(valgrind,
    [AS_HELP_STRING([--enable-valgrind],
        [Build libdrm with valgrind support (default: auto)]),
    [VALGRIND=$enableval], [VALGRIND=auto])
if test "x$VALGRIND" != xno; then
    PKG_CHECK_MODULES(VALGRIND, [valgrind], [have_valgrind=yes], [have_valgrind=no])
fi
AC_MSG_CHECKING([whether to enable Valgrind support])
if test "x$VALGRIND" = xauto; then
    VALGRIND="$have_valgrind"
fi

if test "x$VALGRIND" = "xyes"; then
    if ! test "x$have_valgrind" = xyes; then
        AC_MSG_ERROR([Valgrind support required but not present])
    fi
    AC_DEFINE([HAVE_VALGRIND], 1, [Use valgrind intrinsics to suppress false warnings])
else
    AC_DEFINE([HAVE_VALGRIND], 0)
fi

AC_MSG_RESULT([$VALGRIND])

AC_ARG_WITH([kernel-source],
    [AS_HELP_STRING([--with-kernel-source],
        [specify path to linux kernel source]),
    [kernel_source="$with_kernel_source"])
AC_SUBST(kernel_source)

AC_MSG_CHECKING([whether $CC supports __attribute__(("hidden"))])
AC_LINK_IFELSE([AC_LANG_PROGRAM([
    int foo_hidden( void ) __attribute__((visibility("hidden")));
]), HAVE_ATTRIBUTE_VISIBILITY="yes"; AC_MSG_RESULT([yes]), AC_MSG_RESULT([no]);

if test "x$HAVE_ATTRIBUTE_VISIBILITY" = xyes; then
    AC_DEFINE(HAVE_VISIBILITY, 1, [Compiler supports __attribute__(("hidden"))])

```

```
else
  AC_DEFINE(HAVE_VISIBILITY, 0)
fi

CPPFLAGS="$CPPFLAGS -include config.h"

AC_SUBST(WARN_CFLAGS)
AC_CONFIG_FILES([
  Makefile
  data/Makefile
  libkms/Makefile
  libkms/libkms.pc
  intel/Makefile
  intel/libdrm_intel.pc
  radeon/Makefile
  radeon/libdrm_radeon.pc
  amdgpu/Makefile
  amdgpu/libdrm_amdgpu.pc
  nouveau/Makefile
  nouveau/libdrm_nouveau.pc
  omap/Makefile
  omap/libdrm_omap.pc
  exynos/Makefile
  exynos/libdrm_exynos.pc
  freedreno/Makefile
  freedreno/libdrm_freedreno.pc
  tegra/Makefile
  tegra/libdrm_tegra.pc
  vc4/Makefile
  vc4/libdrm_vc4.pc
  etnaviv/Makefile
  etnaviv/libdrm_etnaviv.pc
  tests/Makefile
  tests/modeprint/Makefile
  tests/modetest/Makefile
  tests/kms/Makefile
  tests/kmstest/Makefile
  tests/proptest/Makefile
  tests/radeon/Makefile
  tests/amdgpu/Makefile
  tests/vbltest/Makefile
  tests/exynos/Makefile
  tests/tegra/Makefile
  tests/nouveau/Makefile
  tests/etnaviv/Makefile
  tests/util/Makefile
  man/Makefile
  libdrm.pc])
```

## AC\_OUTPUT

```
echo ""
echo "$PACKAGE_STRING will be compiled with:"
echo ""
echo " libkms      $LIBKMS"
echo " Intel API   $INTEL"
echo " vmwgfx API  $VMWGFEX"
echo " Radeon API   $RADEON"
echo " AMDGPU API   $AMDGPU"
echo " Nouveau API  $NOUVEAU"
echo " OMAP API     $OMAP"
echo " EXYNOS API   $EXYNOS"
echo " Freedreno API $FREEDRENO (kgs: $FREEDRENO_KGSL)"
echo " Tegra API    $TEGRA"
echo " VC4 API      $VC4"
echo " Etnaviv API  $ETNAVIV"
echo ""
```

Found in path(s):

```
* /opt/cola/permits/1152427428_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-
MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/configure.ac
```

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\* DRM based mode setting test program

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\* Author: Rob Clark <robdclark@gmail.com>

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<http://0x04.net/cgit/index.cgi/rules-ng-ng>

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- state.xml ( 18940 bytes, from 2016-09-06 14:14:12)
- common.xml ( 20583 bytes, from 2016-09-06 14:14:12)
- state\_hi.xml ( 25653 bytes, from 2016-09-06 14:45:17)
- copyright.xml ( 1597 bytes, from 2016-09-06 14:44:16)
- state\_2d.xml ( 51552 bytes, from 2016-09-06 14:44:16)
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- state\_vg.xml ( 5975 bytes, from 2016-09-06 14:44:16)

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MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/tests/etnaviv/state.xml.h  
\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/tests/etnaviv/state\_2d.xml.h  
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\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/nouveau/bufctx.c

\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/nouveau/nouveau.c

\* /opt/cola/permits/1152427428\_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-2.4.100/nouveau/abi16.c

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MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-
2.4.100/tests/exynos/exynos_fimg2d_perf.c
*/opt/cola/permits/1152427428_1654163063.3401668/0/libdrm-2.4.100-1.el8-1.src.rpm-cosi-expand-archive-
MN6TmixD/libdrm-2.4.100.tar.bz2-cosi-expand-archive-DpaatPjG/libdrm-
2.4.100/tests/exynos/exynos_fimg2d_event.c
```

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Metadata-Version: 1.1

Name: PyWavefront

Version: 0.1.3

Summary: Python/pyglet library for importing Wavefront .obj files

Home-page: <https://github.com/greenmoss/PyWavefront>

Author: Kurt Yoder

Author-email: [kyoder@gmail.com](mailto:kyoder@gmail.com)

License: BSD

Description: PyWavefront

=====

This python module allows you to read Wavefront 3D object files  
(`something.obj` and `something.mtl`) and use them as Python objects.  
Currently Pyglet is required to render and display these objects.

Currently, only a subset of [the defined  
specification]([https://en.wikipedia.org/wiki/Wavefront\\_.obj\\_file](https://en.wikipedia.org/wiki/Wavefront_.obj_file)) has  
been implemented.

Requirements

-----

\* [Pyglet](<http://www.pyglet.org/>)

## Usage

-----

### ### From Python

```
import pywavefront
meshes = pywavefront.Wavefront('something.obj')
meshes.draw()
```

### ### Example Script

There are two pyglet example scripts with included `.obj`` and `.mtl`` files in the ``example`` directory. To run them, change to the ``example``

directory and run either `./pyglet_demo.py`` or `./pyglet_demo2.py``.

### ### Generating a Wavefront file with Blender

The following presumes you are using [Blender](<http://www.blender.org/>) to generate your mesh:

\* Using Blender, create a mesh with a UV-mapped texture. The UV-mapping is important! If it is working properly, you will see the texture applied within Blender's 3d view.

\* Export the mesh from Blender using the Wavefront format, including normals.

\* Reference your ``*.obj`` file as in the pywavefront example above.

## Installation

-----

### ### Source distribution

Assuming you are in the top-level PyWavefront directory:

```
python setup.py install
```

### ### Pip

```
pip install PyWavefront
```

## Tests

-----

All tests can be found in the ``test`` directory. To run the tests:

\* Install nose: ``pip install nose``

\* Change to the top-level directory, e.g. ``PyWavefront``, the directory that contains this ``README`` file.

\* Run ``nosetests``

## Contributors

-----

\* Jerek Shoemaker  
\* Kurt Yoder  
\* Zohar Jackson

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-----

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Platform: UNKNOWN

Classifier: Development Status :: 4 - Beta

Classifier: Environment :: Plugins

Classifier: Intended Audience :: Developers

Classifier: License :: OSI Approved :: BSD License

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Classifier: Programming Language :: Python

Classifier: Topic :: Multimedia :: Graphics :: 3D Rendering

Classifier: Topic :: Software Development :: Libraries :: Python Modules

Requires: pygame

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@page

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```
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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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<signature of Ty Coon>, 1 April 1989

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## 1.544 io-ts 2.2.16

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# 1.545 unbound 1.13.2

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# 1.546 usbutils 010

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Version 3, 29 June 2007

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```
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```

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```
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under certain conditions; type `show c' for details.
```

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```

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```
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

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## 1.547 protobuf 3.7.1 2

### 1.547.1 Available under license :

```
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```

## 1.548 bash 4.2.46



## 1.548.1 Available under license :

From spcedt@armory.com Wed May 10 10:21:11 1995

Flags: 10

Return-Path: spcedt@armory.com

Received: from po.cwru.edu (root@po.CWRU.Edu [129.22.4.2]) by odin.INS.CWRU.Edu with ESMTTP (8.6.10+cwru/CWRU-2.1-ins)

id KAA22876; Wed, 10 May 1995 10:21:10 -0400 (from spcedt@armory.com for <chet@odin.INS.CWRU.Edu>)

Received: from deepthought.armory.com (mmdf@deepthought.armory.com [192.122.209.42]) by po.cwru.edu with SMTP (8.6.10+cwru/CWRU-2.3)

id BAA16354; Wed, 10 May 1995 01:33:22 -0400 (from spcedt@armory.com for <chet@po.cwru.edu>)

From: John DuBois <spcedt@armory.com>

Date: Tue, 9 May 1995 22:33:12 -0700

In-Reply-To: Chet Ramey <chet@odin.ins.cwru.edu>

"ksh scripts" (May 9, 1:36pm)

X-Www: <http://www.armory.com/~spcedt/>

X-Mailer: Mail User's Shell (7.2.5 10/14/92)

To: chet@po.cwru.edu

Subject: Re: ksh scripts

Message-ID: <9505092233.aa13001@deepthought.armory.com>

Sure. The canonical versions are available on ftp.armory.com; you might want to pick up the latest versions before modifying them.

John

On May 9, 1:36pm, Chet Ramey wrote:

```
} Subject: ksh scripts
} From odin.ins.cwru.edu!chet Tue May 9 10:39:51 1995
} Received: from odin.INS.CWRU.Edu by deepthought.armory.com id aa22336;
} 9 May 95 10:39 PDT
} Received: (chet@localhost) by odin.INS.CWRU.Edu (8.6.10+cwru/CWRU-2.1-ins)
} id NAA20487; Tue, 9 May 1995 13:39:24 -0400 (from chet)
} Date: Tue, 9 May 1995 13:36:54 -0400
} From: Chet Ramey <chet@odin.ins.cwru.edu>
} To: john@armory.com
} Subject: ksh scripts
} Cc: chet@odin.ins.cwru.edu
} Reply-To: chet@po.cwru.edu
} Message-ID: <9505091736.AA20411.SM@odin.INS.CWRU.Edu>
} Read-Receipt-To: chet@po.CWRU.Edu
} MIME-Version: 1.0
} Content-Type: text/plain; charset=us-ascii
} Status: OR
}
} Hi. I'm the maintainer of bash (the GNU `Bourne Again shell') for
} the FSF.
}
} I picked up a tar file of ksh scripts you wrote from an anon FTP site
```

```
} a while back. I'd like your permission to include modified versions
} of some of them in the next major bash distribution (with proper credit
} given, of course). Is it OK if I do that?
}
} Chet Ramey
}
} --
} ``The lyf so short, the craft so long to lerne." - Chaucer
}
} Chet Ramey, Case Western Reserve University Internet: chet@po.CWRU.Edu
}-- End of excerpt from Chet Ramey
```

From friedman@cli.com Thu May 25 12:19:06 1995

Flags: 10

Return-Path: friedman@cli.com

Received: from po.cwru.edu (root@po.CWRU.Edu [129.22.4.2]) by odin.INS.CWRU.Edu with ESMTP (8.6.10+cwru/CWRU-2.1-ins)

id MAA08685; Thu, 25 May 1995 12:19:05 -0400 (from friedman@cli.com for <chet@odin.INS.CWRU.Edu>)

Received: from cli.com (cli.com [192.31.85.1]) by po.cwru.edu with SMTP (8.6.10+cwru/CWRU-2.3)

id MAA11299; Thu, 25 May 1995 12:19:00 -0400 (from friedman@cli.com for <chet@po.cwru.edu>)

Received: from tepui.cli.com by cli.com (4.1/SMI-4.1)

id AA27213; Thu, 25 May 95 11:18:25 CDT

Received: by tepui.cli.com (4.1) id AA16031; Thu, 25 May 95 11:18:23 CDT

Message-Id: <9505251618.AA16031@tepui.cli.com>

From: friedman@gnu.ai.mit.edu (Noah Friedman)

To: chet@po.cwru.edu

Subject: Bash scripts

Reply-To: friedman@gnu.ai.mit.edu

In-Reply-To: <chet@odin.ins.cwru.edu> Thu, 25 May 1995 11:19:59 -0400

References: <9505251519.AA06424.SM@odin.INS.CWRU.Edu>

Date: Thu, 25 May 95 11:18:21 CST

>Hi. I snagged some of your bash functions from your home directory on  
>the FSF machines (naughty, I know), and I was wondering if you'd let  
>me distribute them with bash-2.0. Thanks.

Sure. I think there's a later copy in  
~ftp/friedman/shell-inits/init-4.89.tar.gz. There are also some elisp and  
es frobs in that file.

It should serve as a pretty good example of how to get carried away. :-)

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Version 1.3, 3 November 2008

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Flags: 10

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id MAA01565; Tue, 1 Aug 1995 12:13:18 -0400 (from mikel@ora.com for <chet@odin.INS.CWRU.Edu>)

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Date: Tue, 1 Aug 95 08:57:32 EDT

From: mikel@ora.com (Michael Loukides)

Message-Id: <9508011257.AA00672@los.ora.com>

Subject: Re: Ksh debugger from Rosenblatt's book [for bash]

To: Chet Ramey <chet@odin.INS.CWRU.Edu>

Cc: cmarie@ora.com, cam@iinet.com.au, brosenblatt@tm.com

In-Reply-To: Chet Ramey <chet@odin.INS.CWRU.Edu>, Mon, 31 Jul 1995 16:22:48 -0400

I've modified a (modified) version of Bill Rosenblatt's ksh debugger to work with bash-2.0. Does ORA have any problem with me distributing it with bash-2.0?

That's great!

Go ahead and circulate it; in fact, we should probably grab it and stick it in our ftp archive, and put a reference to it in the book. (Too late to actually discuss the thing, at least for this edition).

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## 1.549 soupsieve 2.0.1

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[1]: <http://eligrey.com>

## 1.551 react-numeric-input 2.2.3

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-- Tom St Denis

## 1.553 gradle 4.4.0-rc1

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CString Class in guilib/StdString.h

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Mach-O library symbol mapping Ruby Scripts

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ISO C9x compliant stdint.h and inttypes.h for Microsoft Visual Studio

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curl - library and command line tool for transferring files with URL syntax

<http://curl.haxx.se/>

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C-Pluff - a plug-in framework for C

<<http://www.c-pluff.org/>>

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Hash Table Data Type

List Abstract Data Type

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Implementation of POSIX directory browsing functions and types for Win32.

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dav1d - AV1 cross-platform decoder  
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes

2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
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Kodi requires the precise SPDX identifier in all source files. The valid identifiers used in Kodi have been retrieved from the official **\*\*[SPDX License List](https://spdx.org/licenses/)\*\*** along with the license texts.

### License Identifier Placement

The SPDX license identifier in Kodi files shall be added at the top of the file.

### License Identifier Syntax

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### ### License Identifier Style

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```
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 * Copyright (C) <year> <copyright holders>  
 * This file is part of <software> - <URL>  
 *  
 * SPDX-License-Identifier: <SPDX License Expression>  
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 */  
...
```

Since most source files in Kodi are `GPL-2.0-or-later` licensed, the typical copyright notice will look like this:

```
...  
/*  
 * Copyright (C) 2005-2018 Team Kodi  
 * This file is part of Kodi - https://kodi.tv  
 *  
 * SPDX-License-Identifier: GPL-2.0-or-later  
 * See LICENSES/README.md for more information.  
 */  
...
```

**\*\*NOTE:\*\*** Kodi is developed and maintained by Kodi Team members and the open-source community. We thank all of our [\\*\\*\[contributors\]\(https://github.com/xbmc/xbmc/graphs/contributors\)\\*\\*](https://github.com/xbmc/xbmc/graphs/contributors)! **\*\***For the detailed history of contributions\*\* of a given file, use `git blame <filename>` to see line-by-line credits or `git log --follow <filename>` to see the changelog across renames, rewrites and code shuffle.

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```
...  
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tag/value pair into a comment according to the placement guidelines in  
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```



Full license text

^^^

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## 1.557 python-pillow 8.1.0

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GIMP Palette

Name: badpaletteentry

Columns: 4

#

0 0 0 Index 3

65 38

103 62 49 Index 6

79 73 72 Index 7

114 101 97 Index 8

208 127 100 Index 9

151 144 142 Index 10

221 207 199 Index 11

## 1.558 cairo-graphics 1.14.12

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## 1.559 semodule-utils 2.9

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# 1.561 libboost-type-erasure1.74.0 1.74.0

## 1.561.1 Available under license :

### HOW TO GENERATE THE COPYRIGHT FILE

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The debian/copyright file for Boost is very complicated, because the library has accumulated a huge number of files and contributors over the years. It would be intractable to fill it by hand, and FTP masters do not like the previous choice to just generically indicate the Boost Software License and see each individual file for the differences.

Fortunately Boost itself already contains a small program, called bcp, that searches for common regular expressions in each file to find the file's license and copyright holders. The program has some deficiencies, but is overall a good foundation to automatically generate a debian/copyright file.

A patched fork of the bcp program is maintained by Giovanni Mascellani in the repository [1].

[1] <https://salsa.debian.org/gio/boost-copyright>

It can be compiled with qmake and make. Then you change dir to where you have unpacked the Boost tarball and run something like:

```
find -type f | grep -v ^./debian/ | grep -v ^./pc/ | bcp --report-debian --read-from-stdin debian/copyright
```

This will erase and regenerate the debian/copyright file. The boost-copyright repository already contains a skeleton of the copyright file (called manual\_copyright), which is automatically included at the beginning of the generated file.

Since bcp cannot identify the copyright status for each single file, because some of them do not actually contain such information, the manual\_copyright file contains some blanket stanzas for the main Boost directories, so that the copyright for each not better identified file is (reasonably) assigned to the people responsible for that subdirectory. The subdirectories loosely correspond to the individual

Boost libraries. Also, a public domain dedication is presumed for the few and very simple files that are neither recognized by the program, neither contained in one of the well-known subdirectories.

The script `generator.py`, in the `boost-copyright` repository, can be used to manually regenerate most of `manual_copyright` based on the `meta/repositories.json` files available in the Boost distribution. However it is recommended to carefully check its output, because there will be some inaccuracies.

Format: <https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/>

Upstream-Name: Boost

Upstream-Contact: <https://www.boost.org/>

Files-Excluded:

- \*.o
- \*.js
- \*.pdf
- \*.rc
- \*.chm
- \*.mcp
- \*.vcproj
- \*.vcxproj
- \*.vcxproj.filters
- \*.vsprops
- \*.TTF
- \*.sln
- \*.w
- \*.sty
- \*.tex
- \*.patch
- \*.f90
- \*.odp
- \*.xls
- \*.xlsx
- \*.ppt
- \*.pptx
- \*.resx
- \*.cs
- \*.suo
- \*.cd
- \*.csproj
- \*.bmp
- \*.r
- \*.html
- \*.htm
- \*.vpp
- \*/resource.h
- \*/.gitignore
- \*/.gitattributes

\*/.gitmodules  
\*/boost-no-inspect  
tools/build/src/engine/debian/\*  
libs/outcome/doc/src/themes/boostdoc/\*  
doc/images/valid-html401.png  
libs/python/.ci/install.ps1  
tools/build/doc/src/hljs/styles/github.min.css  
libs/qvm/doc/zajo-\* .css  
libs/config/configure  
tools/build/src/engine/jamgram.cpp  
tools/build/src/engine/jamgram.hpp  
libs/python/include/boost/python/detail/python22\_fixed.h  
\*/zlib-1.2.11/\*  
\*/bzip2-1.0.8/\*

Files: \*

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License: BSL-1.0

Comment:

For a few files it is difficult or impossible to establish an actual copyright holder; most of such files carry little to no creative content, so the mere fact that they are covered by copyright protection is not obvious. Most probably all such files can safely be considered under the Boost Software License.

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2004-2008 Domenico Andreoli <cavok@debian.org>

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2018-2020 Giovanni Mascellani <gio@debian.org>

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tools/build/test/cli\_property\_expansion.py

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Files:

libs/spirit/include/boost/spirit/repository/include/qi\_advance.hpp

libs/spirit/include/boost/spirit/repository/home/qi/primitive/advance.hpp

libs/spirit/repository/example/qi/advance.cpp

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libs/spirit/repository/doc/qi/advance.qbk

libs/spirit/repository/test/qi/advance.cpp

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libs/thread/src/win32/tss\_pe.cpp

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libs/graph/include/boost/graph/make\_connected.hpp

libs/graph/include/boost/graph/is\_kuratowski\_subgraph.hpp

libs/graph/include/boost/graph/chrobak\_payne\_drawing.hpp

libs/graph/include/boost/graph/planar\_detail/face\_iterators.hpp

libs/graph/include/boost/graph/planar\_detail/add\_edge\_visitors.hpp

libs/graph/include/boost/graph/planar\_detail/bucket\_sort.hpp

libs/graph/include/boost/graph/planar\_detail/face\_handles.hpp

libs/graph/include/boost/graph/planar\_detail/boyer\_myrvold\_impl.hpp

libs/graph/include/boost/graph/planar\_face\_traversal.hpp

libs/graph/include/boost/graph/planar\_canonical\_ordering.hpp

libs/graph/include/boost/graph/make\_maximal\_planar.hpp

libs/graph/include/boost/graph/max\_cardinality\_matching.hpp

libs/graph/include/boost/graph/boyer\_myrvold\_planar\_test.hpp

libs/graph/include/boost/graph/is\_straight\_line\_drawing.hpp

libs/graph/include/boost/graph/make\_biconnected\_planar.hpp

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libs/graph/example/matching\_example.cpp

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libs/graph/test/matching\_test.cpp

libs/graph/test/is\_straight\_line\_draw\_test.cpp

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libs/graph/test/make\_maximal\_planar\_test.cpp

libs/graph/test/parallel\_edges\_loops\_test.cpp

libs/graph/test/all\_planar\_input\_files\_test.cpp

libs/graph/test/basic\_planarity\_test.cpp

libs/graph/test/make\_connected\_test.cpp

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libs/metaparse/include/boost/metaparse/get\_result.hpp  
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libs/metaparse/include/boost/metaparse/v1/build\_parser.hpp  
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libs/metaparse/include/boost/metaparse/v1/sequence.hpp  
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libs/metaparse/example/meta\_hs/example\_in\_haskell.hpp  
libs/metaparse/example/meta\_hs/lazy.hpp  
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libs/metaparse/example/meta\_hs/main\_handcrafted.cpp  
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libs/metaparse/tools/string\_headers.py  
libs/metaparse/tools/generate\_all.py  
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libs/metaparse/test/foldr\_reject\_incomplete1.cpp  
libs/metaparse/test/unless\_error.cpp  
libs/metaparse/test/repeated\_reject\_incomplete1\_test.hpp  
libs/metaparse/test/grammar.cpp  
libs/metaparse/test/repeated.cpp  
libs/metaparse/test/one\_of.cpp  
libs/metaparse/test/unpaired.cpp  
libs/metaparse/test/at\_c.cpp  
libs/metaparse/test/foldr\_start\_with\_parser.cpp  
libs/metaparse/test/transform\_error\_message.cpp  
libs/metaparse/test/spaces.cpp  
libs/metaparse/test/concat.cpp  
libs/metaparse/test/common.hpp  
libs/metaparse/test/string\_macros.hpp  
libs/metaparse/test/foldl\_reject\_incomplete1.cpp  
libs/metaparse/test/fail\_at\_first\_char\_expected.cpp  
libs/metaparse/test/fail\_tag.cpp  
libs/metaparse/test/repeated\_reject\_incomplete.cpp  
libs/metaparse/test/returns.cpp  
libs/metaparse/test/fail.cpp  
libs/metaparse/test/accept\_when.cpp  
libs/metaparse/test/push\_front\_c.cpp  
libs/metaparse/test/build\_parser.cpp  
libs/metaparse/test/first\_of.cpp  
libs/metaparse/test/letter.cpp  
libs/metaparse/test/foldr1.cpp  
libs/metaparse/test/always\_c.cpp  
libs/metaparse/test/keyword.cpp  
libs/metaparse/test/lit.cpp  
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libs/metaparse/test/transform\_error.cpp  
libs/metaparse/test/range.cpp  
libs/metaparse/test/middle\_of.cpp  
libs/metaparse/test/repeated1\_test.hpp  
libs/metaparse/test/is\_digit.cpp  
libs/metaparse/test/one\_char\_except\_c.cpp  
libs/metaparse/test/is\_whitespace.cpp  
libs/metaparse/test/define\_error.cpp  
libs/metaparse/test/last\_of.cpp  
libs/metaparse/test/int\_.cpp  
libs/metaparse/test/too\_long\_string.cpp  
libs/metaparse/test/foldl\_reject\_incomplete\_start\_with\_parser.cpp  
libs/metaparse/test/if\_.cpp  
libs/metaparse/test/empty.cpp  
libs/metaparse/test/next\_digit.cpp  
libs/metaparse/test/one\_char\_except.cpp  
libs/metaparse/test/has\_type.cpp  
libs/metaparse/test/digit\_val.cpp  
libs/metaparse/test/repeated1.cpp  
libs/metaparse/test/in\_range\_c.cpp  
libs/metaparse/test/iterate\_c.cpp  
libs/metaparse/test/foldl.cpp  
libs/metaparse/test/always.cpp  
libs/metaparse/test/repeated\_one\_of.cpp  
libs/metaparse/test/space.cpp  
libs/metaparse/test/sequence\_apply.cpp  
libs/metaparse/test/optional.cpp  
libs/metaparse/test/digit\_to\_int.cpp  
libs/metaparse/test/one\_char\_except\_test.hpp  
libs/metaparse/test/update\_c.cpp  
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libs/metaparse/test/foldl\_start\_with\_parser.cpp  
libs/metaparse/test/one\_char.cpp  
libs/metaparse/test/digit.cpp  
libs/metaparse/test/is\_letter.cpp  
libs/metaparse/test/back\_inserter.cpp  
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libs/metaparse/test/sequence.cpp  
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libs/metaparse/test/is\_char\_c.cpp  
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libs/metaparse/test/pop\_back.cpp  
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libs/metaparse/test/swap.cpp  
libs/metaparse/test/except.cpp  
libs/metaparse/test/look\_ahead.cpp  
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Files:

libs/metaparse/tools/benchmark/include/benchmark\_util.hpp

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libs/range/include/boost/range/mfc\_map.hpp

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libs/geometry/index/test/rtree/generated/p3d/rtree\_dlin\_mod\_p3d.cpp  
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libs/geometry/test/algorithms/intersects/intersects\_box\_geometry.cpp  
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libs/geometry/test/algorithms/relate/relate\_linear\_areal.cpp  
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libs/mpl/include/boost/mpl/aux\_/msvc\_eti\_base.hpp  
libs/mpl/include/boost/mpl/aux\_/front\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/fold\_pred.hpp  
libs/mpl/include/boost/mpl/aux\_/back\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/has\_type.hpp  
libs/mpl/include/boost/mpl/aux\_/advance\_forward.hpp  
libs/mpl/include/boost/mpl/aux\_/template\_arity.hpp  
libs/mpl/include/boost/mpl/aux\_/yes\_no.hpp  
libs/mpl/include/boost/mpl/aux\_/erase\_key\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/integral\_wrapper.hpp  
libs/mpl/include/boost/mpl/aux\_/at\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/O1\_size\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/arithmetic\_op.hpp  
libs/mpl/include/boost/mpl/aux\_/pop\_front\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/iter\_fold\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/comparison\_op.hpp  
libs/mpl/include/boost/mpl/aux\_/has\_rebind.hpp  
libs/mpl/include/boost/mpl/aux\_/is\_msvc\_eti\_arg.hpp  
libs/mpl/include/boost/mpl/aux\_/advance\_backward.hpp  
libs/mpl/include/boost/mpl/aux\_/na\_fwd.hpp  
libs/mpl/include/boost/mpl/aux\_/has\_size.hpp  
libs/mpl/include/boost/mpl/aux\_/static\_cast.hpp  
libs/mpl/include/boost/mpl/aux\_/has\_tag.hpp  
libs/mpl/include/boost/mpl/aux\_/reverse\_iter\_fold\_impl.hpp  
libs/mpl/include/boost/mpl/count.hpp  
libs/mpl/include/boost/mpl/eval\_if.hpp  
libs/mpl/include/boost/mpl/deque.hpp  
libs/mpl/include/boost/mpl/not.hpp  
libs/mpl/include/boost/mpl/erase\_fwd.hpp  
libs/mpl/include/boost/mpl/at\_fwd.hpp  
libs/mpl/include/boost/mpl/advance.hpp  
libs/mpl/include/boost/mpl/size.hpp  
libs/mpl/include/boost/mpl/bool.hpp  
libs/mpl/include/boost/mpl/push\_front.hpp  
libs/mpl/include/boost/mpl/is\_placeholder.hpp  
libs/mpl/include/boost/mpl/comparison.hpp  
libs/mpl/include/boost/mpl/negate.hpp



libs/mpl/include/boost/mpl/front.hpp  
libs/mpl/include/boost/mpl/assert.hpp  
libs/mpl/include/boost/mpl/times.hpp  
libs/mpl/include/boost/mpl/less.hpp  
libs/mpl/include/boost/mpl/range\_c.hpp  
libs/mpl/include/boost/mpl/and.hpp  
libs/mpl/include/boost/mpl/O1\_size.hpp  
libs/mpl/include/boost/mpl/is\_sequence.hpp  
libs/mpl/include/boost/mpl/lambda.hpp  
libs/mpl/include/boost/mpl/sequence\_tag.hpp  
libs/mpl/include/boost/mpl/arithmetic.hpp  
libs/mpl/include/boost/mpl/greater.hpp  
libs/mpl/include/boost/mpl/vector.hpp  
libs/mpl/include/boost/mpl/count\_fwd.hpp  
libs/mpl/include/boost/mpl/pop\_back.hpp  
libs/mpl/include/boost/mpl/distance\_fwd.hpp  
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libs/mpl/include/boost/mpl/not\_equal\_to.hpp  
libs/mpl/include/boost/mpl/lower\_bound.hpp  
libs/mpl/include/boost/mpl/if.hpp  
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libs/mpl/include/boost/mpl/inherit.hpp  
libs/mpl/include/boost/mpl/clear\_fwd.hpp  
libs/mpl/include/boost/mpl/push\_back.hpp  
libs/mpl/include/boost/mpl/advance\_fwd.hpp  
libs/mpl/include/boost/mpl/inherit\_linearly.hpp  
libs/mpl/include/boost/mpl/iterator\_category.hpp  
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libs/mpl/include/boost/mpl/next.hpp  
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libs/mpl/include/boost/mpl/at.hpp  
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libs/mpl/include/boost/mpl/back\_fwd.hpp  
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libs/mpl/include/boost/mpl/max\_element.hpp  
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libs/mpl/include/boost/mpl/empty\_base.hpp  
libs/mpl/include/boost/mpl/integral\_c\_tag.hpp  
libs/mpl/include/boost/mpl/void\_fwd.hpp

libs/mpl/include/boost/mpl/find\_if.hpp  
libs/mpl/include/boost/mpl/clear.hpp  
libs/mpl/include/boost/mpl/set/aux\_/size\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/numbered\_c.hpp  
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libs/mpl/include/boost/mpl/multiplies.hpp  
libs/mpl/preprocessed/pp.py  
libs/mpl/preprocessed/include/no\_ttp/user.hpp  
libs/mpl/preprocessed/include/plain/user.hpp  
libs/mpl/preprocessed/include/dmc/user.hpp  
libs/mpl/preprocessed/include/typeof\_based/user.hpp  
libs/mpl/preprocessed/include/bcc\_pre590/user.hpp  
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libs/mpl/preprocessed/vector/vector10.cpp  
libs/mpl/preprocessed/vector/vector50.cpp  
libs/mpl/preprocessed/vector/vector30.cpp  
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libs/mpl/preprocessed/vector/vector30\_c.cpp  
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libs/mpl/preprocessed/vector/vector40.cpp  
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libs/mpl/preprocessed/vector/vector40\_c.cpp  
libs/mpl/preprocessed/list/list20\_c.cpp  
libs/mpl/preprocessed/list/list40.cpp  
libs/mpl/preprocessed/list/list50.cpp  
libs/mpl/preprocessed/list/list10\_c.cpp  
libs/mpl/preprocessed/list/list10.cpp  
libs/mpl/preprocessed/list/list50\_c.cpp  
libs/mpl/preprocessed/list/list40\_c.cpp  
libs/mpl/preprocessed/list/list30\_c.cpp  
libs/mpl/preprocessed/list/list30.cpp  
libs/mpl/preprocessed/list/list20.cpp  
libs/mpl/preprocessed/preprocess\_map.py  
libs/mpl/preprocessed/preprocess\_set.py  
libs/mpl/preprocessed/map/map30.cpp  
libs/mpl/preprocessed/map/map20.cpp  
libs/mpl/preprocessed/map/map10.cpp  
libs/mpl/preprocessed/map/map40.cpp  
libs/mpl/preprocessed/map/map50.cpp  
libs/mpl/preprocessed/preprocess\_list.py  
libs/mpl/preprocessed/preprocess.py

libs/mpl/preprocessed/src/less\_equal.cpp  
libs/mpl/preprocessed/src/reverse\_fold\_impl.cpp  
libs/mpl/preprocessed/src/unpack\_args.cpp  
libs/mpl/preprocessed/src/arg.cpp  
libs/mpl/preprocessed/src/set\_c.cpp  
libs/mpl/preprocessed/src/list\_c.cpp  
libs/mpl/preprocessed/src/template\_arity.cpp  
libs/mpl/preprocessed/src/or.cpp  
libs/mpl/preprocessed/src/not\_equal\_to.cpp  
libs/mpl/preprocessed/src/advance\_forward.cpp  
libs/mpl/preprocessed/src/apply\_wrap.cpp  
libs/mpl/preprocessed/src/apply.cpp  
libs/mpl/preprocessed/src/divides.cpp  
libs/mpl/preprocessed/src/bitor.cpp  
libs/mpl/preprocessed/src/lambda\_no\_ctps.cpp  
libs/mpl/preprocessed/src/vector.cpp  
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libs/mpl/preprocessed/src/inherit.cpp  
libs/mpl/preprocessed/src/plus.cpp  
libs/mpl/preprocessed/src/advance\_backward.cpp  
libs/mpl/preprocessed/src/placeholders.cpp  
libs/mpl/preprocessed/src/full\_lambda.cpp  
libs/mpl/preprocessed/src/greater\_equal.cpp  
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libs/mpl/preprocessed/src/greater.cpp  
libs/mpl/preprocessed/src/shift\_left.cpp  
libs/mpl/preprocessed/src/iter\_fold\_impl.cpp  
libs/mpl/preprocessed/src/bitxor.cpp  
libs/mpl/preprocessed/src/set.cpp  
libs/mpl/preprocessed/src/quote.cpp  
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libs/mpl/preprocessed/src/list.cpp  
libs/mpl/preprocessed/src/bitand.cpp  
libs/mpl/preprocessed/src/vector\_c.cpp  
libs/mpl/preprocessed/src/apply\_fwd.cpp  
libs/mpl/preprocessed/src/bind\_fwd.cpp  
libs/mpl/preprocessed/src/and.cpp  
libs/mpl/preprocessed/src/modulus.cpp  
libs/mpl/preprocessed/src/equal\_to.cpp  
libs/mpl/preprocessed/src/iter\_fold\_if\_impl.cpp  
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libs/mpl/preprocessed/src/shift\_right.cpp  
libs/mpl/preprocessed/src/map.cpp  
libs/mpl/preprocessed/src/less.cpp  
libs/mpl/preprocessed/src/reverse\_iter\_fold\_impl.cpp  
libs/mpl/preprocessed/src/fold\_impl.cpp  
libs/mpl/preprocessed/src/minus.cpp  
libs/mpl/preprocessed/preprocess\_vector.py

libs/mpl/preprocessed/set/set30.cpp  
libs/mpl/preprocessed/set/set40\_c.cpp  
libs/mpl/preprocessed/set/set50\_c.cpp  
libs/mpl/preprocessed/set/set40.cpp  
libs/mpl/preprocessed/set/set10.cpp  
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libs/mpl/preprocessed/set/set10\_c.cpp  
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libs/mpl/example/fsm/player.cpp  
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libs/mpl/test/list\_c.cpp  
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libs/mpl/test/is\_sequence.cpp  
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libs/mpl/test/partition.cpp  
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libs/mpl/test/transform\_view.cpp  
libs/mpl/test/integral\_c.cpp  
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libs/mpl/test/next.cpp  
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libs/mpl/test/pop\_front.cpp  
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libs/msm/doc/HTML/examples/iPod\_distributed/MenuMode.hpp  
libs/msm/doc/HTML/examples/iPod\_distributed/iPod.cpp  
libs/msm/doc/HTML/examples/iPod\_distributed/PlayingMode.cpp  
libs/msm/doc/HTML/examples/OrthogonalDeferredEuml2.cpp  
libs/msm/doc/HTML/examples/SimpleTimer.cpp  
libs/msm/doc/HTML/examples/iPodSearch.cpp  
libs/msm/doc/HTML/examples/SimplePhoenix.cpp

libs/msm/doc/HTML/examples/FsmAsPtr.hpp  
libs/msm/doc/HTML/examples/MsmSimple.cpp  
libs/msm/doc/HTML/examples/SM-2Arg.cpp  
libs/msm/doc/HTML/examples/DirectEntryTutorial.cpp  
libs/msm/doc/HTML/examples/EumlSimple.cpp  
libs/msm/doc/HTML/examples/SimpleWithFunctors.cpp  
libs/msm/doc/HTML/examples/TestErrorOrthogonality.cpp  
libs/msm/doc/HTML/examples/iPodEuml.cpp  
libs/msm/doc/HTML/examples/SimpleTutorialEuml.cpp  
libs/msm/doc/HTML/examples/DirectEntryEuml.cpp  
libs/msm/doc/HTML/examples/SerializeCompositeAndHistory.cpp  
libs/msm/doc/HTML/examples/FsmAsPtr.cpp  
libs/msm/doc/HTML/examples/CompositeTutorialEuml.cpp  
libs/msm/doc/HTML/examples/AnonymousTutorialEuml.cpp  
libs/msm/doc/HTML/examples/CompilerStressTestEuml.cpp  
libs/msm/doc/HTML/examples/Flags.cpp  
libs/msm/doc/HTML/examples/SimpleTutorial.cpp  
libs/msm/doc/HTML/examples/AnonymousTutorialWithFunctors.cpp  
libs/msm/doc/HTML/examples/MsmComposite.cpp  
libs/msm/doc/HTML/examples/SimpleWithFunctors2.cpp  
libs/msm/doc/HTML/examples/EumlInternalDistributed.cpp  
libs/msm/doc/HTML/examples/History.cpp  
libs/msm/doc/HTML/examples/Visitor.cpp  
libs/msm/doc/HTML/examples/MsmSimpleFunctors.cpp  
libs/msm/doc/HTML/examples/SimpleTutorialInternal2.cpp  
libs/msm/doc/HTML/examples/OrthogonalDeferredEuml.cpp  
libs/msm/doc/HTML/examples/ActiveStateSetBeforeTransition.cpp  
libs/msm/doc/HTML/examples/SCComposite.cpp  
libs/msm/doc/HTML/examples/EumlInternal.cpp  
libs/msm/doc/HTML/examples/Constructor.cpp  
libs/msm/doc/HTML/examples/logging\_functors.h  
libs/msm/doc/HTML/examples/ipod\_functors.hpp  
libs/msm/doc/HTML/examples/iPodSearchEuml.cpp  
libs/msm/doc/HTML/examples/SimpleTutorialInternal.cpp  
libs/msm/doc/HTML/examples/ActivateStateBeforeTransitionEuml.cpp  
libs/msm/doc/HTML/examples/SimpleTutorial2.cpp  
libs/msm/doc/HTML/examples/HistoryEuml.cpp  
libs/msm/doc/HTML/examples/SCSimple.cpp  
libs/msm/doc/HTML/examples/TestInternal.cpp  
libs/msm/doc/HTML/examples/distributed\_table/DistributedTable.cpp  
libs/msm/doc/HTML/examples/distributed\_table/Events.hpp  
libs/msm/doc/HTML/examples/distributed\_table/Open.cpp  
libs/msm/doc/HTML/examples/distributed\_table/Open.hpp  
libs/msm/doc/HTML/examples/distributed\_table/Empty.cpp  
libs/msm/doc/HTML/examples/distributed\_table/Empty.hpp  
libs/msm/doc/HTML/examples/Orthogonal-deferred.cpp  
libs/msm/doc/HTML/examples/BoostCon09Full.cpp  
libs/msm/doc/HTML/examples/CompositeTutorial.cpp

libs/msm/doc/HTML/examples/SimpleWithFunctors3.cpp  
libs/msm/doc/HTML/examples/SimpleTutorialEuml2.cpp  
libs/msm/doc/HTML/examples/ParsingDigits.cpp  
libs/msm/doc/HTML/examples/Orthogonal-deferred2.cpp  
libs/msm/doc/HTML/examples/SimpleTutorialInternalFunctors.cpp  
libs/msm/doc/HTML/examples/AnonymousTutorial.cpp  
libs/msm/test/SimpleEuml.cpp  
libs/msm/test/Test2RegionsAnonymous.cpp  
libs/msm/test/SerializeWithHistory.cpp  
libs/msm/test/SimpleInternal.cpp  
libs/msm/test/TestDeferIn2Regions.cpp  
libs/msm/test/SimpleWithFunctors.cpp  
libs/msm/test/EventQueue.cpp  
libs/msm/test/TestDeferAndMessageQueue3.cpp  
libs/msm/test/TestDeferAndMessageQueue2.cpp  
libs/msm/test/SimpleMachine.cpp  
libs/msm/test/TestDeferAndMessageQueue.cpp  
libs/msm/test/CompositeMachine.cpp  
libs/msm/test/OrthogonalDeferred2.cpp  
libs/msm/test/Entries.cpp  
libs/msm/test/History.cpp  
libs/msm/test/OrthogonalDeferred3.cpp  
libs/msm/test/TestConstructor.cpp  
libs/msm/test/SerializeSimpleEuml.cpp  
libs/msm/test/OrthogonalDeferredEuml.cpp  
libs/msm/test/OrthogonalDeferred.cpp  
libs/msm/test/Constructor.cpp  
libs/msm/test/AnonymousEuml.cpp  
libs/msm/test/SimpleInternalFunctors.cpp  
libs/msm/test/SimpleInternalEuml.cpp  
libs/msm/test/SimpleEuml2.cpp  
libs/msm/test/Serialize.cpp  
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libs/mpl/include/boost/mpl/reverse\_fold.hpp

libs/mpl/include/boost/mpl/zip\_view.hpp

libs/mpl/include/boost/mpl/inserters.hpp

libs/mpl/include/boost/mpl/print.hpp

libs/mpl/include/boost/mpl/has\_key\_fwd.hpp

libs/mpl/include/boost/mpl/copy\_if.hpp

libs/mpl/include/boost/mpl/key\_type\_fwd.hpp

libs/mpl/include/boost/mpl/value\_type.hpp

libs/mpl/include/boost/mpl/front\_inserter.hpp

libs/mpl/include/boost/mpl/key\_type.hpp

libs/mpl/include/boost/mpl/map/map40.hpp

libs/mpl/include/boost/mpl/map/map30.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/plain/map40.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/plain/map30.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/plain/map10.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/plain/map50.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/plain/map20.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/typeof\_based/map40.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/typeof\_based/map30.hpp

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libs/mpl/include/boost/mpl/map/aux\_/preprocessed/no\_ctps/map40.hpp

libs/mpl/include/boost/mpl/map/aux\_/preprocessed/no\_ctps/map30.hpp

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libs/mpl/include/boost/mpl/map/aux\_/preprocessed/no\_ctps/map20.hpp

libs/mpl/include/boost/mpl/map/aux\_/begin\_end\_impl.hpp

libs/mpl/include/boost/mpl/map/aux\_/value\_type\_impl.hpp  
libs/mpl/include/boost/mpl/map/aux\_/tag.hpp  
libs/mpl/include/boost/mpl/map/aux\_/erase\_impl.hpp  
libs/mpl/include/boost/mpl/map/aux\_/insert\_impl.hpp  
libs/mpl/include/boost/mpl/map/aux\_/clear\_impl.hpp  
libs/mpl/include/boost/mpl/map/aux\_/key\_type\_impl.hpp  
libs/mpl/include/boost/mpl/map/aux\_/item.hpp  
libs/mpl/include/boost/mpl/map/aux\_/iterator.hpp  
libs/mpl/include/boost/mpl/map/aux\_/map0.hpp  
libs/mpl/include/boost/mpl/map/aux\_/erase\_key\_impl.hpp  
libs/mpl/include/boost/mpl/map/aux\_/at\_impl.hpp  
libs/mpl/include/boost/mpl/map/aux\_/has\_key\_impl.hpp  
libs/mpl/include/boost/mpl/map/map10.hpp  
libs/mpl/include/boost/mpl/map/map50.hpp  
libs/mpl/include/boost/mpl/map/map20.hpp  
libs/mpl/include/boost/mpl/map/map0.hpp  
libs/mpl/include/boost/mpl/copy.hpp  
libs/mpl/include/boost/mpl/order.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ttp/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/plain/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc70/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc60/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/dmc/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc\_pre590/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/gcc/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/mwcc/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ctps/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc551/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/config/bind.hpp  
libs/mpl/include/boost/mpl/aux\_/config/has\_xxx.hpp  
libs/mpl/include/boost/mpl/aux\_/inserter\_algorithm.hpp  
libs/mpl/include/boost/mpl/aux\_/order\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/iter\_fold\_if\_impl.hpp  
libs/mpl/include/boost/mpl/aux\_/has\_key\_impl.hpp  
libs/mpl/include/boost/mpl/pair\_view.hpp  
libs/mpl/include/boost/mpl/reverse\_iter\_fold.hpp  
libs/mpl/include/boost/mpl/has\_key.hpp  
libs/mpl/include/boost/mpl/remove\_if.hpp  
libs/mpl/include/boost/mpl/value\_type\_fwd.hpp  
libs/mpl/include/boost/mpl/remove.hpp  
libs/mpl/include/boost/mpl/back\_inserter.hpp  
libs/mpl/include/boost/mpl/order\_fwd.hpp  
libs/mpl/include/boost/mpl/accumulate.hpp  
libs/mpl/include/boost/mpl/fold.hpp  
libs/mpl/include/boost/mpl/set/set30.hpp  
libs/mpl/include/boost/mpl/set/set30\_c.hpp  
libs/mpl/include/boost/mpl/set/set40.hpp

libs/mpl/include/boost/mpl/set/set40\_c.hpp  
libs/mpl/include/boost/mpl/set/set0\_c.hpp  
libs/mpl/include/boost/mpl/set/set10\_c.hpp  
libs/mpl/include/boost/mpl/set/set20.hpp  
libs/mpl/include/boost/mpl/set/set20\_c.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set30.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set30\_c.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set40.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set40\_c.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set10\_c.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set20.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set20\_c.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set50.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set50\_c.hpp  
libs/mpl/include/boost/mpl/set/aux\_/preprocessed/plain/set10.hpp  
libs/mpl/include/boost/mpl/set/aux\_/begin\_end\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/value\_type\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/tag.hpp  
libs/mpl/include/boost/mpl/set/aux\_/erase\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/insert\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/clear\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/key\_type\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/item.hpp  
libs/mpl/include/boost/mpl/set/aux\_/iterator.hpp  
libs/mpl/include/boost/mpl/set/aux\_/set0.hpp  
libs/mpl/include/boost/mpl/set/aux\_/erase\_key\_impl.hpp  
libs/mpl/include/boost/mpl/set/aux\_/has\_key\_impl.hpp  
libs/mpl/include/boost/mpl/set/set0.hpp  
libs/mpl/include/boost/mpl/set/set50.hpp  
libs/mpl/include/boost/mpl/set/set50\_c.hpp  
libs/mpl/include/boost/mpl/set/set10.hpp  
libs/mpl/include/boost/mpl/transform.hpp  
libs/mpl/example/fsm/player1.cpp  
libs/mpl/example/fsm/player2.cpp  
libs/mpl/doc/src/refmanual/sort.rst  
libs/mpl/doc/src/refmanual/ASSERT.rst  
libs/mpl/doc/src/refmanual/shift\_right.rst  
libs/mpl/doc/src/refmanual/LIMIT\_SET\_SIZE.rst  
libs/mpl/doc/src/refmanual/ReversibleAlgorithm.rst  
libs/mpl/doc/src/refmanual/pop\_back.rst  
libs/mpl/doc/src/refmanual/less.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Type.rst  
libs/mpl/doc/src/refmanual/zip\_view.rst  
libs/mpl/doc/src/refmanual/sequence\_tag.rst  
libs/mpl/doc/src/refmanual/bitxor\_.rst  
libs/mpl/doc/src/refmanual/equal.rst  
libs/mpl/doc/src/refmanual/greater.rst  
libs/mpl/doc/src/refmanual/BidirectionalSequence.rst

libs/mpl/doc/src/refmanual/begin.rst  
libs/mpl/doc/src/refmanual/erase.rst  
libs/mpl/doc/src/refmanual/Macros.rst  
libs/mpl/doc/src/refmanual/set\_c.rst  
libs/mpl/doc/src/refmanual/Data-Numeric.rst  
libs/mpl/doc/src/refmanual/Categorized-Concepts.rst  
libs/mpl/doc/src/refmanual/reverse\_unique.rst  
libs/mpl/doc/src/refmanual/at.rst  
libs/mpl/doc/src/refmanual/AUX\_LAMBDA\_SUPPORT.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Arithmetic.rst  
libs/mpl/doc/src/refmanual/Macros-Asserts.rst  
libs/mpl/doc/src/refmanual/list\_c.rst  
libs/mpl/doc/src/refmanual/Algorithms-Inserters.rst  
libs/mpl/doc/src/refmanual/Iterators-Iterator.rst  
libs/mpl/doc/src/refmanual/LIMIT\_LIST\_SIZE.rst  
libs/mpl/doc/src/refmanual/empty\_sequence.rst  
libs/mpl/doc/src/refmanual/partition.rst  
libs/mpl/doc/src/refmanual/reverse\_remove.rst  
libs/mpl/doc/src/refmanual/lambda.rst  
libs/mpl/doc/src/refmanual/copy.rst  
libs/mpl/doc/src/refmanual/minus.rst  
libs/mpl/doc/src/refmanual/has\_key.rst  
libs/mpl/doc/src/refmanual/greater\_equal.rst  
libs/mpl/doc/src/refmanual/not\_equal\_to.rst  
libs/mpl/doc/src/refmanual/size.rst  
libs/mpl/doc/src/refmanual/insert.rst  
libs/mpl/doc/src/refmanual/RandomAccessSequence.rst  
libs/mpl/doc/src/refmanual/bool\_.rst  
libs/mpl/doc/src/refmanual/modulus.rst  
libs/mpl/doc/src/refmanual/push\_back.rst  
libs/mpl/doc/src/refmanual/map.rst  
libs/mpl/doc/src/refmanual/LIMIT\_METAFUNCTION\_ARITY.rst  
libs/mpl/doc/src/refmanual/refmanual.rst  
libs/mpl/doc/src/refmanual/reverse\_partition.rst  
libs/mpl/doc/src/refmanual/inherit\_linearly.rst  
libs/mpl/doc/src/refmanual/numeric\_cast.rst  
libs/mpl/doc/src/refmanual/Macros-Introspection.rst  
libs/mpl/doc/src/refmanual/Algorithms.rst  
libs/mpl/doc/src/refmanual/count\_if.rst  
libs/mpl/doc/src/refmanual/MetafunctionClass.rst  
libs/mpl/doc/src/refmanual/Sequences.rst  
libs/mpl/doc/src/refmanual/find.rst  
libs/mpl/doc/src/refmanual/contains.rst  
libs/mpl/doc/src/refmanual/apply\_wrap.rst  
libs/mpl/doc/src/refmanual/IntegralConstant.rst  
libs/mpl/doc/src/refmanual/always.rst  
libs/mpl/doc/src/refmanual/eval\_if.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Miscellaneous.rst



libs/mpl/doc/src/refmanual/Metafunctions-Invocation.rst  
libs/mpl/doc/src/refmanual/key\_type.rst  
libs/mpl/doc/src/refmanual/erase\_key.rst  
libs/mpl/doc/src/refmanual/back.rst  
libs/mpl/doc/src/refmanual/bitor\_.rst  
libs/mpl/doc/src/refmanual/ForwardSequence.rst  
libs/mpl/doc/src/refmanual/equal\_to.rst  
libs/mpl/doc/src/refmanual/sizeof\_.rst  
libs/mpl/doc/src/refmanual/remove\_if.rst  
libs/mpl/doc/src/refmanual/joint\_view.rst  
libs/mpl/doc/src/refmanual/count.rst  
libs/mpl/doc/src/refmanual/upper\_bound.rst  
libs/mpl/doc/src/refmanual/arg.rst  
libs/mpl/doc/src/refmanual/or\_.rst  
libs/mpl/doc/src/refmanual/CFG\_NO\_PREPROCESSED.rst  
libs/mpl/doc/src/refmanual/Macros-Configuration.rst  
libs/mpl/doc/src/refmanual/accumulate.rst  
libs/mpl/doc/src/refmanual/ASSERT\_MSG.rst  
libs/mpl/doc/src/refmanual/if\_c.rst  
libs/mpl/doc/src/refmanual/ExtensibleAssociativeSeq.rst  
libs/mpl/doc/src/refmanual/transform\_view.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Trivial.rst  
libs/mpl/doc/src/refmanual/shift\_left.rst  
libs/mpl/doc/src/refmanual/front\_inserter.rst  
libs/mpl/doc/src/refmanual/protect.rst  
libs/mpl/doc/src/refmanual/filter\_view.rst  
libs/mpl/doc/src/refmanual/unpack\_args.rst  
libs/mpl/doc/src/refmanual/transform.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Concepts.rst  
libs/mpl/doc/src/refmanual/Metafunction.rst  
libs/mpl/doc/src/refmanual/FrontExtensibleSequence.rst  
libs/mpl/doc/src/refmanual/reverse\_fold.rst  
libs/mpl/doc/src/refmanual/value\_type.rst  
libs/mpl/doc/src/refmanual/reverse\_stable\_partition.rst  
libs/mpl/doc/src/refmanual/remove.rst  
libs/mpl/doc/src/refmanual/multiplies.rst  
libs/mpl/doc/src/refmanual/Terminology.rst  
libs/mpl/doc/src/refmanual/copy\_if.rst  
libs/mpl/doc/src/refmanual/negate.rst  
libs/mpl/doc/src/refmanual/divides.rst  
libs/mpl/doc/src/refmanual/Sequences-Concepts.rst  
libs/mpl/doc/src/refmanual/distance.rst  
libs/mpl/doc/src/refmanual/Data.rst  
libs/mpl/doc/src/refmanual/Inserter.rst  
libs/mpl/doc/src/refmanual/PlaceholderExpression.rst  
libs/mpl/doc/src/refmanual/Categorized-Components.rst  
libs/mpl/doc/src/refmanual/push\_front.rst  
libs/mpl/doc/src/refmanual/Algorithms-Runtime.rst

libs/mpl/doc/src/refmanual/reverse\_replace\_if.rst  
libs/mpl/doc/src/refmanual/replace.rst  
libs/mpl/doc/src/refmanual/order.rst  
libs/mpl/doc/src/refmanual/next.rst  
libs/mpl/doc/src/refmanual/Algorithms-Querying.rst  
libs/mpl/doc/src/refmanual/Sequences-Classes.rst  
libs/mpl/doc/src/refmanual/insertter\_.rst  
libs/mpl/doc/src/refmanual/ExtensibleSequence.rst  
libs/mpl/doc/src/refmanual/clear.rst  
libs/mpl/doc/src/refmanual/reverse.rst  
libs/mpl/doc/src/refmanual/plus.rst  
libs/mpl/doc/src/refmanual/Acknowledgements.rst  
libs/mpl/doc/src/refmanual/bitand\_.rst  
libs/mpl/doc/src/refmanual/Algorithms-Transformation.rst  
libs/mpl/doc/src/refmanual/HAS\_XXX\_TRAIT\_DEF.rst  
libs/mpl/doc/src/refmanual/Data-Miscellaneous.rst  
libs/mpl/doc/src/refmanual/is\_sequence.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Composition.rst  
libs/mpl/doc/src/refmanual/apply.rst  
libs/mpl/doc/src/refmanual/not\_.rst  
libs/mpl/doc/src/refmanual/Data-Concepts.rst  
libs/mpl/doc/src/refmanual/less\_equal.rst  
libs/mpl/doc/src/refmanual/BackExtensibleSequence.rst  
libs/mpl/doc/src/refmanual/Iterators-Concepts.rst  
libs/mpl/doc/src/refmanual/empty\_base.rst  
libs/mpl/doc/src/refmanual/times.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Bitwise.rst  
libs/mpl/doc/src/refmanual/Algorithms-Iteration.rst  
libs/mpl/doc/src/refmanual/reverse\_replace.rst  
libs/mpl/doc/src/refmanual/Algorithms-Concepts.rst  
libs/mpl/doc/src/refmanual/iterator\_range.rst  
libs/mpl/doc/src/refmanual/ForwardIterator.rst  
libs/mpl/doc/src/refmanual/empty.rst  
libs/mpl/doc/src/refmanual/deref.rst  
libs/mpl/doc/src/refmanual/max.rst  
libs/mpl/doc/src/refmanual/pop\_front.rst  
libs/mpl/doc/src/refmanual/deque.rst  
libs/mpl/doc/src/refmanual/ASSERT\_RELATION.rst  
libs/mpl/doc/src/refmanual/stable\_partition.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Comparisons.rst  
libs/mpl/doc/src/refmanual/LIMIT\_UNROLLING.rst  
libs/mpl/doc/src/refmanual/Iterators.rst  
libs/mpl/doc/src/refmanual/pair.rst  
libs/mpl/doc/src/refmanual/reverse\_iter\_fold.rst  
libs/mpl/doc/src/refmanual/Placeholders.rst  
libs/mpl/doc/src/refmanual/back\_insertter.rst  
libs/mpl/doc/src/refmanual/advance.rst  
libs/mpl/doc/src/refmanual/front.rst

libs/mpl/doc/src/refmanual/eval\_if\_c.rst  
libs/mpl/doc/src/refmanual/max\_element.rst  
libs/mpl/doc/src/refmanual/int\_.rst  
libs/mpl/doc/src/refmanual/lower\_bound.rst  
libs/mpl/doc/src/refmanual/RandomAccessIterator.rst  
libs/mpl/doc/src/refmanual/reverse\_remove\_if.rst  
libs/mpl/doc/src/refmanual/reverse\_transform.rst  
libs/mpl/doc/src/refmanual/Sequences-Intrinsic.rst  
libs/mpl/doc/src/refmanual/inherit.rst  
libs/mpl/doc/src/refmanual/find\_if.rst  
libs/mpl/doc/src/refmanual/and\_.rst  
libs/mpl/doc/src/refmanual/VariadicSequence.rst  
libs/mpl/doc/src/refmanual/size\_t.rst  
libs/mpl/doc/src/refmanual/Categorized.rst  
libs/mpl/doc/src/refmanual/HAS\_XXX\_TRAIT\_NAMED\_DEF.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Logical.rst  
libs/mpl/doc/src/refmanual/prior.rst  
libs/mpl/doc/src/refmanual/unique.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Conditional.rst  
libs/mpl/doc/src/refmanual/reverse\_copy.rst  
libs/mpl/doc/src/refmanual/IntegralSequenceWrapper.rst  
libs/mpl/doc/src/refmanual/bind.rst  
libs/mpl/doc/src/refmanual/Metafunctions.rst  
libs/mpl/doc/src/refmanual/min.rst  
libs/mpl/doc/src/refmanual/AssociativeSequence.rst  
libs/mpl/doc/src/refmanual/reverse\_copy\_if.rst  
libs/mpl/doc/src/refmanual/TagDispatchedMetafunction.rst  
libs/mpl/doc/src/refmanual/integral\_c.rst  
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libs/mpl/doc/src/refmanual/CFG\_NO\_HAS\_XXX.rst  
libs/mpl/doc/src/refmanual/end.rst  
libs/mpl/doc/src/refmanual/void\_.rst  
libs/mpl/doc/src/refmanual/ASSERT\_NOT.rst  
libs/mpl/doc/src/refmanual/for\_each.rst  
libs/mpl/doc/src/refmanual/Metafunctions-Trivial-Summary.rst  
libs/mpl/doc/src/refmanual/LIMIT\_VECTOR\_SIZE.rst  
libs/mpl/doc/src/refmanual/identity.rst  
libs/mpl/doc/src/refmanual/iterator\_category.rst  
libs/mpl/doc/src/refmanual/if\_.rst  
libs/mpl/doc/src/refmanual/vector\_c.rst  
libs/mpl/doc/src/refmanual/NumericMetafunction.rst  
libs/mpl/doc/src/refmanual/single\_view.rst  
libs/mpl/doc/src/refmanual/list.rst  
libs/mpl/doc/src/refmanual/BidirectionalIterator.rst  
libs/mpl/doc/src/refmanual/min\_element.rst  
libs/mpl/doc/src/refmanual/set.rst  
libs/mpl/doc/src/refmanual/insert\_range.rst

libs/mpl/doc/src/refmanual/Sequences-Views.rst  
libs/mpl/doc/src/refmanual/replace\_if.rst  
libs/mpl/doc/src/refmanual/LIMIT\_MAP\_SIZE.rst  
libs/mpl/doc/src/refmanual/TrivialMetafunction.rst  
libs/mpl/doc/src/refmanual/quote.rst  
libs/mpl/doc/src/refmanual/vector.rst  
libs/mpl/doc/src/refmanual/range\_c.rst  
libs/mpl/doc/src/refmanual/at\_c.rst  
libs/mpl/doc/src/refmanual/Macros-Broken.rst  
libs/mpl/doc/src/refmanual/iter\_fold\_if.rst  
libs/mpl/doc/src/refmanual/iter\_fold.rst  
libs/mpl/doc/src/refmanual/long\_.rst  
libs/mpl/book/chapter1/binary.hpp  
libs/mpl/test/copy\_if.cpp  
libs/mpl/test/replace.cpp  
libs/mpl/test/no\_has\_xxx.cpp  
libs/mpl/test/remove\_if.cpp  
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libs/mpl/test/set.cpp  
libs/mpl/test/copy.cpp  
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libs/mpl/include/boost/mpl/iter\_fold\_if.hpp

libs/mpl/include/boost/mpl/aux\_/contains\_impl.hpp

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libs/mpl/include/boost/mpl/aux\_/find\_if\_pred.hpp

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libs/mpl/include/boost/mpl/contains.hpp

libs/mpl/include/boost/mpl/stable\_partition.hpp

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libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ttp/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ttp/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ttp/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ttp/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/plain/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/plain/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/plain/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/plain/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/plain/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc70/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc70/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc70/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc70/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc70/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc60/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc60/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc60/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc60/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/msvc60/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/dmc/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/dmc/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/dmc/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/dmc/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/dmc/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc\_pre590/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc\_pre590/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc\_pre590/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc\_pre590/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc\_pre590/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/gcc/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/gcc/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/gcc/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/gcc/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/gcc/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/mwcw/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/mwcw/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/mwcw/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/mwcw/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/mwcw/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc/bitand.hpp

libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc/shift\_right.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc/bitxor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ctps/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ctps/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ctps/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ctps/shift\_right.hpp  
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libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc551/bitor.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc551/shift\_left.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc551/bitand.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc551/shift\_right.hpp  
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libs/mpl/include/boost/mpl/bitand.hpp  
libs/mpl/include/boost/mpl/shift\_right.hpp  
libs/mpl/include/boost/mpl/bitxor.hpp  
libs/mpl/include/boost/mpl/bitwise.hpp  
libs/mpl/test/bitwise.cpp  
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libs/config/include/boost/config/compiler/mpw.hpp  
libs/config/test/boost\_no\_array\_type\_spec.hpp  
libs/type\_traits/include/boost/type\_traits/detail/is\_function\_cxx\_11.hpp  
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libs/type\_traits/include/boost/type\_traits/is\_function.hpp  
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libs/mpl/include/boost/mpl/bind.hpp  
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libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ttp/basic\_bind.hpp  
libs/mpl/include/boost/mpl/aux\_/preprocessed/plain/placeholders.hpp  
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libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ctps/placeholders.hpp  
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libs/mpl/include/boost/mpl/aux\_/preprocessed/no\_ctps/basic\_bind.hpp  
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libs/mpl/include/boost/mpl/aux\_/preprocessed/bcc551/arg.hpp  
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libs/mpl/include/boost/mpl/aux\_/type\_wrapper.hpp  
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libs/mpl/test/bind.cpp

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libs/nowide/include/boost/nowide/detail/convert.hpp

libs/nowide/include/boost/nowide/detail/utf.hpp

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libs/nowide/CMakeLists.txt

libs/nowide/doc/Jamfile.v2

libs/nowide/tools/create\_standalone.sh

libs/nowide/test/CMakeLists.txt

libs/nowide/test/check\_movable\_fstreams.cpp

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libs/nowide/test/exampleProject/example\_main.cpp

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libs/nowide/test/check\_lfs\_support.cpp

libs/nowide/src/filebuf.cpp

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libs/nowide/.github/workflows/ci\_tests.yml  
libs/nowide/.github/workflows/release.yml  
libs/nowide/.github/workflows/update\_standalone.yml  
libs/serialization/test/test\_multi\_shared\_lib.cpp  
libs/serialization/test/multi\_shared2.cpp  
libs/serialization/test/test\_singleton\_inherited.cpp  
libs/serialization/test/multi\_shared1.cpp  
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libs/filesystem/test/issues/99\_canonical\_with\_junction\_point.cpp

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libs/nowide/include/boost/nowide/utf/utf.hpp  
libs/nowide/include/boost/nowide/filebuf.hpp  
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libs/nowide/include/boost/nowide/utf8\_codecvt.hpp  
libs/nowide/include/boost/nowide/iostream.hpp  
libs/nowide/include/boost/nowide/config.hpp  
libs/nowide/test/test\_fstream.cpp  
libs/nowide/test/benchmark\_fstream.cpp  
libs/nowide/test/test.hpp  
libs/nowide/test/test\_stackstring.cpp  
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libs/type\_traits/include/boost/type\_traits/floating\_point\_promotion.hpp

libs/type\_traits/test/promote\_basic\_test.cpp

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libs/type\_traits/test/promote\_util.hpp  
libs/lexical\_cast/test/lexical\_cast\_vc8\_bug\_test.cpp  
libs/lexical\_cast/test/lexical\_cast\_loopback\_test.cpp  
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libs/lexical\_cast/include/boost/lexical\_cast/detail/lcast\_unsigned\_converters.hpp  
libs/lexical\_cast/include/boost/lexical\_cast/detail/is\_character.hpp  
libs/lexical\_cast/include/boost/lexical\_cast/detail/converter\_numeric.hpp  
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libs/lexical\_cast/include/boost/lexical\_cast/detail/inf\_nan.hpp  
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libs/lexical\_cast/include/boost/lexical\_cast/bad\_lexical\_cast.hpp  
libs/lexical\_cast/include/boost/lexical\_cast/lexical\_cast\_old.hpp  
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libs/scope\_exit/example/world\_cxx11\_lambda.cpp  
libs/scope\_exit/example/try\_catch\_seq.cpp

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libs/scope\_exit/example/Jamfile.v2  
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libs/scope\_exit/doc/scope\_exit.qbk  
libs/scope\_exit/test/tu\_test.hpp  
libs/scope\_exit/test/world\_void\_nova.cpp  
libs/scope\_exit/test/world\_checkpoint\_all.cpp  
libs/scope\_exit/test/world\_void.cpp  
libs/scope\_exit/test/same\_line.cpp  
libs/scope\_exit/test/world\_seq.cpp  
libs/scope\_exit/test/world\_this.cpp  
libs/scope\_exit/test/world\_checkpoint.cpp  
libs/scope\_exit/test/native\_tu\_test.cpp  
libs/scope\_exit/test/world\_checkpoint\_seq.cpp  
libs/scope\_exit/test/world\_tpl\_seq.cpp  
libs/scope\_exit/test/native\_const\_error.cpp  
libs/scope\_exit/test/native\_this.cpp  
libs/scope\_exit/test/world\_this\_seq.cpp  
libs/scope\_exit/test/world\_checkpoint\_all\_seq.cpp  
libs/scope\_exit/test/world\_tpl.cpp  
libs/scope\_exit/test/native\_tu1.cpp  
libs/scope\_exit/test/same\_line\_seq.cpp  
libs/scope\_exit/test/native\_tpl.cpp  
libs/scope\_exit/test/Jamfile.v2  
libs/scope\_exit/test/native\_this\_tpl.cpp  
libs/scope\_exit/test/native\_cv\_error.cpp  
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libs/algorithm/include/boost/algorithm/apply\_permutation.hpp

libs/algorithm/include/boost/algorithm/is\_palindrome.hpp

libs/algorithm/example/is\_partitioned\_until\_example.cpp

libs/algorithm/example/is\_palindrome\_example.cpp

libs/algorithm/example/apply\_permutation\_example.cpp

libs/algorithm/doc/is\_partitioned\_until.qbk

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libs/numeric/odeint/include/boost/numeric/odeint/external/mtl4/mtl4\_resize.hpp

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libs/graph/example/kevin-bacon2.cpp  
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libs/graph/example/topo-sort2.cpp  
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libs/graph/example/reverse\_graph.cpp  
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libs/graph/example/topo-sort1.cpp  
libs/graph/example/print-adjacent-vertices.cpp  
libs/graph/example/reachable-loop-head.cpp  
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libs/graph/example/filtered-copy-example.cpp  
libs/graph/example/family\_tree.cpp  
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Files:

libs/config/test/boost\_no\_auto\_declarations.ipp  
libs/config/test/boost\_no\_auto\_multidecl.ipp

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Files:

libs/iterator/appveyor.yml

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Files:

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Files:

libs/atomic/include/boost/atomic/detail/link.hpp  
libs/atomic/include/boost/atomic/detail/config.hpp

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Files:

libs/atomic/include/boost/atomic.hpp  
libs/atomic/include/boost/atomic/detail/platform.hpp  
libs/atomic/include/boost/atomic/detail/lock\_pool.hpp  
libs/atomic/include/boost/atomic/detail/interlocked.hpp  
libs/atomic/doc/atomic.qbk  
libs/atomic/build/Jamfile.v2  
libs/atomic/test/lockfree.cpp  
libs/atomic/test/api\_test\_helpers.hpp  
libs/atomic/test/atomic\_api.cpp  
libs/atomic/src/lock\_pool.cpp

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Files:

libs/atomic/include/boost/atomic/detail/caps\_linux\_arm.hpp

libs/atomic/include/boost/atomic/detail/core\_ops\_linux\_arm.hpp

libs/atomic/include/boost/atomic/detail/fence\_ops\_linux\_arm.hpp

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libs/atomic/include/boost/atomic/detail/ops\_gcc\_ppc\_common.hpp

libs/atomic/include/boost/atomic/detail/atomic\_flag\_impl.hpp

libs/atomic/include/boost/atomic/detail/ops\_msvc\_common.hpp

libs/atomic/include/boost/atomic/detail/core\_arch\_ops\_gcc\_ppc.hpp

libs/atomic/include/boost/atomic/detail/caps\_gcc\_sync.hpp

libs/atomic/include/boost/atomic/detail/bitwise\_cast.hpp

libs/atomic/include/boost/atomic/detail/core\_arch\_ops\_msvc\_arm.hpp

libs/atomic/include/boost/atomic/detail/core\_arch\_ops\_gcc\_sparc.hpp

libs/atomic/include/boost/atomic/detail/storage\_traits.hpp

libs/atomic/include/boost/atomic/detail/gcc\_arm\_asm\_common.hpp

libs/atomic/include/boost/atomic/detail/core\_arch\_ops\_msvc\_x86.hpp

libs/atomic/include/boost/atomic/detail/caps\_arch\_msvc\_x86.hpp

libs/atomic/include/boost/atomic/detail/core\_arch\_ops\_gcc\_arm.hpp

libs/atomic/include/boost/atomic/detail/caps\_arch\_gcc\_sparc.hpp

libs/atomic/include/boost/atomic/detail/atomic\_impl.hpp

libs/atomic/include/boost/atomic/detail/core\_arch\_ops\_gcc\_alpha.hpp

libs/atomic/include/boost/atomic/detail/core\_ops\_gcc\_sync.hpp

libs/atomic/include/boost/atomic/detail/ops\_gcc\_arm\_common.hpp

libs/atomic/include/boost/atomic/detail/core\_arch\_ops\_gcc\_x86.hpp

libs/atomic/include/boost/atomic/detail/caps\_arch\_msvc\_arm.hpp

libs/atomic/include/boost/atomic/detail/caps\_arch\_gcc\_x86.hpp

libs/atomic/include/boost/atomic/detail/core\_ops\_windows.hpp

libs/atomic/include/boost/atomic/detail/caps\_windows.hpp

libs/atomic/include/boost/atomic/detail/caps\_arch\_gcc\_alpha.hpp

libs/atomic/include/boost/atomic/detail/caps\_arch\_gcc\_ppc.hpp

libs/atomic/include/boost/atomic/atomic\_flag.hpp

libs/atomic/include/boost/atomic/atomic.hpp

libs/atomic/include/boost/atomic/fences.hpp

libs/atomic/test/Jamfile.v2

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Files:

libs/log/include/boost/log/utility/permissions.hpp  
libs/log/include/boost/log/utility/ipc/reliable\_message\_queue.hpp  
libs/log/include/boost/log/sinks/text\_ipc\_message\_queue\_backend.hpp  
libs/log/example/doc/sinks\_ipc\_logger.cpp  
libs/log/example/doc/sinks\_ipc\_receiver.cpp  
libs/log/test/run/sink\_text\_ipc\_mq\_backend.cpp  
libs/log/test/run/util\_ipc\_reliable\_mq.cpp  
libs/log/src/posix/ipc\_reliable\_message\_queue.cpp  
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libs/detail/.travis.yml

libs/utility/CMakeLists.txt

libs/utility/appveyor.yml

libs/utility/.travis.yml

libs/smart\_ptr/doc/smart\_ptr/intrusive\_ref\_counter.adoc

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libs/iterator/.travis.yml

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libs/winapi/CMakeLists.txt

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libs/atomic/include/boost/atomic/detail/pause.hpp

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libs/thread/include/boost/thread/ptthread/once\_atomic.hpp  
libs/thread/src/ptthread/once\_atomic.cpp  
libs/winapi/include/boost/winapi/critical\_section.hpp  
libs/winapi/include/boost/winapi/handles.hpp  
libs/winapi/include/boost/winapi/event.hpp  
libs/winapi/include/boost/winapi/semaphore.hpp  
libs/winapi/include/boost/winapi/security.hpp  
libs/winapi/include/boost/winapi/condition\_variable.hpp  
libs/winapi/include/boost/winapi/directory\_management.hpp  
libs/winapi/include/boost/winapi/get\_current\_process.hpp  
libs/winapi/include/boost/winapi/local\_memory.hpp  
libs/winapi/include/boost/winapi/apc.hpp  
libs/winapi/include/boost/winapi/memory.hpp  
libs/winapi/include/boost/winapi/get\_last\_error.hpp  
libs/winapi/include/boost/winapi/get\_current\_thread.hpp  
libs/winapi/include/boost/winapi/srw\_lock.hpp  
libs/winapi/include/boost/winapi/heap\_memory.hpp  
libs/winapi/include/boost/winapi/init\_once.hpp  
libs/winapi/include/boost/winapi/synchronization.hpp  
libs/winapi/include/boost/winapi/thread.hpp  
libs/winapi/include/boost/winapi/get\_current\_thread\_id.hpp  
libs/winapi/include/boost/winapi/get\_thread\_times.hpp  
libs/winapi/include/boost/winapi/timers.hpp  
libs/winapi/include/boost/winapi/basic\_types.hpp  
libs/winapi/include/boost/winapi/mutex.hpp

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libs/polygon/include/boost/polygon/voronoi\_diagram.hpp  
libs/polygon/include/boost/polygon/detail/voronoi\_robust\_fpt.hpp  
libs/polygon/include/boost/polygon/detail/voronoi\_predicates.hpp  
libs/polygon/include/boost/polygon/detail/voronoi\_ctypes.hpp

libs/polygon/include/boost/polygon/detail/voronoi\_structures.hpp  
libs/polygon/include/boost/polygon/voronoi\_builder.hpp  
libs/polygon/include/boost/polygon/voronoi.hpp  
libs/polygon/include/boost/polygon/voronoi\_geometry\_type.hpp  
libs/polygon/example/voronoi\_basic\_tutorial.cpp  
libs/polygon/example/voronoi\_visual\_utils.hpp  
libs/polygon/example/voronoi\_visualizer.cpp  
libs/polygon/example/Jamfile.v2  
libs/polygon/example/voronoi\_advanced\_tutorial.cpp  
libs/polygon/test/voronoi\_geometry\_type\_test.cpp  
libs/polygon/test/polygon\_interval\_test.cpp  
libs/polygon/test/voronoi\_structures\_test.cpp  
libs/polygon/test/polygon\_90\_data\_test.cpp  
libs/polygon/test/polygon\_rectangle\_formation\_test.cpp  
libs/polygon/test/voronoi\_predicates\_test.cpp  
libs/polygon/test/polygon\_point\_test.cpp  
libs/polygon/test/polygon\_set\_data\_test.cpp  
libs/polygon/test/voronoi\_test\_helper.hpp  
libs/polygon/test/voronoi\_ctypes\_test.cpp  
libs/polygon/test/polygon\_segment\_test.cpp  
libs/polygon/test/voronoi\_diagram\_test.cpp  
libs/polygon/test/voronoi\_robust\_fpt\_test.cpp  
libs/polygon/test/polygon\_rectangle\_test.cpp  
libs/polygon/test/voronoi\_builder\_test.cpp  
libs/polygon/benchmark/voronoi\_benchmark\_points.cpp  
libs/polygon/benchmark/voronoi\_benchmark.cpp  
libs/polygon/benchmark/Jamfile.v2  
libs/polygon/benchmark/voronoi\_benchmark\_segments.cpp

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Files:

libs/polygon/include/boost/polygon/segment\_concept.hpp  
libs/polygon/include/boost/polygon/interval\_data.hpp  
libs/polygon/include/boost/polygon/point\_data.hpp  
libs/polygon/include/boost/polygon/interval\_traits.hpp  
libs/polygon/include/boost/polygon/interval\_concept.hpp  
libs/polygon/include/boost/polygon/segment\_data.hpp  
libs/polygon/include/boost/polygon/point\_traits.hpp  
libs/polygon/include/boost/polygon/segment\_traits.hpp  
libs/polygon/include/boost/polygon/point\_concept.hpp  
libs/polygon/include/boost/polygon/transform.hpp

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Files:

libs/config/test/boost\_no\_cxx11\_defaulted\_moves.ipp  
libs/config/test/boost\_no\_cxx11\_ref\_qualifiers.ipp  
libs/test/doc/examples/decorator\_12.run.cpp  
libs/test/doc/examples/decorator\_00.run.cpp  
libs/test/doc/examples/decorator\_10.run-fail.cpp  
libs/test/doc/examples/decorator\_05.run-fail.cpp  
libs/test/doc/examples/example81\_contexts.run-fail.cpp  
libs/test/doc/examples/decorator\_20.run-fail.cpp  
libs/test/doc/examples/custom\_main.run-fail.cpp  
libs/test/doc/examples/decorator\_06.run-fail.cpp  
libs/test/doc/examples/decorator\_01.run.cpp  
libs/test/doc/examples/decorator\_03.run.cpp  
libs/test/doc/examples/custom\_obsolete\_init.run-fail.cpp  
libs/test/doc/examples/custom\_init.run-fail.cpp  
libs/test/doc/examples/decorator\_02.run.cpp  
libs/test/doc/examples/fixture\_02.run.cpp  
libs/test/doc/examples/decorator\_04.run-fail.cpp  
libs/test/doc/examples/decorator\_23.run.cpp  
libs/test/doc/examples/decorator\_08.run-fail.cpp  
libs/test/doc/examples/decorator\_07.run-fail.cpp  
libs/test/doc/examples/decorator\_13.run-fail.cpp  
libs/test/doc/examples/decorator\_09.run.cpp  
libs/test/doc/examples/fixture\_03.run.cpp  
libs/test/doc/examples/example82\_contexts.run-fail.cpp  
libs/test/doc/examples/decorator\_22.run.cpp  
libs/test/doc/examples/example80\_contexts.run-fail.cpp  
libs/test/doc/examples/decorator\_11.run-fail.cpp  
libs/test/doc/examples/decorator\_21.run-fail.cpp  
libs/optional/include/boost/optional/detail/optional\_reference\_spec.hpp  
libs/optional/include/boost/optional/detail/experimental\_traits.hpp  
libs/optional/include/boost/optional/bad\_optional\_access.hpp  
libs/optional/doc/91\_relnotes.qbk  
libs/optional/test/optional\_test\_old\_impl.cpp  
libs/optional/test/optional\_test\_fail\_implicit\_bool\_convert.cpp  
libs/optional/test/testable\_classes.hpp  
libs/optional/test/optional\_test\_ref\_convert\_assign\_const\_int.cpp  
libs/optional/test/optional\_test\_fail\_copying\_a\_moveable\_type.cpp  
libs/optional/test/optional\_xconfig\_NO\_PROPER\_ASSIGN\_FROM\_CONST\_INT\_pass.cpp  
libs/optional/test/optional\_test\_convert\_from\_T.cpp  
libs/optional/test/optional\_test\_ref\_fail\_init\_from\_Urefref.cpp  
libs/optional/test/optional\_xconfig\_NO\_PROPER\_ASSIGN\_FROM\_CONST\_INT\_fail.cpp  
libs/optional/test/optional\_test\_ref\_to\_val.cpp  
libs/optional/test/optional\_xconfig\_NO\_LEGAL\_CONVERT\_FROM\_REF\_fail.cpp  
libs/optional/test/optional\_test\_flat\_map.cpp  
libs/optional/test/optional\_test\_fail\_explicit\_convert\_in\_value\_or.cpp  
libs/optional/test/optional\_test\_emplace.cpp

libs/optional/test/optional\_test\_experimental\_traits.cpp  
libs/optional/test/optional\_test\_empty\_braces.cpp  
libs/optional/test/optional\_test\_ref\_portable\_minimum.cpp  
libs/optional/test/optional\_test\_equals\_none.cpp  
libs/optional/test/optional\_test\_maybe\_uninitialized\_warning.cpp  
libs/optional/test/optional\_test\_ref\_move.cpp  
libs/optional/test/optional\_xconfig\_NO\_PROPER\_CONVERT\_FROM\_CONST\_INT\_fail.cpp  
libs/optional/test/optional\_test\_ref\_assign\_mutable\_int.cpp  
libs/optional/test/optional\_test\_minimum\_requirements.cpp  
libs/optional/test/optional\_test\_conversions\_from\_U.cpp  
libs/optional/test/optional\_test\_path\_assignment.cpp  
libs/optional/test/optional\_test\_ref\_fail\_assign\_from\_Trefref.cpp  
libs/optional/test/optional\_test\_sfinae\_friendly\_ctor.cpp  
libs/optional/test/optional\_xconfig\_HACK\_TO\_LIST\_PREDEFINED\_MACROS.cpp  
libs/optional/test/optional\_test\_member\_T.cpp  
libs/optional/test/optional\_test\_ref\_convert\_assign\_const\_int\_prevented.cpp  
libs/optional/test/optional\_test\_ref\_assign\_portable\_minimum.cpp  
libs/optional/test/optional\_test\_ref\_converting\_ctor.cpp  
libs/optional/test/optional\_test\_noexcept\_move.cpp  
libs/optional/test/optional\_test\_ref\_convert\_assign\_mutable\_int.cpp  
libs/optional/test/optional\_test\_msvc\_bug\_workaround.cpp  
libs/optional/test/optional\_test\_ref\_fail\_init\_from\_Trefref.cpp  
libs/optional/test/optional\_test\_tc\_base.cpp  
libs/optional/test/optional\_test\_value\_access.cpp  
libs/optional/test/optional\_test\_map.cpp  
libs/optional/test/optional\_test\_assign.cpp  
libs/optional/test/optional\_test\_ref\_fail\_assign\_from\_Urefref.cpp  
libs/optional/test/optional\_xconfig\_NO\_PROPER\_CONVERT\_FROM\_CONST\_INT\_pass.cpp  
libs/optional/test/optional\_test\_move.cpp  
libs/optional/test/optional\_test\_ref\_convert\_assign\_non\_int.cpp  
libs/optional/test/optional\_test\_fail\_convert\_from\_null.cpp  
libs/optional/test/optional\_test\_static\_properties.cpp  
libs/optional/test/optional\_ref\_assign\_test\_defs.hpp  
libs/optional/test/optional\_test\_fail\_convert\_assign\_of\_enums.cpp  
libs/optional/test/optional\_test\_make\_optional.cpp  
libs/optional/test/optional\_test\_fail\_const\_swap.cpp  
libs/optional/test/optional\_xconfig\_NO\_LEGAL\_CONVERT\_FROM\_REF\_pass.cpp  
libs/optional/test/optional\_test\_ref\_assign\_const\_int.cpp  
libs/optional/test/optional\_test\_fail\_none\_io\_without\_io.cpp  
libs/optional/test/optional\_test\_fail\_optional\_rvalue\_ref.cpp  
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libs/optional/test/optional\_test\_fail\_io\_without\_io.cpp

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Files:

libs/optional/include/boost/none.hpp

libs/optional/include/boost/none\_t.hpp  
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libs/optional/include/boost/optional/detail/optional\_relops.hpp  
libs/optional/include/boost/optional/detail/optional\_aligned\_storage.hpp  
libs/optional/include/boost/optional/detail/optional\_factory\_support.hpp  
libs/optional/include/boost/optional/detail/optional\_swap.hpp  
libs/optional/include/boost/optional/detail/optional\_config.hpp  
libs/optional/include/boost/optional/optional.hpp  
libs/optional/include/boost/optional/optional\_fwd.hpp  
libs/optional/doc/22\_ref\_bad\_optional\_access.qbk  
libs/optional/doc/10\_motivation.qbk  
libs/optional/doc/01\_quick\_start.qbk  
libs/optional/doc/23\_ref\_optional\_io.qbk  
libs/optional/doc/21\_ref\_none.qbk  
libs/optional/doc/29\_ref\_optional\_convenience.qbk  
libs/optional/doc/24\_ref\_optional\_fwd.qbk  
libs/optional/test/optional\_test\_inplace\_fail2.cpp  
libs/optional/test/optional\_test\_io.cpp  
libs/optional/test/optional\_test\_inplace\_fail.cpp  
libs/optional/test/Jamfile.v2  
libs/optional/test/optional\_test\_tie.cpp  
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libs/outcome/doc/src/snippets/error\_code\_enums1.cpp  
libs/outcome/doc/src/snippets/policies.cpp  
libs/outcome/doc/src/snippets/intro\_example.cpp  
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libs/uuid/include/boost/uuid/detail/sha1.hpp

libs/uuid/include/boost/uuid/uuid\_io.hpp

libs/uuid/include/boost/uuid/uuid.hpp

libs/uuid/include/boost/uuid/uuid\_generators.hpp

libs/uuid/include/boost/uuid/uuid\_serialize.hpp

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Files:

libs/uuid/test/test\_serialization.cpp

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libs/uuid/test/test\_uuid\_in\_map.cpp

libs/uuid/test/test\_uuid\_no\_simd.cpp

libs/uuid/test/test\_include2.cpp

libs/uuid/test/compile\_uuid.cpp

libs/uuid/test/test\_include1.cpp

libs/uuid/test/test\_generators.cpp

libs/uuid/test/test\_name\_generator.cpp

libs/uuid/test/test\_uuid.cpp

libs/uuid/test/test\_tagging.cpp

libs/uuid/test/test\_io.cpp

libs/uuid/test/test\_string\_generator.cpp

libs/uuid/test/test\_random\_generator.cpp

libs/uuid/test/test\_uuid\_class.cpp

libs/uuid/test/test\_wserialization.cpp



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libs/uuid/include/boost/uuid/random\_generator.hpp  
libs/uuid/include/boost/uuid/name\_generator\_sha1.hpp  
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libs/phoenix/test/container/container\_tests2a.cpp  
libs/phoenix/test/container/container\_tests2b.cpp  
libs/phoenix/test/container/container\_tests4a.cpp  
libs/phoenix/test/container/container\_tests3a.cpp  
libs/phoenix/test/container/container\_tests1a.cpp  
libs/phoenix/test/container/container\_tests6b.cpp  
libs/phoenix/test/container/container\_tests6a.cpp  
libs/phoenix/test/container/container\_tests5b.cpp  
libs/phoenix/test/container/container\_tests3b.cpp  
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libs/phoenix/include/boost/phoenix/stl/container.hpp

libs/phoenix/include/boost/phoenix/stl/container/detail/container.hpp

libs/phoenix/include/boost/phoenix/stl/container/container.hpp

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libs/phoenix/test/container/container\_tests12a.cpp

libs/phoenix/test/container/container\_tests10a.cpp

libs/phoenix/test/container/container\_tests11b.cpp

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libs/python/example/numpy/ndarray.cpp

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libs/python/test/numpy/indexing.py  
libs/python/test/numpy/templates.py  
libs/python/test/numpy/ndarray.py  
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libs/python/test/numpy/ndarray.cpp  
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libs/thread/include/boost/thread/detail/thread\_heap\_alloc.hpp  
libs/thread/include/boost/thread/detail/thread\_group.hpp  
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libs/thread/test/test\_shared\_mutex\_timed\_locks\_chrono.cpp  
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libs/thread/include/boost/thread/lock\_guard.hpp  
libs/thread/include/boost/thread/scoped\_thread.hpp  
libs/thread/include/boost/thread/futures/future\_status.hpp  
libs/thread/include/boost/thread/futures/wait\_for\_any.hpp  
libs/thread/include/boost/thread/futures/future\_error\_code.hpp  
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libs/thread/include/boost/thread/thread\_functors.hpp  
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libs/thread/include/boost/thread/ptthread/condition\_variable.hpp  
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libs/thread/include/boost/thread.hpp  
libs/thread/test/test\_condition.cpp  
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libs/thread/test/test\_thread.cpp  
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libs/math/include/boost/math/tools/recurrence.hpp  
libs/math/include/boost/math/special\_functions/detail/bessel\_jy\_derivatives\_asym.hpp  
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libs/math/tools/bessel\_derivative\_data\_from\_bessel\_ipps.cpp  
libs/math/tools/bessel\_derivative\_append\_negative.cpp  
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libs/math/test/test\_bessel\_j\_prime.cpp  
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libs/math/test/test\_bessel\_k\_prime.cpp  
libs/math/test/bessel\_yn\_prime\_data.hpp  
libs/math/test/test\_bessel\_i\_prime.hpp



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libs/math/test/test\_bessel\_y\_prime.cpp  
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libs/math/test/bessel\_y01\_prime\_data.ipp  
libs/math/test/sph\_bessel\_prime\_data.ipp  
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libs/math/test/test\_bessel\_y\_prime.hpp  
libs/math/test/bessel\_k\_prime\_int\_data.ipp  
libs/math/test/bessel\_yv\_prime\_data.ipp  
libs/math/test/test\_bessel\_i\_prime.cpp  
libs/math/test/bessel\_i\_prime\_data.ipp  
libs/math/test/bessel\_i\_prime\_int\_data.ipp  
libs/math/test/test\_bessel\_j\_prime.hpp

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libs/math/include/boost/math/special\_functions/detail/hypergeometric\_separated\_series.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_cf.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_pade.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_1F1\_bessel.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_asym.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_series.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_1F1\_recurrence.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_rational.hpp  
libs/math/include/boost/math/special\_functions/detail/hypergeometric\_0F1\_bessel.hpp  
libs/math/include/boost/math/special\_functions/hypergeometric\_1F1.hpp  
libs/math/include/boost/math/special\_functions/hypergeometric\_1F0.hpp  
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libs/stacktrace/include/boost/stacktrace/detail/frame\_decl.hpp  
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libs/stacktrace/include/boost/stacktrace/detail/to\_dec\_array.hpp  
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libs/stacktrace/example/user\_config.hpp  
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libs/type\_index/include/boost/type\_index/detail/ctti\_register\_class.hpp  
libs/type\_index/include/boost/type\_index/detail/compile\_time\_type\_info.hpp  
libs/type\_index/include/boost/type\_index/ctti\_type\_index.hpp  
libs/type\_index/include/boost/type\_index/type\_index\_facade.hpp  
libs/type\_index/include/boost/type\_index/stl\_type\_index.hpp  
libs/type\_index/.travis.yml  
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libs/type\_index/examples/constexpr14\_namespace\_check.cpp  
libs/type\_index/examples/user\_defined\_typeinfo.hpp  
libs/type\_index/examples/registry.cpp  
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libs/type\_index/examples/user\_defined\_typeinfo.cpp  
libs/type\_index/examples/constexpr14\_sort\_check.cpp  
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libs/type\_index/test/type\_index\_test\_ctti\_copy\_fail.cpp  
libs/type\_index/test/ctti\_print\_name.cpp  
libs/type\_index/test/appveyor.yml  
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libs/type\_index/test/testing\_crossmodule.cpp  
libs/type\_index/test/test\_lib.cpp  
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libs/type\_index/test/type\_index\_test\_ctti\_alignment.cpp  
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Files:

libs/type\_traits/include/boost/type\_traits/is\_nothrow\_move\_assignable.hpp

libs/type\_traits/include/boost/type\_traits/has\_trivial\_move\_constructor.hpp

libs/type\_traits/include/boost/type\_traits/is\_nothrow\_move\_constructible.hpp

libs/type\_traits/include/boost/type\_traits/has\_trivial\_move\_assign.hpp

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2013 Antony Polukhin

2000 Beman Dawes

2002-2003 Eric Friedman

2000 Howard Hinnant

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2000 Stephen Cleary

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Files:

libs/conversion/include/boost/polymorphic\_pointer\_cast.hpp

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Files:

libs/variant/include/boost/variant/recursive\_wrapper\_fwd.hpp

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2002 David Abrahams

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Files:

libs/conversion/test/Jamfile.v2

libs/lexical\_cast/test/Jamfile.v2

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Files:

libs/variant/include/boost/variant/detail/apply\_visitor\_unary.hpp

libs/variant/include/boost/variant/detail/forced\_return.hpp

libs/variant/include/boost/variant/detail/apply\_visitor\_binary.hpp

libs/variant/include/boost/variant/detail/config.hpp

libs/variant/include/boost/variant/recursive\_variant.hpp

libs/variant/test/variant\_polymorphic\_get\_test.cpp

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Files:

libs/variant/include/boost/variant/detail/make\_variant\_list.hpp

libs/variant/include/boost/variant/variant.hpp  
libs/variant/include/boost/variant/variant\_fwd.hpp  
libs/variant/include/boost/variant/get.hpp  
libs/variant/doc/reference/variant\_fwd.xml  
libs/variant/doc/reference/apply\_visitor.xml  
libs/variant/doc/tutorial/advanced.xml  
libs/variant/test/recursive\_variant\_test.cpp  
libs/variant/test/Jamfile.v2  
libs/variant/test/variant\_comparison\_test.cpp

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Files:

libs/circular\_buffer/test/common.hpp

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libs/circular\_buffer/include/boost/circular\_buffer/base.hpp

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libs/type\_traits/doc/is\_nothrow\_move\_constructible.qbk  
libs/type\_traits/doc/is\_copy\_constructible.qbk  
libs/type\_traits/doc/is\_nothrow\_move\_assignable.qbk  
libs/type\_traits/doc/has\_trivial\_move\_assign.qbk  
libs/type\_traits/doc/has\_trivial\_move\_constructor.qbk  
libs/type\_traits/test/is\_nothrow\_move\_assignable\_test.cpp  
libs/type\_traits/test/has\_trivial\_move\_constructor\_test.cpp  
libs/type\_traits/test/is\_copy\_constructible\_test.cpp  
libs/type\_traits/test/has\_trivial\_move\_assign\_test.cpp  
libs/type\_traits/test/is\_nothrow\_move\_constructible\_test.cpp  
libs/lexical\_cast/include/boost/detail/basic\_pointerbuf.hpp

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Files:  
libs/any/include/boost/any.hpp  
libs/any/test/any\_test.cpp

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Files:  
libs/dll/include/boost/dll/detail/ctor\_dtor.hpp  
libs/dll/include/boost/dll/detail/type\_info.hpp  
libs/dll/include/boost/dll/import\_mangled.hpp  
libs/dll/include/boost/dll/smart\_library.hpp  
libs/dll/include/boost/dll/import\_class.hpp  
libs/dll/test/cpp\_load\_test.cpp  
libs/dll/test/cpp\_test\_library.cpp  
libs/type\_index/test/compare\_ctti\_stl.cpp

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libs/dll/test/template\_method\_linux\_test.cpp

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libs/stacktrace/include/boost/stacktrace/detail/void\_ptr\_cast.hpp

libs/dll/include/boost/dll/detail/macho\_info.hpp

libs/dll/include/boost/dll/detail/pe\_info.hpp

libs/dll/include/boost/dll/detail/posix/program\_location\_impl.hpp

libs/dll/include/boost/dll/detail/posix/shared\_library\_impl.hpp

libs/dll/include/boost/dll/detail/posix/path\_from\_handle.hpp

libs/dll/include/boost/dll/detail/system\_error.hpp

libs/dll/include/boost/dll/detail/aggressive\_ptr\_cast.hpp

libs/dll/include/boost/dll/detail/elf\_info.hpp

libs/dll/include/boost/dll/detail/windows/shared\_library\_impl.hpp

libs/dll/include/boost/dll/detail/windows/path\_from\_handle.hpp

libs/dll/include/boost/dll/library\_info.hpp

libs/dll/include/boost/dll/runtime\_symbol\_info.hpp

libs/dll/include/boost/dll/alias.hpp

libs/dll/include/boost/dll/shared\_library.hpp

libs/dll/include/boost/dll/shared\_library\_load\_mode.hpp

libs/dll/include/boost/dll/import.hpp

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libs/dll/example/tutorial5/load\_all.cpp

libs/dll/example/tutorial6/tutorial6.cpp

libs/dll/example/tutorial6/on\_unload\_lib.cpp

libs/dll/example/tutorial2/my\_plugin\_aggregator.cpp

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libs/dll/example/tutorial4/static\_plugin.hpp

libs/dll/example/getting\_started\_library.cpp

libs/dll/example/tutorial3/tutorial3.cpp

libs/dll/example/tutorial8/refcounting\_plugin.cpp

libs/dll/example/tutorial8/refcounting\_api.hpp  
libs/dll/example/tutorial8/tutorial8\_static.cpp  
libs/dll/example/tutorial8/refcounting\_plugin.hpp  
libs/dll/example/tutorial8/tutorial8.cpp  
libs/dll/example/tutorial7/library2.cpp  
libs/dll/example/tutorial7/library1.cpp  
libs/dll/example/tutorial7/tutorial7.cpp  
libs/dll/example/getting\_started.cpp  
libs/dll/example/tutorial1/my\_plugin\_sum.cpp  
libs/dll/example/tutorial1/tutorial1.cpp  
libs/dll/example/b2\_workarounds.hpp  
libs/dll/doc/design\_rationale.qbk  
libs/dll/doc/introduction.qbk  
libs/dll/doc/getting\_started.qbk  
libs/dll/doc/dll.qbk  
libs/dll/doc/revisionhistory.qbk  
libs/dll/doc/limitations.qbk  
libs/dll/doc/faq.qbk  
libs/dll/doc/Jamfile.v2  
libs/dll/doc/tutorial.qbk  
libs/dll/doc/dependencies.qbk  
libs/dll/test/test\_library.cpp  
libs/dll/test/shared\_library\_errors.cpp  
libs/dll/test/symbol\_runtime\_info\_test.cpp  
libs/dll/test/shared\_library\_load\_test.cpp  
libs/dll/test/section\_name\_too\_big.cpp  
libs/dll/test/Jamfile.v2  
libs/dll/test/library\_info\_test.cpp  
libs/dll/test/structures\_tests.cpp  
libs/dll/test/shared\_library\_search\_symbol\_test.cpp  
libs/dll/test/shared\_library\_get\_symbol\_test.cpp

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Files:

libs/typeof/include/boost/typeof/modifiers.hpp  
libs/typeof/include/boost/typeof/type\_encoding.hpp  
libs/typeof/include/boost/typeof/type\_template\_param.hpp  
libs/typeof/include/boost/typeof/native.hpp  
libs/typeof/include/boost/typeof/int\_encoding.hpp  
libs/typeof/include/boost/typeof/register\_mem\_functions.hpp  
libs/typeof/include/boost/typeof/typeof.hpp  
libs/typeof/include/boost/typeof/register\_functions\_iterate.hpp  
libs/typeof/include/boost/typeof/integral\_template\_param.hpp  
libs/typeof/include/boost/typeof/encode\_decode\_params.hpp  
libs/typeof/include/boost/typeof/pointers\_data\_members.hpp

libs/typeof/include/boost/typeof/register\_functions.hpp  
libs/typeof/include/boost/typeof/encode\_decode.hpp  
libs/typeof/include/boost/typeof/message.hpp  
libs/typeof/include/boost/typeof/incr\_registration\_group.hpp  
libs/typeof/test/template\_tpl.cpp  
libs/typeof/test/member\_function.cpp  
libs/typeof/test/odr.hpp  
libs/typeof/test/template\_dependent.cpp  
libs/typeof/test/template\_int.cpp  
libs/typeof/test/function\_binding.cpp  
libs/typeof/test/test.hpp  
libs/typeof/test/noncopyable.cpp  
libs/typeof/test/odr2.cpp  
libs/typeof/test/function.cpp  
libs/typeof/test/std.cpp  
libs/typeof/test/modifiers.cpp  
libs/typeof/test/function\_ptr.cpp  
libs/typeof/test/function\_ref.cpp  
libs/typeof/test/type.cpp  
libs/typeof/test/function\_ptr\_from\_tpl.cpp  
libs/typeof/test/odr1.cpp  
libs/typeof/test/template\_multiword.cpp  
libs/typeof/test/template\_type.cpp  
libs/typeof/test/template\_enum.cpp  
libs/typeof/test/data\_member.cpp

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libs/typeof/include/boost/typeof/decltype.hpp

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Files:

libs/typeof/include/boost/typeof/vector150.hpp

libs/typeof/include/boost/typeof/vector100.hpp

libs/typeof/include/boost/typeof/std/list.hpp

libs/typeof/include/boost/typeof/std/fstream.hpp

libs/typeof/include/boost/typeof/std/string.hpp

libs/typeof/include/boost/typeof/std/stack.hpp

libs/typeof/include/boost/typeof/std/valarray.hpp

libs/typeof/include/boost/typeof/std/ostream.hpp

libs/typeof/include/boost/typeof/std/memory.hpp

libs/typeof/include/boost/typeof/std/set.hpp

libs/typeof/include/boost/typeof/std/utility.hpp

libs/typeof/include/boost/typeof/std/iterator.hpp  
libs/typeof/include/boost/typeof/std/deque.hpp  
libs/typeof/include/boost/typeof/std/complex.hpp  
libs/typeof/include/boost/typeof/std/functional.hpp  
libs/typeof/include/boost/typeof/std/vector.hpp  
libs/typeof/include/boost/typeof/std/iostream.hpp  
libs/typeof/include/boost/typeof/std/sstream.hpp  
libs/typeof/include/boost/typeof/std/streambuf.hpp  
libs/typeof/include/boost/typeof/std/queue.hpp  
libs/typeof/include/boost/typeof/std/map.hpp  
libs/typeof/include/boost/typeof/std/locale.hpp  
libs/typeof/include/boost/typeof/std/bitset.hpp  
libs/typeof/include/boost/typeof/std/istream.hpp  
libs/typeof/include/boost/typeof/vector200.hpp  
libs/typeof/include/boost/typeof/vector50.hpp  
libs/typeof/include/boost/typeof/template\_encoding.hpp  
libs/typeof/include/boost/typeof/typeof\_impl.hpp  
libs/typeof/include/boost/typeof/register\_fundamental.hpp  
libs/typeof/include/boost/typeof/template\_template\_param.hpp  
libs/typeof/test/odr\_no\_uns1.hpp  
libs/typeof/test/odr\_no\_uns2.hpp  
libs/typeof/test/odr\_no\_uns1.cpp  
libs/typeof/test/odr\_no\_uns2.cpp

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Files:

libs/typeof/include/boost/typeof/vector.hpp

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libs/typeof/test/Jamfile.v2

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libs/fiber/examples/asio/exchange.cpp

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libs/range/include/boost/range/detail/extract\_optional\_type.hpp

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Files:

tools/build/bootstrap\_vms.com

tools/build/src/tools/vmsdecc.jam

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Files:

tools/build/src/engine/execvms.cpp

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1993, 1995 Christopher Seiwald

2001-2004 David Abrahams

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Files:

tools/build/src/engine/pathvms.cpp

tools/build/src/engine/filevms.cpp

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1993-2002 Christopher Seiwald

2001-2004 David Abrahams

1993-2002 Perforce Software, Inc

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Files:

tools/build/test/builtin\_glob\_archive.py

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Files:

libs/nowide/include/boost/nowide/utf/convert.hpp

libs/nowide/include/boost/nowide/fstream.hpp

libs/nowide/include/boost/nowide/convert.hpp

libs/nowide/include/boost/nowide/stackstring.hpp

libs/nowide/include/boost/nowide/windows.hpp

libs/nowide/include/boost/nowide/args.hpp  
libs/nowide/include/boost/nowide/replacement.hpp  
libs/nowide/include/boost/nowide/cstdlib.hpp  
libs/nowide/include/boost/nowide/filesystem.hpp  
libs/nowide/doc/gendoc.sh  
libs/nowide/test/test\_codecvt.cpp  
libs/nowide/test/test\_env.cpp  
libs/nowide/test/test\_sets.hpp  
libs/nowide/test/test\_fs.cpp  
libs/nowide/test/test\_convert.cpp  
libs/nowide/test/test\_iostream.cpp  
libs/nowide/test/test\_system.cpp  
libs/nowide/src/iostream.cpp  
libs/config/include/boost/config/platform/vms.hpp  
libs/locale/include/boost/locale.hpp  
libs/locale/include/boost/locale/encoding.hpp  
libs/locale/include/boost/locale/encoding\_utf.hpp  
libs/locale/include/boost/locale/hold\_ptr.hpp  
libs/locale/include/boost/locale/generic\_codecvt.hpp  
libs/locale/include/boost/locale/generator.hpp  
libs/locale/include/boost/locale/date\_time.hpp  
libs/locale/include/boost/locale/date\_time\_facet.hpp  
libs/locale/include/boost/locale/definitions.hpp  
libs/locale/include/boost/locale/localization\_backend.hpp  
libs/locale/include/boost/locale/format.hpp  
libs/locale/include/boost/locale/boundary.hpp  
libs/locale/include/boost/locale/formatting.hpp  
libs/locale/include/boost/locale/conversion.hpp  
libs/locale/include/boost/locale/encoding\_errors.hpp  
libs/locale/include/boost/locale/gnu\_gettext.hpp  
libs/locale/include/boost/locale/utf8\_codecvt.hpp  
libs/locale/include/boost/locale/config.hpp  
libs/locale/include/boost/locale/message.hpp  
libs/locale/include/boost/locale/info.hpp  
libs/locale/include/boost/locale/collator.hpp  
libs/locale/include/boost/locale/util.hpp  
libs/locale/include/boost/locale/utf.hpp  
libs/locale/include/boost/locale/time\_zone.hpp  
libs/locale/include/boost/locale/boundary/facets.hpp  
libs/locale/include/boost/locale/boundary/types.hpp  
libs/locale/include/boost/locale/boundary/boundary\_point.hpp  
libs/locale/include/boost/locale/boundary/segment.hpp  
libs/locale/include/boost/locale/boundary/index.hpp  
libs/locale/doc/gendoc.sh  
libs/locale/examples/conversions.cpp  
libs/locale/examples/boundary.cpp  
libs/locale/examples/whello.cpp  
libs/locale/examples/wconversions.cpp

libs/locale/examples/hello.cpp  
libs/locale/examples/collate.cpp  
libs/locale/examples/wboundary.cpp  
libs/locale/examples/calendar.cpp  
libs/locale/build/has\_xlocale.cpp  
libs/locale/build/option.cpp  
libs/locale/build/has\_iconv.cpp  
libs/locale/tools/cross-compile-gettext.sh  
libs/locale/test/test\_codecvt.cpp  
libs/locale/test/test\_codepage\_converter.cpp  
libs/locale/test/test\_std\_formatting.cpp  
libs/locale/test/test\_icu\_vs\_os\_timezone.cpp  
libs/locale/test/test\_utf.cpp  
libs/locale/test/test\_locale\_tools.hpp  
libs/locale/test/test\_winapi\_collate.cpp  
libs/locale/test/test\_posix\_formatting.cpp  
libs/locale/test/test\_locale.hpp  
libs/locale/test/test\_codepage.cpp  
libs/locale/test/test\_ios\_prop.cpp  
libs/locale/test/generate\_catalogs.sh  
libs/locale/test/test\_date\_time.cpp  
libs/locale/test/test\_config.cpp  
libs/locale/test/test\_winapi\_convert.cpp  
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libs/locale/test/Jamfile.v2  
libs/locale/test/test\_message.cpp  
libs/locale/test/test\_generator.cpp  
libs/locale/test/test\_winapi\_formatting.cpp  
libs/locale/test/test\_posix\_tools.hpp  
libs/locale/test/test\_posix\_collate.cpp  
libs/locale/test/test\_std\_convert.cpp  
libs/locale/test/test\_formatting.cpp  
libs/locale/test/test\_collate.cpp  
libs/locale/test/test\_boundary.cpp  
libs/locale/test/test\_posix\_convert.cpp  
libs/locale/src/posix/codecvt.cpp  
libs/locale/src/posix/collate.cpp  
libs/locale/src/posix/numeric.cpp  
libs/locale/src/posix/posix\_backend.cpp  
libs/locale/src/posix/posix\_backend.hpp  
libs/locale/src/posix/converter.cpp  
libs/locale/src/posix/all\_generator.hpp  
libs/locale/src/posix/codecvt.hpp  
libs/locale/src/util/locale\_data.hpp  
libs/locale/src/util/timezone.hpp  
libs/locale/src/util/info.cpp  
libs/locale/src/util/iconv.hpp

libs/locale/src/util/numeric.hpp  
libs/locale/src/util/locale\_data.cpp  
libs/locale/src/util/gregorian.cpp  
libs/locale/src/util/default\_locale.cpp  
libs/locale/src/util/codecv\_t\_converter.cpp  
libs/locale/src/util/gregorian.hpp  
libs/locale/src/encoding/uconv\_codepage.hpp  
libs/locale/src/encoding/codepage.cpp  
libs/locale/src/encoding/conv.hpp  
libs/locale/src/encoding/iconv\_codepage.hpp  
libs/locale/src/encoding/wconv\_codepage.hpp  
libs/locale/src/shared/date\_time.cpp  
libs/locale/src/shared/format.cpp  
libs/locale/src/shared/mo\_lambda.cpp  
libs/locale/src/shared/message.cpp  
libs/locale/src/shared/localization\_backend.cpp  
libs/locale/src/shared/formatting.cpp  
libs/locale/src/shared/generator.cpp  
libs/locale/src/shared/ios\_prop.hpp  
libs/locale/src/shared/ids.cpp  
libs/locale/src/shared/mo\_hash.hpp  
libs/locale/src/shared/mo\_lambda.hpp  
libs/locale/src/std/codecv\_t.cpp  
libs/locale/src/std/collate.cpp  
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libs/locale/src/std/converter.cpp  
libs/locale/src/std/all\_generator.hpp  
libs/locale/src/std/std\_backend.hpp  
libs/locale/src/std/std\_backend.cpp  
libs/locale/src/icu/codecv\_t.cpp  
libs/locale/src/icu/boundary.cpp  
libs/locale/src/icu/date\_time.cpp  
libs/locale/src/icu/formatter.cpp  
libs/locale/src/icu/icu\_util.hpp  
libs/locale/src/icu/predefined\_formatters.hpp  
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libs/locale/src/icu/collator.cpp  
libs/locale/src/icu/all\_generator.hpp  
libs/locale/src/icu/conversion.cpp  
libs/locale/src/icu/cdata.hpp  
libs/locale/src/icu/codecv\_t.hpp  
libs/locale/src/icu/time\_zone.hpp  
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libs/locale/src/win32/lcid.hpp  
libs/locale/src/win32/api.hpp  
libs/locale/src/win32/collate.cpp  
libs/locale/src/win32/numeric.cpp  
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libs/locale/src/win32/win\_backend.cpp  
libs/locale/src/win32/all\_generator.hpp  
libs/locale/src/win32/lcid.cpp  
libs/locale/performance/perf\_convert.cpp  
libs/locale/performance/perf\_format.cpp  
libs/locale/performance/perf\_collate.cpp  
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libs/locale/build/Jamfile.v2  
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libs/serialization/test/test\_strong\_typedef.cpp  
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libs/serialization/include/boost/serialization/strong\_typedef.hpp  
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Files:  
libs/numeric/ublas/include/boost/numeric/ublas/assignment.hpp  
libs/numeric/ublas/doc/samples/assignment\_examples.cpp  
libs/numeric/ublas/test/test\_assignment.cpp  
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libs/thread/test/sync/conditions/condition\_variable\_any/lost\_notif\_pass.cpp

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libs/geometry/include/boost/geometry/policies/robustness/rescale\_policy\_tags.hpp  
libs/geometry/include/boost/geometry/policies/relate/direction.hpp  
libs/geometry/include/boost/geometry/policies/relate/tupled.hpp  
libs/geometry/include/boost/geometry/policies/relate/intersection\_ratios.hpp  
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libs/geometry/include/boost/geometry/algorithms/detail/overlay/copy\_segment\_point.hpp  
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libs/geometry/doc/reference/core/set\_box.qbk  
libs/geometry/doc/reference/core/min\_max\_corner.qbk  
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libs/geometry/doc/reference/core/set\_point.qbk  
libs/geometry/doc/reference/core/get\_point.qbk  
libs/geometry/doc/reference/core/tag.qbk  
libs/geometry/doc/reference/core/get\_box.qbk  
libs/geometry/doc/reference/core/coordinate\_system.qbk  
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libs/geometry/doc/reference/core/max\_corner.qbk  
libs/geometry/doc/reference/core/point\_order.qbk  
libs/geometry/doc/reference/core/coordinate\_dimension.qbk  
libs/geometry/doc/reference/core/coordinate\_type.qbk  
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libs/geometry/doc/reference/algorithms/difference\_inserter.qbk  
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libs/geometry/doc/src/examples/core/tag\_cast.cpp  
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libs/geometry/doc/src/examples/algorithms/for\_each\_segment\_const.cpp  
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libs/geometry/doc/src/examples/algorithms/area.cpp  
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libs/geometry/doc/src/examples/algorithms/simplify\_insert\_with\_strategy.cpp  
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libs/geometry/doc/src/examples/algorithms/intersection\_ls\_ls\_point.cpp  
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libs/geometry/include/boost/geometry/algorithms/detail/multi\_sum.hpp  
libs/geometry/include/boost/geometry/algorithms/detail/convert\_point\_to\_point.hpp  
libs/geometry/include/boost/geometry/algorithms/detail/multi\_modify\_with\_predicate.hpp  
libs/geometry/include/boost/geometry/algorithms/detail/calculate\_null.hpp  
libs/geometry/include/boost/geometry/algorithms/detail/convert\_indexed\_to\_indexed.hpp  
libs/geometry/include/boost/geometry/algorithms/detail/as\_range.hpp  
libs/geometry/include/boost/geometry/algorithms/make.hpp  
libs/geometry/include/boost/geometry/algorithms/clear.hpp  
libs/geometry/include/boost/geometry/geometries/box.hpp  
libs/geometry/include/boost/geometry/geometries/adapted/std\_pair\_as\_segment.hpp  
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libs/geometry/include/boost/geometry/geometries/concepts/segment\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/polygon\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/multi\_linestring\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/linestring\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/multi\_polygon\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/box\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/multi\_point\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/ring\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/check.hpp  
libs/geometry/include/boost/geometry/geometries/register/multi\_polygon.hpp  
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libs/geometry/include/boost/geometry/geometries/register/multi\_linestring.hpp  
libs/geometry/include/boost/geometry/geometries/register/point.hpp  
libs/geometry/include/boost/geometry/geometries/register/multi\_point.hpp  
libs/geometry/include/boost/geometry/geometries/register/linestring.hpp  
libs/geometry/include/boost/geometry/geometries/register/ring.hpp  
libs/geometry/include/boost/geometry/geometries/register/segment.hpp  
libs/geometry/include/boost/geometry/geometries/segment.hpp  
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libs/geometry/include/boost/geometry/multi/io/wkt/detail/prefix.hpp  
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libs/geometry/include/boost/geometry/multi/core/tags.hpp  
libs/geometry/include/boost/geometry/multi/core/is\_areal.hpp  
libs/geometry/include/boost/geometry/multi/core/point\_order.hpp  
libs/geometry/include/boost/geometry/multi/core/geometry\_id.hpp  
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libs/geometry/include/boost/geometry/multi/core/topological\_dimension.hpp

libs/geometry/include/boost/geometry/multi/algorithms/area.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/detail/for\_each\_range.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/detail/multi\_sum.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/detail/modify\_with\_predicate.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/detail/modify.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/reverse.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/perimeter.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/for\_each.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/convert.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/unique.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/equals.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/envelope.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/num\_geometries.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/centroid.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/correct.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/length.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/simplify.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/clear.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/transform.hpp  
libs/geometry/include/boost/geometry/multi/geometries/multi\_polygon.hpp  
libs/geometry/include/boost/geometry/multi/geometries/multi\_linestring.hpp  
libs/geometry/include/boost/geometry/multi/geometries/concepts/multi\_linestring\_concept.hpp  
libs/geometry/include/boost/geometry/multi/geometries/concepts/multi\_polygon\_concept.hpp  
libs/geometry/include/boost/geometry/multi/geometries/concepts/multi\_point\_concept.hpp  
libs/geometry/include/boost/geometry/multi/geometries/concepts/check.hpp  
libs/geometry/include/boost/geometry/multi/geometries/multi\_point.hpp  
libs/geometry/include/boost/geometry/multi/geometries/register/multi\_polygon.hpp  
libs/geometry/include/boost/geometry/multi/geometries/register/multi\_linestring.hpp  
libs/geometry/include/boost/geometry/multi/geometries/register/multi\_point.hpp  
libs/geometry/include/boost/geometry/multi/geometries/multi\_geometries.hpp  
libs/geometry/include/boost/geometry/multi/strategies/cartesian/centroid\_average.hpp  
libs/geometry/include/boost/geometry/strategies/default\_strategy.hpp  
libs/geometry/include/boost/geometry/strategies/concepts/segment\_intersect\_concept.hpp  
libs/geometry/include/boost/geometry/strategies/concepts/simplify\_concept.hpp  
libs/geometry/include/boost/geometry/strategies/concepts/centroid\_concept.hpp  
libs/geometry/include/boost/geometry/strategies/transform/inverse\_transformer.hpp  
libs/geometry/include/boost/geometry/strategies/transform/map\_transformer.hpp  
libs/geometry/include/boost/geometry/strategies/side\_info.hpp  
libs/geometry/include/boost/geometry/strategies/centroid.hpp  
libs/geometry/include/boost/geometry/strategies/transform.hpp  
libs/geometry/include/boost/geometry/iterators/base.hpp  
libs/geometry/include/boost/geometry/iterators/closing\_iterator.hpp  
libs/geometry/include/boost/geometry/iterators/ever\_circling\_iterator.hpp  
libs/geometry/doc/src/examples/quick\_start.cpp  
libs/geometry/test/policies/rescale\_policy.cpp  
libs/geometry/test/concepts/point\_without\_getter.cpp  
libs/geometry/test/concepts/point\_without\_dimension.cpp  
libs/geometry/test/concepts/point\_concept\_checker.cpp

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libs/geometry/test/concepts/point\_with\_incorrect\_dimension.cpp  
libs/geometry/test/concepts/point\_array.cpp  
libs/geometry/test/concepts/point\_without\_setter.cpp  
libs/geometry/test/concepts/point\_without\_coordinate\_type.cpp  
libs/geometry/test/concepts/point\_well\_formed.cpp  
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libs/geometry/test/arithmetic/dot\_product.cpp  
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libs/geometry/test/core/access.cpp  
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libs/geometry/test/util/for\_each\_coordinate.cpp  
libs/geometry/test/util/select\_most\_precise.cpp  
libs/geometry/test/util/transform\_variant.cpp  
libs/geometry/test/util/compress\_variant.cpp  
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libs/geometry/test/geometry\_test\_common.hpp  
libs/geometry/test/algorithms/convert.cpp  
libs/geometry/test/algorithms/detail/as\_range.cpp  
libs/geometry/test/algorithms/detail/sections/sectionalize.cpp  
libs/geometry/test/algorithms/envelope\_expand/envelope\_multi.cpp  
libs/geometry/test/algorithms/overlay/traverse\_gmp.cpp  
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libs/geometry/test/algorithms/transform\_multi.cpp  
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libs/geometry/test/geometries/segment.cpp  
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libs/geometry/include/boost/geometry/core/radius.hpp  
libs/geometry/include/boost/geometry/core/cs.hpp  
libs/geometry/include/boost/geometry/core/radian\_access.hpp  
libs/geometry/include/boost/geometry/util/math.hpp  
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libs/geometry/include/boost/geometry/algorithms/detail/overlaps/interface.hpp  
libs/geometry/include/boost/geometry/algorithms/detail/overlaps/implementation.hpp  
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libs/geometry/include/boost/geometry/algorithms/detail/envelope/range.hpp  
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libs/geometry/include/boost/geometry/algorithms/detail/sections/range\_by\_section.hpp  
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libs/geometry/include/boost/geometry/algorithms/intersects.hpp  
libs/geometry/include/boost/geometry/algorithms/not\_implemented.hpp  
libs/geometry/include/boost/geometry/algorithms/comparable\_distance.hpp  
libs/geometry/include/boost/geometry/algorithms/buffer.hpp  
libs/geometry/include/boost/geometry/algorithms/covered\_by.hpp  
libs/geometry/include/boost/geometry/algorithms/envelope.hpp  
libs/geometry/include/boost/geometry/algorithms/dispatch/envelope.hpp  
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libs/geometry/include/boost/geometry/algorithms/convex\_hull.hpp  
libs/geometry/include/boost/geometry/algorithms/within.hpp  
libs/geometry/include/boost/geometry/algorithms/overlaps.hpp  
libs/geometry/include/boost/geometry/algorithms/length.hpp  
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libs/geometry/include/boost/geometry/geometries/adapted/boost\_tuple.hpp  
libs/geometry/include/boost/geometry/geometries/concepts/point\_concept.hpp  
libs/geometry/include/boost/geometry/geometries/variant.hpp  
libs/geometry/include/boost/geometry/multi/multi.hpp  
libs/geometry/include/boost/geometry/multi/core/ring\_type.hpp  
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libs/geometry/include/boost/geometry/multi/algorithms/detail/point\_on\_border.hpp  
libs/geometry/include/boost/geometry/multi/algorithms/detail/sections/sectionalize.hpp  
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libs/geometry/include/boost/geometry/multi/algorithms/num\_interior\_rings.hpp  
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libs/geometry/include/boost/geometry/multi/algorithms/num\_points.hpp  
libs/geometry/include/boost/geometry/strategies/agnostic/point\_in\_box\_by\_side.hpp  
libs/geometry/include/boost/geometry/strategies/geographic/envelope.hpp  
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libs/geometry/include/boost/geometry/strategies/tags.hpp  
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libs/geometry/include/boost/geometry/strategies/cartesian/point\_in\_poly\_franklin.hpp  
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libs/geometry/include/boost/geometry/strategies/cartesian/point\_in\_poly\_crossings\_multiply.hpp  
libs/geometry/include/boost/geometry/strategies/compare.hpp  
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libs/geometry/test/io/wkt/wkt.cpp  
libs/geometry/test/io/wkt/wkt\_multi.cpp  
libs/geometry/test/core/ring.cpp  
libs/geometry/test/core/radius.cpp  
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libs/geometry/test/algorithms/overlay/self\_intersection\_points.cpp  
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libs/geometry/test/strategies/cross\_track.cpp  
libs/geometry/test/strategies/projected\_point\_ax.cpp  
libs/geometry/test/strategies/andoyer.cpp  
libs/geometry/test/strategies/pythagoras\_point\_box.cpp  
libs/geometry/test/strategies/projected\_point.cpp  
libs/geometry/test/strategies/thomas.cpp  
libs/geometry/test/strategies/segment\_intersection\_collinear.cpp  
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libs/geometry/example/04\_boost\_example.cpp

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libs/geometry/example/05\_a\_overlay\_polygon\_example.cpp

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libs/geometry/example/01\_point\_example.cpp

libs/geometry/example/c01\_custom\_point\_example.cpp

libs/geometry/example/c04\_a\_custom\_triangle\_example.cpp

libs/geometry/example/Jamfile

libs/geometry/example/03\_polygon\_example.cpp

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libs/geometry/example/c03\_custom\_linestring\_example.cpp

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libs/geometry/doc/Jamfile  
libs/geometry/doc/matrix.qbk  
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libs/geometry/test/algorithms/distance/Jamfile  
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libs/geometry/test/algorithms/disjoint/Jamfile  
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libs/geometry/test/algorithms/set\_operations/intersection/Jamfile  
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libs/geometry/test/algorithms/set\_operations/Jamfile  
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libs/geometry/include/boost/geometry/strategies/spherical/expand\_box.hpp  
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libs/geometry/include/boost/geometry/core/config.hpp  
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libs/geometry/test/algorithms/overlay/assemble.cpp  
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libs/geometry/test/algorithms/overlay/select\_rings.cpp  
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libs/geometry/include/boost/geometry/srs/projections/proj/urmfps.hpp  
libs/geometry/include/boost/geometry/srs/projections/proj/august.hpp  
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libs/geometry/include/boost/geometry/srs/projections/proj/igh.hpp  
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libs/geometry/include/boost/geometry/srs/projections/proj/collg.hpp  
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libs/geometry/include/boost/geometry/srs/projections/proj/poly.hpp  
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libs/geometry/include/boost/geometry/srs/projections/proj/lcca.hpp  
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libs/geometry/include/boost/geometry/srs/projections/proj/eck1.hpp  
libs/geometry/include/boost/geometry/srs/projections/proj/lsat.hpp  
libs/geometry/include/boost/geometry/srs/projections/proj/stere.hpp  
libs/geometry/include/boost/geometry/srs/projections/proj/loxim.hpp  
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libs/callable\_traits/include/boost/callable\_traits/detail/traits.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/function\_object.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/set\_function\_qualifiers.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/is\_invocable\_impl.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/core.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/default\_callable\_traits.hpp  
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libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/pmf\_varargs.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/pmf\_varargs\_2.hpp  
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libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/function\_ptr\_varargs\_3.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/function\_3.hpp  
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libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/function.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/function\_ptr.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/pmf\_2.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/function\_ptr\_3.hpp  
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libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/function\_ptr\_varargs\_2.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/unguarded/function\_2.hpp  
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libs/callable\_traits/include/boost/callable\_traits/detail/polyfills/make\_index\_sequence.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/utility.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/pmf.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/sfinae\_errors.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/pmd.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/function.hpp  
libs/callable\_traits/include/boost/callable\_traits/detail/config.hpp  
libs/callable\_traits/include/boost/callable\_traits/remove\_noexcept.hpp  
libs/callable\_traits/include/boost/callable\_traits/is\_cv\_member.hpp  
libs/callable\_traits/include/boost/callable\_traits/is\_volatile\_member.hpp  
libs/callable\_traits/include/boost/callable\_traits/add\_member\_cv.hpp  
libs/callable\_traits/include/boost/callable\_traits/remove\_member\_const.hpp  
libs/callable\_traits/include/boost/callable\_traits/is\_reference\_member.hpp  
libs/callable\_traits/include/boost/callable\_traits/apply\_member\_pointer.hpp  
libs/callable\_traits/include/boost/callable\_traits/add\_member\_const.hpp  
libs/callable\_traits/include/boost/callable\_traits/is\_rvalue\_reference\_member.hpp  
libs/callable\_traits/include/boost/callable\_traits/has\_varargs.hpp  
libs/callable\_traits/include/boost/callable\_traits/class\_of.hpp  
libs/callable\_traits/include/boost/callable\_traits/add\_noexcept.hpp  
libs/callable\_traits/include/boost/callable\_traits/add\_member\_volatile.hpp  
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libs/callable\_traits/include/boost/callable\_traits/has\_void\_return.hpp  
libs/callable\_traits/include/boost/callable\_traits/args.hpp  
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libs/callable\_traits/include/boost/callable\_traits/remove\_member\_volatile.hpp  
libs/callable\_traits/include/boost/callable\_traits/add\_transaction\_safe.hpp  
libs/callable\_traits/include/boost/callable\_traits/has\_member\_qualifiers.hpp  
libs/callable\_traits/include/boost/callable\_traits/remove\_member\_reference.hpp  
libs/callable\_traits/include/boost/callable\_traits/remove\_transaction\_safe.hpp  
libs/callable\_traits/include/boost/callable\_traits/return\_type.hpp  
libs/callable\_traits/include/boost/callable\_traits/qualified\_class\_of.hpp  
libs/callable\_traits/include/boost/callable\_traits/add\_member\_rvalue\_reference.hpp  
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libs/callable\_traits/include/boost/callable\_traits/add\_varargs.hpp  
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libs/callable\_traits/example/remove\_varargs.cpp  
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libs/callable\_traits/example/remove\_transaction\_safe.cpp  
libs/callable\_traits/example/is\_lvalue\_reference\_member.cpp  
libs/callable\_traits/example/has\_void\_return.cpp  
libs/callable\_traits/example/remove\_noexcept.cpp  
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libs/callable\_traits/example/is\_noexcept.cpp  
libs/callable\_traits/example/has\_member\_qualifiers.cpp  
libs/callable\_traits/example/class\_of.cpp  
libs/callable\_traits/example/is\_const\_member.cpp  
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libs/callable\_traits/example/add\_member\_cv.cpp  
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libs/callable\_traits/example/is\_rvalue\_reference\_member.cpp  
libs/callable\_traits/example/add\_varargs.cpp  
libs/callable\_traits/example/return\_type.cpp  
libs/callable\_traits/example/is\_cv\_member.cpp  
libs/callable\_traits/example/qualified\_class\_of.cpp  
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libs/callable\_traits/example/void.cpp  
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libs/detail/include/boost/detail/identifier.hpp  
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tools/inspect/tab\_check.hpp  
tools/inspect/license\_check.cpp  
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libs/type\_traits/include/boost/type\_traits/cv\_traits.hpp

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libs/chrono/example/test\_special\_values.cpp  
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libs/chrono/example/test\_clock.cpp  
libs/chrono/example/test\_clock2.cpp  
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libs/spirit/example/qi/compiler\_tutorial/conjure2/conjure\_static\_lexer.hpp  
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libs/process/include/boost/process/detail/posix/null\_in.hpp  
libs/process/include/boost/process/detail/posix/search\_path.hpp  
libs/process/include/boost/process/detail/posix/terminate.hpp  
libs/process/include/boost/process/detail/posix/basic\_pipe.hpp  
libs/process/include/boost/process/detail/posix/close\_in.hpp  
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libs/process/include/boost/process/detail/posix/shell\_path.hpp  
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libs/process/include/boost/process/detail/posix/fd.hpp  
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libs/process/include/boost/process/detail/posix/close\_out.hpp  
libs/process/include/boost/process/detail/windows/async\_in.hpp  
libs/process/include/boost/process/detail/windows/start\_dir.hpp  
libs/process/include/boost/process/detail/windows/null\_in.hpp  
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libs/process/include/boost/process/detail/windows/terminate.hpp  
libs/process/include/boost/process/detail/windows/file\_out.hpp  
libs/process/include/boost/process/detail/windows/null\_out.hpp  
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libs/phoenix/test/function/lazy\_list\_tests.cpp  
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libs/phoenix/test/function/lazy\_compose\_tests.cpp  
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libs/geometry/test/geometries/boost\_tuple.cpp  
libs/math/include/boost/math/special\_functions/pow.hpp  
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libs/spirit/test/qi/regression\_numeric\_alternatives.cpp  
libs/spirit/test/qi/regression\_lazy\_repeat.cpp  
libs/config/include/boost/config/compiler/pathscale.hpp  
libs/serialization/performance/xml/harness.hpp  
libs/serialization/performance/xml/string16\_test.cpp  
libs/serialization/performance/xml/string64\_test.cpp  
libs/serialization/performance/xml/string256\_test.cpp  
libs/serialization/performance/xml/int16\_test.cpp  
libs/serialization/performance/xml/macro.hpp  
libs/serialization/performance/xml/Jamfile.v2  
libs/serialization/performance/xml/string4\_test.cpp  
libs/serialization/performance/xml/int4\_test.cpp  
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libs/spirit/example/support/utree/sexpr\_generator.hpp  
libs/spirit/test/x3/bool.cpp  
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libs/spirit/include/boost/spirit/home/support/utree/detail/utree\_detail1.hpp  
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libs/numeric/ublas/include/boost/numeric/ublas/tensor/multiplication.hpp  
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libs/numeric/ublas/examples/tensor/einstein\_notation.cpp  
libs/numeric/ublas/examples/tensor/construction\_access.cpp  
libs/numeric/ublas/test/tensor/test\_multiplication.cpp  
libs/numeric/ublas/test/tensor/test\_tensor\_matrix\_vector.cpp  
libs/numeric/ublas/test/tensor/test\_strides.cpp  
libs/numeric/ublas/test/tensor/test\_multi\_index.cpp  
libs/numeric/ublas/test/tensor/test\_tensor.cpp  
libs/numeric/ublas/test/tensor/test\_algorithms.cpp  
libs/numeric/ublas/test/tensor/test\_extents.cpp  
libs/numeric/ublas/test/tensor/utility.hpp  
libs/numeric/ublas/test/tensor/test\_expression.cpp  
libs/numeric/ublas/test/tensor/test\_operators\_arithmetic.cpp  
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libs/numeric/ublas/test/tensor/test\_expression\_evaluation.cpp  
libs/numeric/ublas/test/tensor/test\_functions.cpp  
libs/numeric/ublas/test/tensor/test\_multi\_index\_utility.cpp  
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libs/predef/include/boost/predef/hardware.h  
libs/predef/include/boost/predef/hardware/simd/arm/versions.h  
libs/predef/include/boost/predef/hardware/simd/x86.h  
libs/predef/include/boost/predef/hardware/simd/x86/versions.h  
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libs/type\_index/include/boost/type\_index/runtime\_cast/detail/runtime\_cast\_impl.hpp  
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libs/type\_index/include/boost/type\_index/runtime\_cast/boost\_shared\_ptr\_cast.hpp  
libs/type\_index/include/boost/type\_index/runtime\_cast/pointer\_cast.hpp  
libs/type\_index/include/boost/type\_index/runtime\_cast/register\_runtime\_class.hpp  
libs/type\_index/include/boost/type\_index/runtime\_cast/std\_shared\_ptr\_cast.hpp  
libs/type\_index/include/boost/type\_index/runtime\_cast.hpp  
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libs/spirit/repository/example/karma/Jamfile  
libs/spirit/repository/example/qi/confix.cpp  
libs/spirit/repository/test/qi/confix.cpp  
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libs/gil/include/boost/gil/io/make\_scanline\_reader.hpp

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libs/gil/include/boost/gil/extension/io/targa/old.hpp

libs/gil/include/boost/gil/extension/io/targa/detail/reader\_backend.hpp

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libs/gil/test/extension/io/tiff/tiff\_tiled\_test.cpp  
libs/gil/test/extension/io/tiff/tiff\_tiled\_rgb\_contig\_test\_21-31\_32\_64.cpp  
libs/gil/test/extension/io/tiff/tiff\_tiled\_minisblack\_test\_21-31\_32-64.cpp  
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libs/gil/test/extension/io/tiff/tiff\_tiled\_palette\_test\_8-16.cpp  
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libs/gil/test/extension/io/tiff/tiff\_tiled\_minisblack\_write\_test\_1-10.cpp  
libs/gil/test/extension/io/tiff/tiff\_tiled\_minisblack\_write\_test\_11-20.cpp  
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libs/gil/test/extension/io/tiff/tiff\_tiled\_minisblack\_test\_1-10.cpp  
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libs/gil/test/extension/io/scanline\_read\_test.hpp  
libs/gil/test/extension/toolbox/get\_pixel\_type.cpp  
libs/gil/test/extension/toolbox/color\_convert\_cmyka.cpp  
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libs/gil/test/extension/toolbox/get\_num\_bits.cpp  
libs/gil/test/extension/toolbox/channel\_type.cpp  
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libs/gil/test/extension/toolbox/pixel\_bit\_size.cpp  
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libs/numeric/odeint/include/boost/numeric/odeint/stepper/runge\_kutta\_cash\_karp54\_classic.hpp  
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libs/numeric/odeint/include/boost/numeric/odeint/stepper/rosenbrock4.hpp  
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libs/numeric/odeint/include/boost/numeric/odeint/stepper/adams\_moulton.hpp  
libs/numeric/odeint/include/boost/numeric/odeint/stepper/base/explicit\_error\_stepper\_base.hpp  
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libs/fusion/test/sequence/deque\_hash.cpp  
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libs/math/example/bernoulli\_example.cpp

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libs/asio/include/boost/asio/detail/resolve\_op.hpp  
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libs/asio/example/cpp11/operations/composed\_5.cpp  
libs/asio/example/cpp11/operations/Jamfile.v2  
libs/asio/example/cpp11/operations/composed\_8.cpp  
libs/asio/example/cpp11/operations/composed\_7.cpp  
libs/asio/example/cpp11/operations/composed\_6.cpp  
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libs/asio/example/cpp11/echo/Jamfile.v2  
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libs/asio/example/cpp11/spawn/Jamfile.v2  
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libs/asio/example/cpp11/http/server/request\_handler.cpp  
libs/asio/example/cpp11/http/server/connection\_manager.cpp  
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libs/asio/example/cpp11/http/server/server.cpp  
libs/asio/example/cpp11/http/server/connection.hpp

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libs/asio/doc/examples.qbk  
libs/asio/doc/overview/async.qbk  
libs/asio/doc/overview/posix.qbk  
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libs/asio/doc/overview/coroutine.qbk  
libs/asio/doc/overview/coroutines\_ts.qbk  
libs/asio/doc/overview/streams.qbk  
libs/asio/doc/overview/signals.qbk  
libs/asio/doc/overview/concurrency\_hint.qbk  
libs/asio/doc/overview/rationale.qbk  
libs/asio/doc/overview/timers.qbk



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libs/asio/doc/overview/allocation.qbk  
libs/asio/doc/overview/handler\_tracking.qbk  
libs/asio/doc/overview/other\_protocols.qbk  
libs/asio/doc/overview/basics.qbk  
libs/asio/doc/overview/reactor.qbk  
libs/asio/doc/overview/protocols.qbk  
libs/asio/doc/overview/spawn.qbk  
libs/asio/doc/overview/bsd\_sockets.qbk  
libs/asio/doc/overview/threads.qbk  
libs/asio/doc/overview/windows.qbk  
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libs/asio/doc/std\_executors.qbk  
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libs/asio/doc/tutorial.qbk  
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libs/asio/doc/requirements/ToObjectService.qbk  
libs/asio/doc/requirements/RangeConnectHandler.qbk  
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libs/asio/doc/requirements/OperationState.qbk  
libs/asio/doc/requirements/Protocol.qbk  
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libs/asio/doc/requirements/GettableSerialPortOption.qbk  
libs/asio/doc/requirements/ProtoAllocator.qbk  
libs/asio/doc/requirements/EndpointSequence.qbk  
libs/asio/doc/requirements/DynamicBuffer\_v1.qbk  
libs/asio/doc/requirements/ResolveHandler.qbk  
libs/asio/doc/requirements/Receiver.qbk  
libs/asio/doc/requirements/Service.qbk  
libs/asio/doc/requirements/Scheduler.qbk  
libs/asio/doc/requirements/TimeTraits.qbk  
libs/asio/doc/requirements/ConnectCondition.qbk  
libs/asio/doc/requirements/Executor.qbk  
libs/asio/doc/requirements/DynamicBuffer\_v2.qbk  
libs/asio/doc/requirements/SettableSocketOption.qbk  
libs/asio/doc/requirements/ConstBufferSequence.qbk  
libs/asio/doc/requirements/AcceptableProtocol.qbk

libs/asio/doc/requirements/CompletionCondition.qbk  
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libs/asio/doc/requirements/Handler.qbk  
libs/asio/doc/requirements/SignalHandler.qbk  
libs/asio/doc/requirements/SyncRandomAccessReadDevice.qbk  
libs/asio/doc/requirements/ConnectHandler.qbk  
libs/asio/doc/requirements/ShutdownHandler.qbk  
libs/asio/doc/requirements/WaitHandler.qbk  
libs/asio/doc/requirements/CompletionHandler.qbk  
libs/asio/doc/requirements/ReadHandler.qbk  
libs/asio/doc/requirements/DynamicBuffer.qbk  
libs/asio/doc/requirements/SyncRandomAccessWriteDevice.qbk  
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libs/asio/doc/requirements/BufferedHandshakeHandler.qbk  
libs/asio/doc/requirements/ExecutionContext.qbk  
libs/asio/doc/requirements/MutableBufferSequence.qbk  
libs/asio/doc/requirements/Sender.qbk  
libs/asio/doc/requirements/IteratorConnectHandler.qbk  
libs/asio/doc/requirements/GettableSocketOption.qbk  
libs/asio/doc/requirements/AcceptHandler.qbk  
libs/asio/doc/requirements/SyncReadStream.qbk  
libs/asio/doc/requirements/asynchronous\_operations.qbk  
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libs/asio/doc/requirements/read\_write\_operations.qbk  
libs/asio/doc/requirements/AsyncWriteStream.qbk  
libs/asio/doc/requirements/synchronous\_socket\_operations.qbk  
libs/asio/doc/requirements/HandshakeHandler.qbk  
libs/asio/doc/requirements/WaitTraits.qbk  
libs/asio/doc/requirements/AsyncRandomAccessReadDevice.qbk  
libs/asio/doc/requirements/Endpoint.qbk  
libs/asio/doc/requirements/InternetProtocol.qbk  
libs/asio/doc/requirements/MoveAcceptHandler.qbk  
libs/asio/doc/requirements/AsyncReadStream.qbk  
libs/asio/doc/requirements/SettableSerialPortOption.qbk  
libs/asio/doc/index.xml  
libs/asio/doc/using.qbk  
libs/asio/doc/overview.qbk  
libs/asio/tools/handlerlive.pl  
libs/asio/tools/handlertree.pl  
libs/asio/tools/handlerviz.pl  
libs/asio/test/use\_future.cpp  
libs/asio/test/error.cpp  
libs/asio/test/read\_at.cpp  
libs/asio/test/connect.cpp  
libs/asio/test/streambuf.cpp  
libs/asio/test/basic\_deadline\_timer.cpp  
libs/asio/test/io\_context\_strand.cpp  
libs/asio/test/generic/raw\_protocol.cpp

libs/asio/test/generic/basic\_endpoint.cpp  
libs/asio/test/generic/datagram\_protocol.cpp  
libs/asio/test/generic/stream\_protocol.cpp  
libs/asio/test/generic/seq\_packet\_protocol.cpp  
libs/asio/test/strand.cpp  
libs/asio/test/coroutine.cpp  
libs/asio/test/executor.cpp  
libs/asio/test/associated\_allocator.cpp  
libs/asio/test/compose.cpp  
libs/asio/test/read\_until.cpp  
libs/asio/test/dispatch.cpp  
libs/asio/test/latency/udp\_client.cpp  
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libs/asio/test/latency/tcp\_server.cpp  
libs/asio/test/latency/udp\_server.cpp  
libs/asio/test/latency/allocator.hpp  
libs/asio/test/latency/Jamfile.v2  
libs/asio/test/latency/high\_res\_clock.hpp  
libs/asio/test/thread\_pool.cpp  
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libs/asio/test/posix/descriptor.cpp  
libs/asio/test/posix/basic\_stream\_descriptor.cpp  
libs/asio/test/posix/stream\_descriptor.cpp  
libs/asio/test/posix/descriptor\_base.cpp  
libs/asio/test/static\_thread\_pool.cpp  
libs/asio/test/executor\_work\_guard.cpp  
libs/asio/test/write\_at.cpp  
libs/asio/test/ssl/rfc2818\_verification.cpp  
libs/asio/test/ssl/error.cpp  
libs/asio/test/ssl/stream\_base.cpp  
libs/asio/test/ssl/context.cpp  
libs/asio/test/ssl/Jamfile.v2  
libs/asio/test/ssl/host\_name\_verification.cpp  
libs/asio/test/ssl/stream.cpp  
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libs/asio/test/buffer.cpp  
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libs/asio/test/packaged\_task.cpp  
libs/asio/test/basic\_socket\_acceptor.cpp  
libs/asio/test/write.cpp  
libs/asio/test/basic\_waitable\_timer.cpp  
libs/asio/test/defer.cpp  
libs/asio/test/uses\_executor.cpp  
libs/asio/test/completion\_condition.cpp  
libs/asio/test/co\_spawn.cpp  
libs/asio/test/buffered\_stream.cpp  
libs/asio/test/placeholders.cpp

libs/asio/test/bind\_executor.cpp  
libs/asio/test/basic\_stream\_socket.cpp  
libs/asio/test/unit\_test.hpp  
libs/asio/test/buffers\_iterator.cpp  
libs/asio/test/async\_result.cpp  
libs/asio/test/socket\_base.cpp  
libs/asio/test/local/connect\_pair.cpp  
libs/asio/test/local/basic\_endpoint.cpp  
libs/asio/test/local/datagram\_protocol.cpp  
libs/asio/test/local/stream\_protocol.cpp  
libs/asio/test/deadline\_timer.cpp  
libs/asio/test/execution\_context.cpp  
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libs/asio/test/properties/cpp03/can\_prefer\_not\_preferable\_free\_prefer.cpp  
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libs/asio/test/properties/cpp03/require\_free.cpp

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libs/asio/test/properties/cpp03/can\_query\_unsupported.cpp  
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libs/asio/test/properties/cpp11/Jamfile.v2  
libs/asio/test/properties/cpp11/can\_query\_unsupported.cpp  
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libs/asio/test/properties/cpp14/can\_require\_concept\_member.cpp

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libs/asio/test/properties/cpp14/prefer\_unsupported.cpp  
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libs/asio/test/properties/cpp14/can\_require\_not\_applicable\_unsupported.cpp  
libs/asio/test/properties/cpp14/query\_static.cpp  
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libs/asio/test/properties/cpp14/can\_prefer\_not\_applicable\_free\_require.cpp  
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libs/asio/test/properties/cpp14/can\_require\_concept\_not\_applicable\_free.cpp  
libs/asio/test/properties/cpp14/Jamfile.v2  
libs/asio/test/properties/cpp14/can\_query\_unsupported.cpp  
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libs/asio/test/properties/cpp14/can\_prefer\_not\_applicable\_free\_prefer.cpp  
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libs/asio/test/properties/cpp14/can\_require\_not\_applicable\_free.cpp  
libs/asio/test/properties/cpp14/can\_prefer\_not\_applicable\_static.cpp  
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libs/asio/test/properties/cpp14/query\_member.cpp  
libs/asio/test/high\_resolution\_timer.cpp  
libs/asio/test/Jamfile.v2  
libs/asio/test/execution/operation\_state.cpp  
libs/asio/test/execution/blocking.cpp  
libs/asio/test/execution/bulk\_guarantee.cpp  
libs/asio/test/execution/receiver.cpp

libs/asio/test/execution/execute.cpp  
libs/asio/test/execution/connect.cpp  
libs/asio/test/execution/executor.cpp  
libs/asio/test/execution/any\_executor.cpp  
libs/asio/test/execution/submit.cpp  
libs/asio/test/execution/set\_done.cpp  
libs/asio/test/execution/scheduler.cpp  
libs/asio/test/execution/set\_error.cpp  
libs/asio/test/execution/schedule.cpp  
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libs/asio/test/execution/outstanding\_work.cpp  
libs/asio/test/execution/relationship.cpp  
libs/asio/test/execution/Jamfile.v2  
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libs/asio/test/execution/mapping.cpp  
libs/asio/test/execution/set\_value.cpp  
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libs/asio/test/execution/bulk\_execute.cpp  
libs/asio/test/execution/invocable\_archetype.cpp  
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libs/asio/test/system\_context.cpp  
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libs/asio/test/ts/executor.cpp  
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libs/asio/test/ts/socket.cpp  
libs/asio/test/ts/buffer.cpp  
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libs/asio/test/ts/netfd.cpp  
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libs/asio/test/basic\_raw\_socket.cpp  
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libs/asio/test/this\_coro.cpp  
libs/asio/test/basic\_socket.cpp  
libs/asio/test/buffered\_write\_stream.cpp  
libs/asio/test/basic\_streambuf.cpp  
libs/asio/test/awaitable.cpp  
libs/asio/test/ip/address\_v6\_range.cpp  
libs/asio/test/ip/basic\_resolver\_iterator.cpp  
libs/asio/test/ip/address\_v4\_iterator.cpp  
libs/asio/test/ip/host\_name.cpp  
libs/asio/test/ip/basic\_resolver\_entry.cpp  
libs/asio/test/ip/udp.cpp



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libs/asio/test/ip/basic\_resolver.cpp  
libs/asio/test/ip/resolver\_query\_base.cpp  
libs/asio/test/ip/address.cpp  
libs/asio/test/ip/icmp.cpp  
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libs/asio/test/ip/tcp.cpp  
libs/asio/test/ip/address\_v4.cpp  
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libs/asio/test/wait\_traits.cpp  
libs/asio/test/system\_executor.cpp  
libs/asio/test/basic\_datagram\_socket.cpp  
libs/asio/test/time\_traits.cpp  
libs/asio/test/archetypes/async\_result.hpp  
libs/asio/test/archetypes/io\_control\_command.hpp  
libs/asio/test/archetypes/async\_ops.hpp  
libs/asio/test/archetypes/gettable\_socket\_option.hpp  
libs/asio/test/archetypes/settable\_socket\_option.hpp  
libs/asio/test/buffered\_read\_stream.cpp  
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libs/asio/test/windows/overlapped\_ptr.cpp  
libs/asio/test/windows/basic\_random\_access\_handle.cpp  
libs/asio/test/windows/random\_access\_handle.cpp  
libs/asio/test/windows/basic\_stream\_handle.cpp  
libs/asio/test/windows/object\_handle.cpp  
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libs/asio/test/windows/overlapped\_handle.cpp  
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libs/fusion/example/extension/detail/deref\_data\_impl.hpp  
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libs/fusion/test/sequence/adt\_attribute\_proxy.cpp  
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libs/fusion/include/boost/fusion/adapted/struct/detail/extension.hpp  
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libs/fusion/include/boost/fusion/adapted/struct/detail/at\_impl.hpp  
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libs/fusion/doc/algorithm.qbk  
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libs/fusion/include/boost/fusion/container/set/detail/end\_impl.hpp

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tools/build/src/engine/option.cpp  
tools/build/src/engine/headers.h  
tools/build/src/engine/command.h  
tools/build/src/engine/make.h  
tools/build/src/engine/glob.cpp  
tools/build/src/engine/timestamp.h  
tools/build/src/engine/scan.h  
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tools/build/src/engine/command.cpp  
tools/build/src/engine/headers.cpp  
tools/build/src/engine/parse.h  
tools/build/src/engine/compile.h  
tools/build/src/engine/rules.cpp  
tools/build/src/engine/jamgram.yy  
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Files:

libs/iostreams/include/boost/iostreams/slice.hpp

libs/iostreams/include/boost/iostreams/filter/grep.hpp

libs/iostreams/include/boost/iostreams/detail/config/rtl.hpp

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libs/iostreams/src/gzip.cpp  
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libs/graph/test/adjacency\_matrix\_test.cpp  
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libs/date\_time/xmldoc/tz\_database.xml  
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Files:

libs/fusion/include/boost/fusion/adapted/struct/detail/adapt\_auto.hpp

libs/fusion/include/boost/fusion/adapted/struct/detail/adapt\_base\_attr\_filler.hpp

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libs/fusion/test/compile\_time/transform.cpp  
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libs/fusion/test/compile\_time/vector\_iteration.cpp  
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libs/phoenix/include/boost/phoenix/stl/algorithm/detail/is\_unordered\_set\_or\_map.hpp

libs/phoenix/include/boost/phoenix/stl/algorithm/detail/end.hpp

libs/phoenix/include/boost/phoenix/stl/algorithm/detail/has\_find.hpp

libs/phoenix/include/boost/phoenix/stl/algorithm/detail/begin.hpp

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libs/phoenix/include/boost/phoenix/scope/detail/cpp03/preprocessed/lambda\_50.hpp  
libs/phoenix/include/boost/phoenix/scope/detail/cpp03/preprocessed/lambda\_30.hpp  
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libs/ptr\_container/include/boost/ptr\_container/detail/static\_move\_ptr.hpp

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libs/wave/samples/hannibal/hannibal.cpp  
libs/wave/samples/hannibal/translation\_unit\_parser.h  
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libs/config/include/boost/config/stdlib/stlport.hpp

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libs/config/include/boost/config/stdlib/msl.hpp

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libs/utility/include/boost/utility/base\_from\_member.hpp

libs/utility/doc/base\_from\_member.qbk

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libs/crc/crc\_example.cpp

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libs/io/test/Jamfile

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libs/math/include/boost/math\_fwd.hpp

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libs/math/test/Jamfile.v2  
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libs/python/include/boost/python/converter/as\_to\_python\_function.hpp  
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libs/python/test/auto\_ptr.cpp  
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libs/python/test/m1.cpp  
libs/python/test/iterator.cpp  
libs/python/test/return\_arg.py  
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libs/python/test/properties.cpp  
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libs/vmd/test/test\_doc\_identifier.cpp  
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libs/vmd/test/test\_seq\_size.cxx

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libs/vmd/test/test\_is\_parens\_empty.cpp  
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libs/vmd/test/test\_is\_seq\_fail.cpp

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libs/tti/test/test\_has\_mem\_fun\_template\_fail3.cpp



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libs/preprocessor/test/config\_info.cpp  
libs/lambda/appveyor.yml  
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Files:

libs/context/src/asm/make\_arm64\_aapcs\_macho\_gas.S  
libs/context/src/asm/ontop\_arm64\_aapcs\_elf\_gas.S  
libs/context/src/asm/jump\_arm64\_aapcs\_macho\_gas.S  
libs/context/src/asm/jump\_arm64\_aapcs\_elf\_gas.S  
libs/context/src/asm/make\_arm64\_aapcs\_elf\_gas.S  
libs/context/src/asm/ontop\_arm64\_aapcs\_macho\_gas.S

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Files:

libs/exception/.travis.yml

libs/qvm/appveyor.yml

libs/qvm/.travis.yml

libs/qvm/doc/Jamfile

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Files:

libs/smart\_ptr/include/boost/smart\_ptr/detail/sp\_counted\_base\_snc\_ps3.hpp

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2011 Emil Dotchevski

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2006 Piotr Wyderski

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Files:

libs/throw\_exception/include/boost/throw\_exception.hpp

libs/throw\_exception/test/Jamfile.v2

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Files:

libs/exception/include/boost/exception/enable\_current\_exception.hpp

libs/exception/include/boost/exception/detail/shared\_ptr.hpp

libs/exception/include/boost/exception/detail/error\_info\_impl.hpp

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libs/exception/include/boost/exception/get\_error\_info.hpp

libs/exception/include/boost/exception/errinfo\_at\_line.hpp  
libs/exception/include/boost/exception/diagnostic\_information.hpp  
libs/exception/include/boost/exception/to\_string.hpp  
libs/exception/include/boost/exception/errinfo\_api\_function.hpp  
libs/exception/include/boost/exception/all.hpp  
libs/exception/include/boost/exception/current\_exception\_cast.hpp  
libs/exception/include/boost/exception/info\_tuple.hpp  
libs/exception/include/boost/exception/enable\_error\_info.hpp  
libs/exception/include/boost/exception/errinfo\_file\_open\_mode.hpp  
libs/exception/include/boost/exception/errinfo\_file\_handle.hpp  
libs/exception/include/boost/exception/errinfo\_nested\_exception.hpp  
libs/exception/include/boost/exception/error\_info.hpp  
libs/exception/include/boost/exception/errinfo\_errno.hpp  
libs/exception/include/boost/exception/to\_string\_stub.hpp  
libs/exception/include/boost/exception/errinfo\_file\_name.hpp  
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libs/exception/include/boost/exception/errinfo\_type\_info\_name.hpp  
libs/exception/include/boost/exception\_ptr.hpp  
libs/exception/example/cloning\_1.cpp  
libs/exception/example/cloning\_2.cpp  
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libs/exception/example/logging.cpp  
libs/exception/example/enable\_error\_info.cpp  
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libs/exception/test/helper1.hpp  
libs/exception/test/cloning\_test.cpp  
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libs/exception/test/errinfo\_nested\_exception\_hpp\_test.cpp  
libs/exception/test/errinfo\_type\_info\_name\_hpp\_test.cpp  
libs/exception/test/info\_hpp\_test.cpp  
libs/exception/test/error\_info\_lv\_const\_test.cpp  
libs/exception/test/get\_error\_info\_hpp\_test.cpp  
libs/exception/test/to\_string\_hpp\_test.cpp  
libs/exception/test/is\_output\_streamable\_test.cpp  
libs/exception/test/exception\_test.cpp  
libs/exception/test/exception\_ptr\_hpp\_test.cpp  
libs/exception/test/helper1.cpp  
libs/exception/test/helper2.cpp  
libs/exception/test/enable\_error\_info\_test.cpp  
libs/exception/test/unknown\_exception\_test.cpp  
libs/exception/test/2-throw\_exception\_no\_exceptions\_test.cpp  
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libs/exception/test/to\_string\_stub\_test.cpp  
libs/exception/test/copy\_exception\_test.cpp  
libs/exception/test/errinfos\_test.cpp  
libs/exception/test/to\_string\_test.cpp  
libs/exception/test/to\_string\_fail.cpp  
libs/exception/test/info\_tuple\_hpp\_test.cpp  
libs/exception/test/to\_string\_stub\_hpp\_test.cpp  
libs/exception/test/errinfo\_api\_function\_hpp\_test.cpp  
libs/exception/test/errno\_test.cpp  
libs/exception/test/1-throw\_exception\_test.cpp  
libs/exception/test/diagnostic\_information\_hpp\_test.cpp  
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libs/exception/test/diagnostic\_information\_test.cpp  
libs/exception/test/error\_info\_const\_fail.cpp  
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libs/exception/test/3-throw\_exception\_no\_integration\_test.cpp  
libs/exception/test/4-throw\_exception\_no\_both\_test.cpp  
libs/exception/test/error\_info\_hpp\_test.cpp  
libs/exception/test/helper2.hpp  
libs/exception/test/errinfo\_at\_line\_hpp\_test.cpp  
libs/exception/test/error\_info\_rv\_test.cpp  
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libs/exception/test/throw\_exception\_fail.cpp  
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libs/exception/test/refcount\_ptr\_test.cpp  
libs/exception/src/clone\_current\_exception\_non\_intrusive.cpp  
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libs/qvm/include/boost/qvm/detail/quat\_assign.hpp  
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libs/qvm/include/boost/qvm/detail/mat\_assign.hpp  
libs/qvm/include/boost/qvm/detail/transp\_impl.hpp  
libs/qvm/include/boost/qvm/detail/swizzle\_traits.hpp  
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libs/qvm/include/boost/qvm/map\_vec\_mat.hpp  
libs/qvm/include/boost/qvm/mat\_traits\_defaults.hpp  
libs/qvm/include/boost/qvm/swizzle2.hpp  
libs/qvm/include/boost/qvm/mat\_operations2.hpp  
libs/qvm/include/boost/qvm/to\_string.hpp  
libs/qvm/include/boost/qvm/deduce\_vec.hpp  
libs/qvm/include/boost/qvm/mat\_operations3.hpp  
libs/qvm/include/boost/qvm/map\_mat\_vec.hpp  
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libs/qvm/include/boost/qvm/vec\_traits\_array.hpp  
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libs/qvm/include/boost/qvm/all.hpp  
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libs/qvm/include/boost/qvm/vec\_traits\_defaults.hpp  
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libs/qvm/include/boost/qvm/vec\_mat\_operations.hpp  
libs/qvm/include/boost/qvm/vec\_mat\_operations4.hpp  
libs/qvm/include/boost/qvm/quat.hpp  
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libs/qvm/include/boost/qvm/inline.hpp  
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libs/qvm/include/boost/qvm/vec\_operations2.hpp  
libs/qvm/include/boost/qvm/vec\_mat\_operations2.hpp  
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libs/qvm/include/boost/qvm/deduce\_quat.hpp  
libs/qvm/include/boost/qvm/gen/mat\_assign3.hpp  
libs/qvm/include/boost/qvm/gen/swizzle2.hpp  
libs/qvm/include/boost/qvm/gen/mat\_operations2.hpp  
libs/qvm/include/boost/qvm/gen/mat\_operations3.hpp  
libs/qvm/include/boost/qvm/gen/vec\_assign3.hpp  
libs/qvm/include/boost/qvm/gen/vec\_mat\_operations4.hpp  
libs/qvm/include/boost/qvm/gen/swizzle4.hpp  
libs/qvm/include/boost/qvm/gen/vec\_operations2.hpp  
libs/qvm/include/boost/qvm/gen/vec\_assign4.hpp  
libs/qvm/include/boost/qvm/gen/vec\_mat\_operations2.hpp  
libs/qvm/include/boost/qvm/gen/vec\_assign2.hpp  
libs/qvm/include/boost/qvm/gen/mat\_operations4.hpp  
libs/qvm/include/boost/qvm/gen/vec\_operations4.hpp  
libs/qvm/include/boost/qvm/gen/vec\_mat\_operations3.hpp  
libs/qvm/include/boost/qvm/gen/vec\_operations3.hpp  
libs/qvm/include/boost/qvm/gen/mat\_assign4.hpp  
libs/qvm/include/boost/qvm/gen/swizzle3.hpp  
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libs/qvm/include/boost/qvm/mat.hpp  
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libs/qvm/include/boost/qvm/mat\_operations4.hpp  
libs/qvm/include/boost/qvm/quat\_vec\_operations.hpp  
libs/qvm/include/boost/qvm/vec\_operations4.hpp  
libs/qvm/include/boost/qvm/vec\_mat\_operations3.hpp  
libs/qvm/include/boost/qvm/mat\_traits.hpp  
libs/qvm/include/boost/qvm/quat\_operations.hpp  
libs/qvm/include/boost/qvm/vec\_operations3.hpp  
libs/qvm/include/boost/qvm/static\_assert.hpp  
libs/qvm/include/boost/qvm/scalar\_traits.hpp  
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libs/qvm/include/boost/qvm/swizzle3.hpp  
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libs/qvm/include/boost/qvm/quat\_traits.hpp  
libs/qvm/include/boost/qvm/quat\_traits\_array.hpp  
libs/qvm/test/rot\_mat\_test.cpp  
libs/qvm/test/mul\_qq\_test.cpp  
libs/qvm/test/rotz\_mat\_test.cpp  
libs/qvm/test/mul\_eq\_qs\_test.cpp  
libs/qvm/test/dot\_vv\_test.cpp  
libs/qvm/test/normalize\_v\_test.cpp  
libs/qvm/test/swap\_cols\_test.cpp  
libs/qvm/test/mag\_v\_test.cpp  
libs/qvm/test/deduce\_matrix\_test.cpp  
libs/qvm/test/minus\_eq\_vv\_test.cpp  
libs/qvm/test/access\_v\_test.cpp  
libs/qvm/test/mul\_sv\_test.cpp  
libs/qvm/test/scalar\_cast\_q\_test.cpp  
libs/qvm/test/swap\_rows\_test.cpp  
libs/qvm/test/access\_m\_fail2.cpp  
libs/qvm/test/deduce\_scalar\_fail2.cpp  
libs/qvm/test/mag\_sqr\_q\_test.cpp  
libs/qvm/test/swizzle3\_test.cpp  
libs/qvm/test/del\_row\_col\_test.cpp  
libs/qvm/test/swizzle2\_test3.cpp  
libs/qvm/test/neg\_row\_test.cpp  
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libs/qvm/test/mul\_mm\_test.cpp  
libs/qvm/test/div\_qs\_test.cpp  
libs/qvm/test/mul\_eq\_qq\_test.cpp  
libs/qvm/test/translation\_mat\_test.cpp  
libs/qvm/test/plus\_eq\_qq\_test.cpp  
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libs/qvm/test/div\_vs\_test.cpp  
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libs/qvm/test/diag\_mat\_test.cpp  
libs/qvm/test/plus\_mm\_test.cpp  
libs/qvm/test/mul\_mv\_test.cpp  
libs/qvm/test/deduce\_scalar\_test.cpp  
libs/qvm/test/mul\_sm\_test.cpp  
libs/qvm/test/rotx\_mat\_test.cpp  
libs/qvm/test/row\_test.cpp  
libs/qvm/test/minus\_eq\_mm\_test.cpp  
libs/qvm/test/col\_test.cpp  
libs/qvm/test/zero\_vec\_test.cpp  
libs/qvm/test/minus\_eq\_qq\_test.cpp  
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libs/qvm/test/inverse\_q\_test.cpp  
libs/qvm/test/eq\_qq\_test.cpp  
libs/qvm/test/plus\_eq\_mm\_test.cpp  
libs/qvm/test/conjugate\_test.cpp  
libs/qvm/test/inverse\_m\_test.cpp  
libs/qvm/test/dot\_qq\_test.cpp  
libs/qvm/test/mul\_eq\_vs\_test.cpp  
libs/qvm/test/swizzle4\_test4.cpp  
libs/qvm/test/access\_m\_fail1.cpp  
libs/qvm/test/to\_string\_test.cpp  
libs/qvm/test/mul\_vs\_test.cpp  
libs/qvm/test/header-test.cpp  
libs/qvm/test/swizzle4\_test3.cpp  
libs/qvm/test/swizzle4\_test2.cpp  
libs/qvm/test/mat\_traits\_array\_test.cpp  
libs/qvm/test/minus\_vv\_test.cpp  
libs/qvm/test/rotz\_quat\_test.cpp  
libs/qvm/test/eq\_mm\_test.cpp  
libs/qvm/test/identity\_quat\_test.cpp  
libs/qvm/test/plus\_vv\_test.cpp  
libs/qvm/test/cross\_test.cpp  
libs/qvm/test/minus\_mm\_test.cpp  
libs/qvm/test/transform\_test.cpp  
libs/qvm/test/swizzle3\_test3.cpp  
libs/qvm/test/access\_v\_fail1.cpp  
libs/qvm/test/div\_eq\_ms\_test.cpp  
libs/qvm/test/cmp\_mm\_test.cpp  
libs/qvm/test/roty\_mat\_test.cpp  
libs/qvm/test/swizzle2\_test2.cpp  
libs/qvm/test/mat\_index\_test.cpp  
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libs/qvm/test/mul\_ms\_test.cpp  
libs/qvm/test/mul\_qv\_test.cpp  
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libs/qvm/test/eq\_vv\_test.cpp  
libs/qvm/test/swizzle2\_test4.cpp  
libs/qvm/test/translation\_test.cpp  
libs/qvm/test/rotx\_quat\_test.cpp  
libs/qvm/test/div\_ms\_test.cpp  
libs/qvm/test/rot\_quat\_test.cpp  
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libs/qvm/test/vec\_index\_test.cpp  
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libs/qvm/test/mag\_sqr\_v\_test.cpp  
libs/qvm/test/assign\_test.cpp  
libs/qvm/test/deduce\_vector\_test.cpp  
libs/qvm/test/scalar\_cast\_m\_test.cpp  
libs/qvm/test/mag\_q\_test.cpp  
libs/qvm/test/swizzle2\_test.cpp  
libs/qvm/test/projection\_test.cpp  
libs/qvm/test/plus\_qq\_test.cpp  
libs/qvm/test/swizzle\_const\_fail.cpp  
libs/qvm/test/identity\_mat\_test.cpp  
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libs/qvm/test/row\_mat\_test.cpp  
libs/qvm/test/minus\_qq\_test.cpp  
libs/qvm/test/div\_eq\_qs\_test.cpp  
libs/qvm/test/minus\_v\_test.cpp  
libs/qvm/test/quat\_traits\_array\_test.cpp  
libs/qvm/test/test\_qvm\_matrix.hpp  
libs/qvm/test/test\_qvm.hpp  
libs/qvm/test/deduce\_scalar\_fail1.cpp  
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libs/qvm/test/access\_m\_test.cpp  
libs/qvm/test/interop\_test.cpp  
libs/qvm/test/plus\_eq\_vv\_test.cpp  
libs/qvm/test/transpose\_test.cpp  
libs/qvm/test/neg\_col\_test.cpp  
libs/qvm/test/swizzle4\_test.cpp

libs/qvm/test/normalize\_q\_test.cpp  
libs/qvm/test/access\_q\_test.cpp  
libs/qvm/test/zero\_mat\_test.cpp  
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libs/qvm/gen/gen.cpp  
libs/qvm/gen/Jamfile.v2  
libs/throw\_exception/include/boost/exception/exception.hpp  
libs/throw\_exception/test/throw\_exception\_no\_integration\_test.cpp  
libs/throw\_exception/test/throw\_exception\_no\_both\_test.cpp  
libs/throw\_exception/test/throw\_exception\_test.cpp  
libs/throw\_exception/test/throw\_exception\_no\_exceptions\_test.cpp  
libs/throw\_exception/test/throw\_exception\_fail.cpp

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Files:

libs/qvm/include/boost/qvm/detail/vec\_register\_impl.hpp  
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libs/qvm/include/boost/qvm/vec\_register4.hpp  
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libs/qvm/include/boost/qvm/vec\_register2.hpp  
libs/qvm/test/cmp\_vv\_test.cpp  
libs/qvm/test/vec\_register\_test.cpp

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Files:

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Files:

libs/math/include/boost/math/special\_functions/acosh.hpp

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libs/detail/include/boost/detail/reference\_content.hpp  
libs/detail/include/boost/detail/templated\_streams.hpp  
libs/detail/include/boost/blank.hpp  
libs/detail/include/boost/blank\_fwd.hpp  
libs/config/test/boost\_no\_sfinae.hpp  
libs/config/test/boost\_no\_using\_decl\_overld.hpp  
libs/mpl/include/boost/mpl/index\_if.hpp  
libs/mpl/include/boost/mpl/aux\_/sort\_impl.hpp  
libs/mpl/test/index\_of.cpp  
libs/mpl/test/max\_element.cpp  
libs/variant/include/boost/variant/detail/substitute\_fwd.hpp  
libs/variant/include/boost/variant/detail/apply\_visitor\_delayed.hpp  
libs/variant/include/boost/variant/detail/enable\_recursive.hpp  
libs/variant/include/boost/variant/detail/substitute.hpp  
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libs/variant/include/boost/variant/detail/visitation\_impl.hpp  
libs/variant/include/boost/variant/detail/backup\_holder.hpp  
libs/variant/include/boost/variant/detail/enable\_recursive\_fwd.hpp  
libs/variant/include/boost/variant/visitor\_ptr.hpp  
libs/variant/include/boost/variant/apply\_visitor.hpp  
libs/variant/include/boost/variant/static\_visitor.hpp  
libs/variant/include/boost/variant/bad\_visit.hpp  
libs/variant/test/variant\_visit\_test.cpp

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libs/type\_traits/include/boost/aligned\_storage.hpp  
libs/type\_traits/include/boost/type\_traits/aligned\_storage.hpp  
libs/variant/include/boost/variant.hpp  
libs/variant/include/boost/variant/detail/initializer.hpp  
libs/variant/include/boost/variant/detail/variant\_io.hpp  
libs/variant/include/boost/variant/recursive\_wrapper.hpp  
libs/variant/doc/misc.xml  
libs/variant/doc/reference/reference.xml  
libs/variant/doc/reference/get.xml  
libs/variant/doc/reference/static\_visitor.xml  
libs/variant/doc/reference/recursive\_variant.xml  
libs/variant/doc/reference/visitor\_ptr.xml  
libs/variant/doc/reference/recursive\_wrapper.xml  
libs/variant/doc/reference/bad\_visit.xml  
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libs/variant/doc/reference/concepts.xml  
libs/variant/doc/design.xml  
libs/variant/doc/tutorial/basic.xml  
libs/variant/doc/tutorial/tutorial.xml  
libs/variant/doc/Jamfile.v2  
libs/variant/doc/introduction.xml  
libs/variant/doc/variant.xml  
libs/variant/doc/biblio.xml  
libs/variant/test/test2.cpp  
libs/variant/test/class\_a.h  
libs/variant/test/test7.cpp  
libs/variant/test/variant\_reference\_test.cpp  
libs/variant/test/test6.cpp  
libs/variant/test/test3.cpp  
libs/variant/test/test4.cpp  
libs/variant/test/test1.cpp  
libs/variant/test/jobs.h  
libs/variant/test/test5.cpp  
libs/variant/test/test8.cpp  
libs/variant/test/class\_a.cpp

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Files:

libs/serialization/test/test\_private\_base.cpp

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libs/phoenix/preprocess/Jamfile.v2

libs/config/test/boost\_no\_decltype\_n3276.hpp

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libs/foreach/test/dependent\_type.cpp  
libs/foreach/test/pair\_byref.cpp  
libs/foreach/test/rvalue\_nonconst.cpp  
libs/foreach/test/cstr\_byref.cpp  
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libs/foreach/test/noncopyable.cpp  
libs/foreach/test/utility.hpp  
libs/foreach/test/array\_byval.cpp  
libs/foreach/test/cstr\_byref\_r.cpp  
libs/foreach/test/Jamfile.v2  
libs/foreach/test/array\_byval\_r.cpp  
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libs/proto/doc/release\_notes.qbk  
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libs/fusion/preprocess/Jamfile.v2  
libs/fusion/preprocess/preprocess\_fusion.cpp  
libs/fusion/test/sequence/tree.hpp  
tools/inspect/assert\_macro\_check.hpp  
tools/inspect/deprecated\_macro\_check.hpp  
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libs/units/include/boost/units/base\_units/information/shannon.hpp

libs/units/include/boost/units/base\_units/information/hartley.hpp

libs/units/example/information.cpp

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libs/property\_map/include/boost/property\_map/compose\_property\_map.hpp

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libs/numeric/ublas/include/boost/numeric/ublas/opencv/elementwise.hpp

libs/numeric/ublas/include/boost/numeric/ublas/opencv/library.hpp

libs/numeric/ublas/include/boost/numeric/ublas/opencv/operations.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/opencv/transpose.hpp  
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tools/build/example/qt/qt3/uic/jamroot.jam  
tools/build/example/qt/qt3/uic/hello\_world\_widget.ui  
tools/build/example/qt/qt4/uic/main.cpp  
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libs/utility/test/value\_init\_test\_fail3.cpp  
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libs/numeric/conversion/include/boost/numeric/conversion/detail/udt\_builtin\_mixture.hpp  
libs/numeric/conversion/include/boost/numeric/conversion/detail/bounds.hpp  
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libs/numeric/conversion/include/boost/numeric/conversion/detail/int\_float\_mixture.hpp  
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libs/optional/doc/27\_ref\_optional\_synopsis.qbk  
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libs/optional/doc/28\_ref\_optional\_semantics.qbk  
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libs/sort/include/boost/sort/block\_indirect\_sort/blk\_detail/block.hpp

libs/sort/include/boost/sort/block\_indirect\_sort/blk\_detail/merge\_blocks.hpp

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libs/sort/include/boost/sort/block\_indirect\_sort/blk\_detail/backbone.hpp  
libs/sort/include/boost/sort/parallel\_stable\_sort/parallel\_stable\_sort.hpp  
libs/sort/include/boost/sort/common/pivot.hpp  
libs/sort/include/boost/sort/common/merge\_vector.hpp  
libs/sort/include/boost/sort/common/scheduler.hpp  
libs/sort/include/boost/sort/common/merge\_block.hpp  
libs/sort/include/boost/sort/common/deque\_cnc.hpp  
libs/sort/include/boost/sort/common/sort\_basic.hpp  
libs/sort/include/boost/sort/common/spinlock.hpp  
libs/sort/include/boost/sort/common/util/traits.hpp  
libs/sort/include/boost/sort/common/util/atomic.hpp  
libs/sort/include/boost/sort/common/util/search.hpp  
libs/sort/include/boost/sort/common/util/algorithm.hpp  
libs/sort/include/boost/sort/common/util/merge.hpp  
libs/sort/include/boost/sort/common/util/circular\_buffer.hpp  
libs/sort/include/boost/sort/common/util/insert.hpp  
libs/sort/include/boost/sort/common/int\_array.hpp  
libs/sort/include/boost/sort/common/file\_vector.hpp  
libs/sort/include/boost/sort/common/rearrange.hpp  
libs/sort/include/boost/sort/common/time\_measure.hpp  
libs/sort/include/boost/sort/common/range.hpp  
libs/sort/include/boost/sort/common/merge\_four.hpp  
libs/sort/include/boost/sort/common/indirect.hpp  
libs/sort/include/boost/sort/common/stack\_cnc.hpp  
libs/sort/include/boost/sort/heap\_sort/heap\_sort.hpp  
libs/sort/include/boost/sort/sample\_sort/sample\_sort.hpp  
libs/sort/include/boost/sort/spinort/spinort.hpp  
libs/sort/include/boost/sort/flat\_stable\_sort/flat\_stable\_sort.hpp  
libs/sort/test/test\_insert\_sort.cpp  
libs/sort/test/test\_flat\_stable\_sort.cpp  
libs/sort/test/test\_parallel\_stable\_sort.cpp  
libs/sort/test/test\_sample\_sort.cpp  
libs/sort/test/test\_block\_indirect\_sort.cpp  
libs/sort/test/test\_spinort.cpp  
libs/sort/benchmark/single/benchmark\_objects.cpp  
libs/sort/benchmark/single/file\_generator.cpp  
libs/sort/benchmark/single/benchmark\_numbers.cpp  
libs/sort/benchmark/single/benchmark\_strings.cpp  
libs/sort/benchmark/parallel/benchmark\_objects.cpp  
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libs/sort/doc/single\_thread.qbk  
libs/sort/doc/flat\_stable\_sort.qbk  
libs/sort/doc/block\_indirect\_sort.qbk  
libs/sort/doc/windows\_parallel.qbk  
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libs/spirit/include/boost/spirit/home/support/nonterminal/extract\_param.hpp

libs/spirit/include/boost/spirit/home/karma/nonterminal/detail/parameterized.hpp

libs/spirit/repository/example/karma/calc2\_ast\_dump\_sr.cpp

libs/spirit/repository/example/karma/mini\_xml\_karma\_sr.cpp

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libs/spirit/include/boost/spirit/repository/home/support/subrule\_context.hpp

libs/spirit/include/boost/spirit/repository/home/qi/nonterminal/subrule.hpp

libs/spirit/include/boost/spirit/home/qi/nonterminal/detail/parameterized.hpp

libs/spirit/repository/example/qi/calc1\_sr.cpp

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libs/signals2/include/boost/signals2/predestructible.hpp

libs/signals2/include/boost/signals2/detail/signal\_template.hpp

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libs/signals2/include/boost/signals2/detail/preprocessed\_arg\_type\_template.hpp

libs/signals2/include/boost/signals2/detail/variadic\_arg\_type.hpp

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libs/signals2/include/boost/signals2/variadic\_signal.hpp  
libs/signals2/include/boost/signals2/preprocessed\_signal.hpp  
libs/signals2/include/boost/signals2/dummy\_mutex.hpp  
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libs/signals2/include/boost/signals2/signal\_base.hpp  
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libs/signals2/include/boost/signals2/shared\_connection\_block.hpp  
libs/signals2/include/boost/signals2/variadic\_slot.hpp  
libs/signals2/include/boost/signals2/slot.hpp  
libs/signals2/include/boost/signals2/expired\_slot.hpp  
libs/signals2/include/boost/signals2.hpp  
libs/signals2/example/postconstructor\_ex1.cpp  
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libs/signals2/doc/snippet-extractor.jam  
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libs/signals2/doc/thread\_safety.xml  
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libs/signals2/test/regression\_test.cpp  
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libs/signals2/test/threading\_models\_test.cpp  
libs/signals2/test/deadlock\_regression\_test.cpp  
libs/signals2/test/signal\_type\_test.cpp  
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libs/type\_traits/include/boost/type\_traits/has\_bit\_xor.hpp

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libs/type\_traits/doc/has\_post\_increment.qbk  
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libs/type\_traits/doc/has\_left\_shift.qbk  
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libs/type\_traits/doc/has\_complement.qbk  
libs/type\_traits/doc/has\_bit\_and\_assign.qbk  
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libs/type\_traits/doc/has\_divides\_assign.qbk  
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libs/type\_traits/doc/has\_logical\_not.qbk  
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libs/type\_traits/test/has\_prefix\_classes0\_test.cpp  
libs/type\_traits/test/has\_prefix\_classes1\_test.cpp  
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libs/type\_traits/test/has\_binary\_classes.hpp  
libs/type\_traits/test/has\_post\_decrement\_test.cpp  
libs/type\_traits/test/has\_postfix\_classes3\_test.cpp  
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libs/type\_traits/test/has\_dereference\_test.cpp  
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libs/type\_traits/test/has\_multiplies\_test.cpp  
libs/type\_traits/test/has\_binary\_classes5\_test.cpp  
libs/type\_traits/test/has\_less\_equal\_test.cpp  
libs/type\_traits/test/has\_unary\_plus\_test.cpp  
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libs/type\_traits/test/has\_binary\_classes9\_test.cpp  
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libs/type\_traits/test/has\_binary\_classes2\_test.cpp

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Files:

libs/type\_traits/include/boost/type\_traits/detail/has\_prefix\_operator.hpp  
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libs/accumulators/include/boost/accumulators/statistics/sum\_kahan.hpp  
libs/accumulators/test/sum\_kahan.cpp

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libs/phoenix/test/bll\_compatibility/control\_structures.cpp  
libs/phoenix/test/bll\_compatibility/algorithm\_test.cpp  
libs/phoenix/test/bll\_compatibility/constructor\_tests.cpp  
libs/phoenix/test/bll\_compatibility/operator\_tests\_simple.cpp  
libs/phoenix/test/bll\_compatibility/exception\_test.cpp  
libs/phoenix/test/bll\_compatibility/bll\_and\_function.cpp  
libs/phoenix/test/bll\_compatibility/extending\_rt\_traits.cpp  
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libs/phoenix/test/bll\_compatibility/cast\_test.cpp  
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libs/phoenix/test/bll\_compatibility/bind\_tests\_simple\_f\_refs.cpp  
libs/phoenix/test/bll\_compatibility/switch\_construct.cpp  
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libs/tuple/include/boost/tuple/tuple\_io.hpp  
libs/tuple/include/boost/tuple/tuple\_comparison.hpp  
libs/lambda/include/boost/lambda/detail/control\_constructs\_common.hpp  
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libs/lambda/test/bind\_tests\_advanced.cpp

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Files:

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Files:

libs/math/include/boost/math/distributions/detail/hypergeometric\_pdf.hpp

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libs/test/include/boost/test/detail/pp\_variadic.hpp  
libs/test/include/boost/test/detail/fwd\_decl.hpp  
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libs/test/doc/examples/example38.run.cpp  
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libs/histogram/test/axis\_integer\_fail0.cpp  
libs/histogram/test/utility\_str.hpp  
libs/histogram/test/axis\_category\_test.cpp  
libs/histogram/test/detail\_operators\_test.cpp  
libs/histogram/test/histogram\_fill\_test.cpp  
libs/histogram/test/histogram\_serialization\_test\_static.xml  
libs/histogram/test/axis\_variable\_fail0.cpp  
libs/histogram/test/storage\_adaptor\_serialization\_test\_map\_double.xml  
libs/histogram/test/histogram\_dynamic\_test.cpp  
libs/histogram/test/axis\_integer\_fail1.cpp  
libs/histogram/test/histogram\_fail1.cpp  
libs/histogram/test/algorithm\_project\_test.cpp  
libs/histogram/test/storage\_adaptor\_serialization\_test\_vector\_int.xml  
libs/histogram/test/histogram\_growing\_test.cpp  
libs/histogram/test/detail\_limits\_test.cpp  
libs/histogram/test/axis\_variant\_serialization\_test.xml  
libs/histogram/test/accumulators\_sum\_test.cpp  
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libs/histogram/test/detail\_replace\_type\_test.cpp  
libs/histogram/test/throw\_exception.hpp  
libs/histogram/test/detail\_static\_if\_test.cpp  
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libs/histogram/test/histogram\_operators\_test.cpp  
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libs/spirit/include/boost/spirit/home/classic/dynamic/impl/switch.hpp  
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libs/spirit/example/karma/quoted\_strings.cpp  
libs/spirit/example/karma/printf\_style\_double\_format.cpp  
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libs/spirit/example/karma/customize\_counter.cpp  
libs/spirit/example/karma/reference.cpp  
libs/spirit/example/karma/customize\_use\_as\_container.cpp

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libs/spirit/include/boost/spirit/home/karma/operator/and\_predicate.hpp

libs/spirit/include/boost/spirit/home/karma/operator/not\_predicate.hpp  
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libs/spirit/include/boost/spirit/home/karma/nonterminal/grammar.hpp  
libs/spirit/include/boost/spirit/home/karma/nonterminal/simple\_trace.hpp  
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libs/spirit/example/karma/calc2\_ast.hpp  
libs/spirit/example/karma/calc2\_ast\_vm.cpp  
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libs/spirit/example/karma/num\_list2.cpp  
libs/spirit/example/karma/num\_matrix.cpp  
libs/spirit/example/karma/num\_list3.cpp  
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libs/spirit/example/karma/complex\_number\_adapt.cpp  
libs/spirit/example/karma/Jamfile  
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libs/spirit/example/karma/actions.cpp  
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libs/spirit/example/qi/compiler\_tutorial/conjure2/statement.cpp  
libs/spirit/example/qi/compiler\_tutorial/conjure2/expression.hpp  
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libs/spirit/doc/reference\_template.qbk  
libs/spirit/doc/lex.qbk

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libs/spirit/doc/lex/lexer\_tutorials.qbk

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libs/spirit/repository/doc/qi/directives.qbk  
libs/spirit/repository/doc/qi/flush\_multi\_pass.qbk  
libs/spirit/classic/example/fundamental/more\_calculators/rpn\_calc.cpp  
libs/spirit/classic/test/numerics\_tests.cpp  
libs/spirit/classic/test/grammar\_tests.cpp  
libs/spirit/test/x3/real.hpp  
libs/spirit/test/x3/alternative.cpp  
libs/spirit/test/x3/real3.cpp  
libs/spirit/test/x3/container\_support.cpp  
libs/spirit/test/x3/matches.cpp  
libs/spirit/test/x3/char\_class.cpp

libs/spirit/test/x3/lit2.cpp  
libs/spirit/test/karma/bool.cpp  
libs/spirit/test/karma/debug.cpp  
libs/spirit/test/karma/encoding.cpp  
libs/spirit/test/karma/actions.cpp  
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libs/spirit/test/qi/match\_manip2.cpp  
libs/spirit/test/qi/alternative.cpp  
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libs/spirit/test/qi/char\_class.cpp  
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libs/math/test/quaternion\_mult\_incl\_test.cpp  
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libs/container/bench/bench\_flat\_set.cpp

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libs/container/test/small\_vector\_test.cpp

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libs/container/src/global\_resource.cpp



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libs/container/src/alloc\_lib.c  
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libs/interprocess/doc/interprocess.qbk  
libs/interprocess/test/iunordered\_set\_index\_allocation\_test.cpp  
libs/interprocess/test/dummy\_test\_allocator.hpp  
libs/interprocess/test/condition\_test.cpp  
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libs/interprocess/test/named\_upgradable\_mutex\_test.cpp  
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libs/interprocess/test/named\_semaphore\_test.cpp  
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libs/interprocess/test/bufferstream\_test.cpp  
libs/interprocess/test/sharable\_mutex\_test.cpp  
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libs/interprocess/test/cached\_adaptive\_pool\_test.cpp  
libs/interprocess/test/private\_node\_allocator\_test.cpp  
libs/interprocess/test/emplace\_test.hpp  
libs/interprocess/test/get\_process\_id\_name.hpp  
libs/interprocess/test/deque\_test.cpp  
libs/interprocess/test/boost\_interprocess\_check.hpp  
libs/interprocess/test/slist\_test.cpp  
libs/interprocess/test/robust\_mutex\_test.hpp  
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libs/interprocess/test/upgradable\_mutex\_test.cpp  
libs/interprocess/test/adaptive\_node\_pool\_test.cpp  
libs/interprocess/test/cached\_node\_allocator\_test.cpp  
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libs/interprocess/test/named\_allocation\_test\_template.hpp  
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libs/interprocess/test/robust\_recursive\_emulation\_test.cpp  
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libs/interprocess/test/data\_test.cpp  
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libs/interprocess/test/windows\_eventlog\_stamp\_shared\_memory\_test.cpp  
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libs/interprocess/test/memory\_algorithm\_test\_template.hpp  
libs/interprocess/test/private\_adaptive\_pool\_test.cpp

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Files:

libs/intrusive/include/boost/intrusive/detail/ebo\_functor\_holder.hpp

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libs/type\_traits/doc/is\_copy\_assignable.qbk

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libs/intrusive/example/Jamfile.v2

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libs/interprocess/include/boost/interprocess/detail/type\_traits.hpp  
libs/interprocess/example/Jamfile.v2  
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libs/interprocess/include/boost/interprocess/smart\_ptr/detail/bad\_weak\_ptr.hpp  
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libs/intrusive/test/avl\_set\_test.cpp

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libs/intrusive/include/boost/intrusive/pointer\_traits.hpp  
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libs/smart\_ptr/doc/smart\_ptr/pointer\_to\_other.adoc  
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libs/interprocess/test/condition\_test\_template.hpp  
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libs/tuple/include/boost/tuple/tuple.hpp  
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libs/lambda/include/boost/lambda/detail/lambda\_functors.hpp  
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libs/lambda/include/boost/lambda/detail/operator\_lambda\_func\_base.hpp  
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libs/lambda/include/boost/lambda/detail/lambda\_fwd.hpp  
libs/lambda/include/boost/lambda/detail/operator\_return\_type\_traits.hpp  
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libs/lambda/include/boost/lambda/detail/lambda\_config.hpp  
libs/lambda/include/boost/lambda/detail/is\_instance\_of.hpp  
libs/lambda/include/boost/lambda/detail/ret.hpp  
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libs/lambda/include/boost/lambda/control\_structures.hpp  
libs/lambda/include/boost/lambda/lambda.hpp  
libs/lambda/test/Jamfile  
libs/fusion/test/sequence/io.cpp

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Files:

libs/fusion/include/boost/fusion/sequence/io/detail/out.hpp

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libs/type\_traits/include/boost/type\_traits/conversion\_traits.hpp

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libs/fusion/include/boost/fusion/container/vector/detail/cpp03/vector\_fwd.hpp

libs/fusion/include/boost/fusion/sequence/comparison/detail/less\_equal.hpp

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libs/fusion/test/sequence/mutate.hpp  
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libs/fusion/test/sequence/copy.hpp  
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libs/fusion/test/sequence/misc.hpp  
libs/fusion/test/sequence/tuple\_tie.cpp  
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libs/compute/include/boost/compute/algorithm/scatter\_if.hpp

libs/compute/test/test\_scatter\_if.cpp

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libs/compute/include/boost/compute/detail/diagnostic.hpp

libs/compute/include/boost/compute/detail/cl\_versions.hpp

libs/compute/include/boost/compute/iterator/strided\_iterator.hpp

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libs/compute/test/test\_radix\_sort\_by\_key.cpp  
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libs/compute/test/test\_reduce\_by\_key.cpp  
libs/compute/test/test\_stable\_sort\_by\_key.cpp  
libs/compute/test/data/program.cl  
libs/compute/test/test\_merge\_sort\_gpu.cpp  
libs/compute/perf/perf\_thrust\_find.cu  
libs/compute/perf/perf\_bolt\_saxpy.cpp  
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libs/compute/perf/perf\_reverse\_copy.cpp  
libs/compute/perf/perf\_bolt\_max\_element.cpp  
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libs/compute/perf/perf\_bolt\_fill.cpp  
libs/compute/perf/perf\_comparison\_sort.cpp  
libs/compute/perf/perf\_bolt\_exclusive\_scan.cpp  
libs/compute/perf/perf\_bolt\_accumulate.cpp  
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libs/compute/perf/perf\_stl\_reverse\_copy.cpp  
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libs/spirit/include/boost/spirit/repository/include/qi\_seek.hpp  
libs/spirit/include/boost/spirit/repository/home/support/seek.hpp  
libs/spirit/include/boost/spirit/repository/home/qi/directive/seek.hpp  
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libs/fusion/include/boost/fusion/include/flatten\_view.hpp  
libs/fusion/include/boost/fusion/include/flatten.hpp  
libs/fusion/include/boost/fusion/view/flatten\_view.hpp  
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libs/predef/include/boost/predef/platform/windows\_server.h  
libs/predef/include/boost/predef/platform/windows\_uwp.h  
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libs/program\_options/ci/codecov.sh  
libs/program\_options/ci/coverity.sh  
libs/program\_options/ci/mingw.bat  
libs/program\_options/ci/build.sh  
libs/program\_options/ci/cppcheck.sh  
libs/gil/Jamfile  
libs/assign/Jamfile  
libs/date\_time/test/posix\_time/compile\_fail/hours\_special\_value.cpp  
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libs/date\_time/test/posix\_time/testtime\_serialize\_versioning.cpp  
libs/date\_time/Jamfile  
libs/signals2/Jamfile  
libs/static\_string/tools/codecov.sh  
libs/function/example/Jamfile  
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libs/mpl/example/Jamfile.v2  
libs/mpl/Jamfile  
libs/ptr\_container/Jamfile  
libs/format/tools/Jamfile.v2  
libs/format/tools/format\_matrix.cpp  
libs/format/test/format\_test\_exceptions.cpp  
libs/units/covscan.sh  
libs/logic/test/compile-fail/implicit\_int\_3.cpp  
libs/logic/test/compile-fail/operator\_less\_2.cpp  
libs/logic/test/compile-fail/implicit\_int\_2.cpp  
libs/logic/test/compile-fail/implicit\_int\_1.cpp  
libs/logic/test/compile-fail/implicit.cpp  
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libs/logic/Jamfile  
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libs/dynamic\_bitset/test/test\_std\_hash.cpp

libs/dynamic\_bitset/test/test\_ambiguous\_set.cpp  
libs/dynamic\_bitset/test/test\_boost\_hash.cpp  
libs/dynamic\_bitset/test/test\_lowest\_bit.cpp  
libs/uuid/test/digestutils.hpp  
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libs/uuid/appveyor.yml  
libs/uuid/.travis.yml  
libs/iostreams/appveyor.yml  
libs/iostreams/.travis.yml  
libs/concept\_check/appveyor.yml  
libs/concept\_check/.travis.yml  
libs/rational/appveyor.yml  
libs/rational/.travis.yml  
libs/tokenizer/appveyor.yml  
libs/tokenizer/.travis.yml  
libs/program\_options/appveyor.yml  
libs/program\_options/.travis.yml  
libs/contract/appveyor.yml  
libs/contract/.travis.yml  
libs/assign/appveyor.yml  
libs/assign/.travis.yml  
libs/date\_time/appveyor.yml  
libs/date\_time/.travis.yml  
libs/signals2/appveyor.yml  
libs/signals2/.travis.yml  
libs/static\_string/.appveyor.yml  
libs/test/.travis.yml  
libs/test/.appveyor.yml  
libs/property\_map/appveyor.yml  
libs/property\_map/.travis.yml  
libs/mpl/appveyor.yml  
libs/mpl/.travis.yml  
libs/ptr\_container/appveyor.yml  
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libs/format/appveyor.yml  
libs/format/.travis.yml  
libs/units/appveyor.yml  
libs/logic/appveyor.yml  
libs/logic/.travis.yml  
libs/move/appveyor.yml  
libs/move/.travis.yml  
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libs/spirit/test/x3/uint\_radix.cpp

libs/spirit/test/x3/uint\_radix.hpp

libs/spirit/test/qi/uint\_radix.cpp

libs/spirit/test/qi/uint\_radix.hpp

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Files:

libs/spirit/include/boost/spirit/home/x3/numeric/uint.hpp

libs/spirit/include/boost/spirit/home/x3/support/numeric\_utils/extract\_int.hpp

libs/spirit/include/boost/spirit/home/qi/numeric/numeric\_utils.hpp

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libs/circular\_buffer/include/boost/circular\_buffer.hpp

libs/circular\_buffer/include/boost/circular\_buffer\_fwd.hpp

libs/circular\_buffer/include/boost/circular\_buffer/debug.hpp

libs/circular\_buffer/test/soft\_iterator\_invalidation.cpp

libs/circular\_buffer/test/test.hpp

libs/circular\_buffer/test/constant\_erase\_test.cpp

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libs/circular\_buffer/example/circular\_buffer\_bound\_example.cpp  
libs/circular\_buffer/example/circular\_buffer\_sum\_example.cpp  
libs/circular\_buffer/example/bounded\_buffer\_comparison.cpp  
libs/circular\_buffer/example/circular\_buffer\_iter\_example.cpp  
libs/circular\_buffer/example/circular\_buffer\_example.cpp  
libs/circular\_buffer/doc/circular\_buffer.qbk  
libs/circular\_buffer/doc/circular\_buffer.idx  
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libs/circular\_buffer/test/bounded\_buffer\_comparison.cpp  
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libs/random/include/boost/random/exponential\_distribution.hpp  
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libs/hana/include/boost/hana/hash.hpp  
libs/hana/test/ext/std/array/issue\_304.cpp  
libs/hana/test/map/at\_key.collisions.cpp  
libs/hana/test/experimental/printable/metafunction.cpp  
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libs/hana/benchmark/find\_if/compile.hana.map.erb.cpp  
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libs/hana/include/boost/hana/detail/index\_if.hpp

libs/hana/include/boost/hana/detail/hash\_table.hpp  
libs/hana/include/boost/hana/index\_if.hpp  
libs/hana/include/boost/hana/tuple.hpp  
libs/hana/include/boost/hana/concept/hashable.hpp  
libs/hana/include/boost/hana/at\_key.hpp  
libs/hana/include/boost/hana/fwd/hash.hpp  
libs/hana/include/boost/hana/fwd/index\_if.hpp  
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libs/hana/include/boost/hana/find\_if.hpp  
libs/hana/example/index\_if.cpp  
libs/hana/test/tuple/auto/index\_if.cpp  
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libs/hana/test/basic\_tuple/auto/index\_if.cpp  
libs/hana/test/ext/std/tuple/auto/index\_if.cpp  
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libs/hana/test/ext/boost/fusion/tuple/auto/index\_if.cpp  
libs/hana/test/ext/boost/fusion/vector/auto/index\_if.cpp  
libs/hana/test/ext/boost/fusion/list/auto/index\_if.cpp  
libs/hana/test/ext/boost/fusion/deque/auto/index\_if.cpp  
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libs/beast/include/boost/beast/zlib/detail/inflate\_stream.hpp  
libs/beast/include/boost/beast/zlib/detail/window.hpp  
libs/beast/include/boost/beast/zlib/detail/deflate\_stream.hpp  
libs/beast/include/boost/beast/zlib/detail/inflate\_stream.hpp  
libs/beast/include/boost/beast/zlib/detail/deflate\_stream.hpp  
libs/beast/include/boost/beast/zlib/detail/bitstream.hpp  
libs/beast/include/boost/beast/zlib/detail/ranges.hpp  
libs/beast/include/boost/beast/zlib/inflate\_stream.hpp  
libs/beast/include/boost/beast/zlib/impl/error.hpp  
libs/beast/include/boost/beast/zlib/impl/error.hpp  
libs/beast/include/boost/beast/zlib/deflate\_stream.hpp  
libs/beast/include/boost/beast/zlib/error.hpp  
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libs/wave/test/testwave/testfiles/t\_8\_002.cpp  
libs/wave/test/testwave/testfiles/t\_2\_023.cpp  
libs/wave/test/testwave/testfiles/t\_2\_025.cpp  
libs/wave/test/testwave/testfiles/t\_8\_001.cpp  
libs/wave/test/testwave/testfiles/t\_8\_003.cpp  
libs/wave/test/testwave/testfiles/t\_2\_029.cpp  
libs/wave/test/testwave/testfiles/t\_8\_004.cpp  
libs/wave/test/testwave/testfiles/t\_2\_026.cpp  
libs/wave/test/testwave/testfiles/t\_2\_028.cpp  
libs/wave/test/testwave/testfiles/t\_8\_011.cpp  
libs/wave/test/testwave/testfiles/t\_8\_006.cpp  
libs/wave/test/testwave/testfiles/t\_2\_024.cpp  
libs/wave/test/testwave/testfiles/t\_8\_010.cpp  
libs/wave/test/testwave/testfiles/t\_8\_007.cpp  
libs/wave/test/testwave/testfiles/t\_2\_030.cpp  
libs/wave/test/testwave/testfiles/t\_2\_027.cpp  
libs/wave/test/testwave/testfiles/t\_8\_009.cpp

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libs/spirit/classic/example/fundamental/file\_parser.cpp

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libs/spirit/include/boost/spirit/home/classic/utility/loops.hpp

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libs/ratio/example/type\_traits/detail/common\_type.hpp

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libs/config/include/boost/config/stdlib/modena.hpp  
libs/config/test/limits\_test.cpp  
libs/random/include/boost/random.hpp  
libs/random/include/boost/random/detail/const\_mod.hpp  
libs/random/include/boost/random/detail/iterator\_mixin.hpp  
libs/random/include/boost/random/detail/signed\_unsigned\_tools.hpp  
libs/random/include/boost/random/detail/ptr\_helper.hpp  
libs/random/include/boost/random/additive\_combine.hpp  
libs/random/include/boost/random/uniform\_int.hpp  
libs/random/include/boost/random/ranlux.hpp  
libs/random/include/boost/random/xor\_combine.hpp  
libs/random/include/boost/random/random\_number\_generator.hpp  
libs/random/include/boost/random/linear\_congruential.hpp  
libs/random/include/boost/random/cauchy\_distribution.hpp  
libs/random/include/boost/random/uniform\_01.hpp  
libs/random/include/boost/random/subtract\_with\_carry.hpp  
libs/random/include/boost/random/lagged\_fibonacci.hpp  
libs/random/include/boost/random/shuffle\_output.hpp  
libs/random/include/boost/random/uniform\_real.hpp  
libs/random/include/boost/random/inversive\_congruential.hpp  
libs/random/include/boost/random/uniform\_smallint.hpp  
libs/random/include/boost/nondet\_random.hpp  
libs/random/example/random\_demo.cpp  
libs/random/extra/test\_haertel.cpp  
libs/random/extra/haertel.hpp  
libs/random/test/statistic\_tests.hpp  
libs/random/test/histogram.cpp  
libs/random/test/integrate.hpp  
libs/random/test/statistic\_tests.cpp  
libs/random/performance/nondet\_random\_speed.cpp  
libs/random/performance/random\_speed.cpp  
libs/integer/include/boost/integer\_traits.hpp  
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libs/iterator/include/boost/generator\_iterator.hpp

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Files:

libs/config/include/boost/config/detail/select\_stdlib\_config.hpp  
libs/config/include/boost/config/detail/select\_platform\_config.hpp  
libs/config/include/boost/config/platform/linux.hpp  
libs/config/include/boost/config/platform/irix.hpp  
libs/config/include/boost/config/platform/solaris.hpp  
libs/config/include/boost/config/stdlib/libstdcpp3.hpp

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libs/multiprecision/include/boost/multiprecision/random.hpp

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Files:

libs/random/include/boost/random/uniform\_on\_sphere.hpp

libs/random/include/boost/random/detail/int\_float\_pair.hpp

libs/random/include/boost/random/detail/generator\_seed\_seq.hpp

libs/random/include/boost/random/detail/uniform\_int\_float.hpp

libs/random/include/boost/random/shuffle\_order.hpp

libs/random/include/boost/random/discard\_block.hpp

libs/random/include/boost/random/ariate\_generator.hpp

libs/random/include/boost/random/uniform\_real\_distribution.hpp

libs/random/include/boost/random/random\_device.hpp

libs/random/include/boost/random/geometric\_distribution.hpp

libs/random/include/boost/random/normal\_distribution.hpp

libs/random/include/boost/random/triangle\_distribution.hpp

libs/random/include/boost/random/poisson\_distribution.hpp

libs/random/include/boost/random/lognormal\_distribution.hpp

libs/random/include/boost/random/taus88.hpp

libs/random/include/boost/random/uniform\_int\_distribution.hpp

libs/random/include/boost/random/gamma\_distribution.hpp

libs/random/include/boost/random/linear\_feedback\_shift.hpp

libs/random/include/boost/random/mersenne\_twister.hpp

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libs/random/test/test\_uniform\_int.hpp

libs/random/test/test\_random\_number\_generator.cpp

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libs/random/src/random\_device.cpp

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Files:

libs/detail/include/boost/detail/named\_template\_params.hpp

libs/utility/test/iterators\_test.cpp

libs/graph/include/boost/graph/detail/permutation.hpp

libs/graph/include/boost/graph/detail/set\_adaptor.hpp

libs/graph/include/boost/graph/detail/shadow\_iterator.hpp

libs/graph/include/boost/graph/tree\_traits.hpp

libs/graph/include/boost/graph/adj\_list\_serialize.hpp

libs/graph/include/boost/pending/property\_serialize.hpp

libs/graph/include/boost/pending/detail/property.hpp

libs/graph/include/boost/pending/detail/disjoint\_sets.hpp

libs/graph/include/boost/pending/fibonacci\_heap.hpp

libs/graph/include/boost/pending/property.hpp

libs/graph/include/boost/pending/stringtok.hpp

libs/graph/include/boost/pending/queue.hpp

libs/graph/example/transitive\_closure.cpp

libs/graph/example/iohb.h

libs/graph/example/graph\_property.cpp

libs/graph/example/isomorphism.cpp

libs/graph/example/subgraph\_properties.cpp

libs/graph/test/subgraph.cpp

libs/graph/test/transitive\_closure\_test2.cpp

libs/graph/test/bidir\_remove\_edge.cpp

libs/graph/test/disjoint\_set\_test.cpp

libs/graph/test/bellman-test.cpp

libs/dynamic\_bitset/example/example2.cpp

libs/dynamic\_bitset/example/example1.cpp

libs/concept\_check/include/boost/concept\_archetype.hpp

libs/concept\_check/bad\_error\_eg.cpp

libs/concept\_check/test/class\_concept\_check\_test.cpp

libs/concept\_check/test/old\_concept\_function\_fail.cpp

libs/concept\_check/test/stl\_concept\_covering.cpp

libs/concept\_check/test/concept\_check\_test.cpp

libs/concept\_check/test/stl\_concept\_check.cpp

libs/concept\_check/test/function\_requires\_fail.cpp

libs/tokenizer/example/char\_sep\_example\_2.cpp

libs/tokenizer/example/char\_sep\_example\_1.cpp

libs/tokenizer/example/char\_sep\_example\_3.cpp

libs/property\_map/include/boost/property\_map/property\_map\_iterator.hpp

libs/property\_map/example/example1.cpp

libs/property\_map/test/property\_map\_cc.cpp

libs/iterator/include/boost/iterator/function\_output\_iterator.hpp

libs/iterator/include/boost/iterator/iterator\_concepts.hpp  
libs/iterator/include/boost/iterator/iterator\_archetypes.hpp  
libs/iterator/include/boost/iterator/iterator\_categories.hpp  
libs/iterator/include/boost/pending/detail/int\_iterator.hpp  
libs/iterator/example/filter\_iterator\_example.cpp  
libs/iterator/example/reverse\_iterator\_example.cpp  
libs/iterator/example/indirect\_iterator\_example.cpp  
libs/iterator/example/transform\_iterator\_example.cpp  
libs/iterator/example/counting\_iterator\_example.cpp  
libs/iterator/example/permutation\_iter\_example.cpp  
libs/iterator/example/reverse\_iterator.cpp  
libs/iterator/example/func\_output\_iter\_example.cpp  
libs/iterator/test/transform\_iterator\_test.cpp  
libs/iterator/test/indirect\_iter\_member\_types.cpp  
libs/iterator/test/concept\_tests.cpp  
libs/iterator/test/lvalue\_concept\_fail.cpp  
libs/iterator/test/indirect\_iterator\_test.cpp  
libs/iterator/test/iterator\_adaptor\_cc.cpp

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libs/integer/include/boost/integer/common\_factor\_rt.hpp  
libs/math/include/boost/math/tools/polynomial\_gcd.hpp  
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libs/algorithm/test/clamp\_test.cpp  
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libs/config/include/boost/config/platform/haiku.hpp  
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libs/predef/include/boost/predef/os/haiku.h

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libs/context/src/asm/make\_mips64\_n64\_elf\_gas.S

libs/context/src/asm/ontop\_mips64\_n64\_elf\_gas.S

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libs/serialization/include/boost/serialization/boost\_unordered\_map.hpp

libs/serialization/include/boost/serialization/unordered\_collections\_load\_imp.hpp

libs/serialization/include/boost/serialization/unordered\_set.hpp

libs/serialization/include/boost/serialization/archive\_input\_unordered\_map.hpp

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libs/serialization/test/test\_map\_boost\_unordered.cpp

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libs/serialization/test/test\_set\_boost\_unordered.cpp

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libs/serialization/test/test\_map.cpp

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libs/serialization/test/test\_map\_hashed.cpp

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libs/python/include/boost/python/numpy/ndarray.hpp

libs/python/include/boost/python/numpy/numpy\_object\_mgr\_traits.hpp

libs/python/include/boost/python/numpy/ufunc.hpp

libs/python/include/boost/python/numpy/scalars.hpp  
libs/python/include/boost/python/numpy/invoke\_matching.hpp  
libs/python/include/boost/python/numpy/internal.hpp  
libs/python/include/boost/python/numpy/matrix.hpp  
libs/python/include/boost/python/numpy/dtype.hpp  
libs/python/include/boost/python/numpy.hpp  
libs/python/src/numpy/ndarray.cpp  
libs/python/src/numpy/ufunc.cpp  
libs/python/src/numpy/scalars.cpp  
libs/python/src/numpy/matrix.cpp  
libs/python/src/numpy/dtype.cpp  
libs/python/src/numpy/numpy.cpp

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libs/icl/include/boost/icl/detail/exclusive\_less\_than.hpp  
libs/icl/include/boost/icl/detail/map\_algo.hpp  
libs/icl/include/boost/icl/detail/interval\_morphism.hpp  
libs/icl/include/boost/icl/detail/mapped\_reference.hpp  
libs/icl/include/boost/icl/detail/boost\_config.hpp  
libs/icl/include/boost/icl/detail/concept\_check.hpp  
libs/icl/include/boost/icl/detail/relation\_state.hpp  
libs/icl/include/boost/icl/detail/associated\_value.hpp  
libs/icl/include/boost/icl/detail/design\_config.hpp  
libs/icl/include/boost/icl/detail/interval\_subset\_comparer.hpp  
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libs/icl/include/boost/icl/detail/interval\_map\_algo.hpp  
libs/icl/include/boost/icl/detail/interval\_set\_algo.hpp  
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libs/icl/include/boost/icl/detail/element\_comparer.hpp  
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libs/icl/include/boost/icl/type\_traits/is\_concept\_equivalent.hpp  
libs/icl/include/boost/icl/type\_traits/predicate.hpp  
libs/icl/include/boost/icl/type\_traits/is\_combinable.hpp  
libs/icl/include/boost/icl/type\_traits/is\_set.hpp  
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libs/icl/include/boost/icl/type\_traits/unit\_element.hpp  
libs/icl/include/boost/icl/type\_traits/is\_interval\_joiner.hpp  
libs/icl/include/boost/icl/type\_traits/is\_continuous.hpp  
libs/icl/include/boost/icl/type\_traits/is\_discrete.hpp  
libs/icl/include/boost/icl/type\_traits/is\_numeric.hpp  
libs/icl/include/boost/icl/type\_traits/succ\_pred.hpp  
libs/icl/include/boost/icl/type\_traits/identity\_element.hpp  
libs/icl/include/boost/icl/type\_traits/element\_type\_of.hpp  
libs/icl/include/boost/icl/type\_traits/is\_continuous\_interval.hpp  
libs/icl/include/boost/icl/type\_traits/segment\_type\_of.hpp  
libs/icl/include/boost/icl/type\_traits/is\_interval\_separator.hpp  
libs/icl/include/boost/icl/type\_traits/adds\_inversely.hpp  
libs/icl/include/boost/icl/type\_traits/is\_asymmetric\_interval.hpp  
libs/icl/include/boost/icl/type\_traits/type\_to\_string.hpp  
libs/icl/include/boost/icl/type\_traits/is\_element\_container.hpp  
libs/icl/include/boost/icl/type\_traits/domain\_type\_of.hpp  
libs/icl/include/boost/icl/type\_traits/is\_interval\_container.hpp  
libs/icl/include/boost/icl/type\_traits/infinity.hpp  
libs/icl/include/boost/icl/type\_traits/codomain\_type\_of.hpp  
libs/icl/include/boost/icl/type\_traits/size.hpp  
libs/icl/include/boost/icl/type\_traits/is\_increasing.hpp  
libs/icl/include/boost/icl/type\_traits/is\_icl\_container.hpp  
libs/icl/include/boost/icl/type\_traits/is\_interval\_splitter.hpp  
libs/icl/include/boost/icl/type\_traits/absorbs\_identities.hpp  
libs/icl/include/boost/icl/type\_traits/no\_type.hpp  
libs/icl/include/boost/icl/type\_traits/size\_type\_of.hpp  
libs/icl/include/boost/icl/type\_traits/is\_total.hpp  
libs/icl/include/boost/icl/type\_traits/interval\_type\_of.hpp  
libs/icl/include/boost/icl/type\_traits/has\_inverse.hpp  
libs/icl/include/boost/icl/type\_traits/is\_associative\_element\_container.hpp  
libs/icl/include/boost/icl/type\_traits/is\_discrete\_interval.hpp  
libs/icl/include/boost/icl/type\_traits/rep\_type\_of.hpp  
libs/icl/include/boost/icl/type\_traits/is\_key\_container\_of.hpp  
libs/icl/include/boost/icl/type\_traits/is\_container.hpp  
libs/icl/include/boost/icl/type\_traits/interval\_type\_default.hpp  
libs/icl/include/boost/icl/type\_traits/is\_map.hpp  
libs/icl/include/boost/icl/associative\_interval\_container.hpp  
libs/icl/include/boost/icl/set.hpp  
libs/icl/include/boost/icl/concept/element\_map.hpp  
libs/icl/include/boost/icl/concept/interval\_set\_value.hpp  
libs/icl/include/boost/icl/concept/element\_associator.hpp  
libs/icl/include/boost/icl/concept/interval\_bounds.hpp

libs/icl/include/boost/icl/concept/element\_set\_value.hpp  
libs/icl/include/boost/icl/concept/joinable.hpp  
libs/icl/include/boost/icl/concept/interval\_associator.hpp  
libs/icl/include/boost/icl/concept/interval.hpp  
libs/icl/include/boost/icl/concept/container.hpp  
libs/icl/include/boost/icl/concept/set\_value.hpp  
libs/icl/include/boost/icl/concept/comparable.hpp  
libs/icl/include/boost/icl/concept/interval\_associator\_base.hpp  
libs/icl/include/boost/icl/concept/element\_set.hpp  
libs/icl/include/boost/icl/concept/interval\_map.hpp  
libs/icl/include/boost/icl/concept/map\_value.hpp  
libs/icl/include/boost/icl/concept/interval\_set.hpp  
libs/icl/include/boost/icl/interval\_combining\_style.hpp  
libs/icl/include/boost/icl/interval.hpp  
libs/icl/include/boost/icl/iterator.hpp  
libs/icl/include/boost/icl/interval\_traits.hpp  
libs/icl/include/boost/icl/dynamic\_interval\_traits.hpp  
libs/icl/include/boost/icl/functors.hpp  
libs/icl/include/boost/icl/left\_open\_interval.hpp  
libs/icl/include/boost/icl/interval\_map.hpp  
libs/icl/include/boost/icl/impl\_config.hpp  
libs/icl/include/boost/icl/predicates/distinct\_equal.hpp  
libs/icl/include/boost/icl/predicates/sub\_super\_set.hpp  
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libs/icl/include/boost/icl/predicates/element\_equal.hpp  
libs/icl/include/boost/icl/rational.hpp  
libs/icl/include/boost/icl/right\_open\_interval.hpp  
libs/icl/include/boost/icl/gregorian.hpp  
libs/icl/include/boost/icl/map.hpp  
libs/icl/include/boost/icl/open\_interval.hpp  
libs/icl/include/boost/icl/discrete\_interval.hpp  
libs/icl/include/boost/icl/continuous\_interval.hpp  
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libs/icl/example/large\_bitset\_/large\_bitset.hpp  
libs/icl/example/large\_bitset\_/meta\_log.hpp  
libs/icl/example/large\_bitset\_/bits.hpp  
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libs/icl/example/custom\_interval\_/Jamfile.v2  
libs/icl/example/boost\_party\_/Jamfile.v2  
libs/icl/example/partys\_height\_average\_/Jamfile.v2  
libs/icl/example/Jamfile.v2  
libs/icl/doc/projects.qbk  
libs/icl/doc/functions\_symmetric\_difference.qbk  
libs/icl/doc/functions\_containedness.qbk  
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libs/icl/doc/functions\_iterator\_related.qbk  
libs/icl/doc/functions\_size.qbk  
libs/icl/doc/introduction.qbk



libs/icl/doc/functions\_range.qbk  
libs/icl/doc/examples.qbk  
libs/icl/doc/interface.qbk  
libs/icl/doc/functions\_erasure.qbk  
libs/icl/doc/concepts.qbk  
libs/icl/doc/semantics.qbk  
libs/icl/doc/implementation.qbk  
libs/icl/doc/functions\_streaming.qbk  
libs/icl/doc/customization.qbk  
libs/icl/doc/acknowledgments.qbk  
libs/icl/doc/functions\_ctor\_dtor.qbk  
libs/icl/doc/functions\_equivs\_orderings.qbk  
libs/icl/doc/functions.qbk  
libs/icl/doc/functions\_selection.qbk  
libs/icl/doc/functions\_interval\_orderings.qbk  
libs/icl/doc/functions\_insertion.qbk  
libs/icl/doc/functions\_addition.qbk  
libs/icl/doc/functions\_interval\_misc.qbk  
libs/icl/doc/functions\_subtraction.qbk  
libs/icl/doc/functions\_cons\_copy\_dest.qbk  
libs/icl/doc/functions\_intersection.qbk  
libs/icl/doc/functions\_interval\_construct.qbk  
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libs/icl/test/test\_interval\_laws.hpp  
libs/icl/test/test\_functions.hpp  
libs/icl/test/test\_interval\_set\_mixed\_/test\_interval\_set\_mixed.cpp  
libs/icl/test/test\_doc\_code\_/test\_doc\_code.cpp  
libs/icl/test/fastest\_split\_interval\_set\_/fastest\_split\_interval\_set\_shared.cpp  
libs/icl/test/fastest\_split\_interval\_set\_/fastest\_split\_interval\_set.cpp  
libs/icl/test/fastest\_interval\_map\_/fastest\_interval\_map.cpp  
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libs/icl/test/test\_icl\_map\_/test\_icl\_map\_cases.hpp  
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libs/icl/test/test\_partial\_icl\_quantifier\_cases.hpp  
libs/icl/test/test\_combinable\_/test\_combinable.cpp  
libs/icl/test/test\_total\_interval\_quantifier\_/test\_total\_interval\_quantifier.cpp  
libs/icl/test/fastest\_interval\_map\_infix\_cases.hpp  
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libs/icl/test/fastest\_total\_interval\_quantifier\_cases.hpp  
libs/icl/test/fastest\_interval\_set\_/fastest\_interval\_set.cpp  
libs/icl/test/test\_split\_interval\_set\_/test\_split\_interval\_set.cpp  
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libs/icl/test/fastest\_interval\_set\_infix\_/fastest\_interval\_set\_infix.cpp  
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libs/icl/test/fast\_stat\_interval\_map\_cases.hpp  
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libs/icl/test/test\_interval\_set\_infix\_cases.hpp  
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libs/icl/test/test\_interval\_set\_infix\_/test\_interval\_set\_infix.cpp  
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libs/icl/test/test\_interval\_map\_infix\_/test\_interval\_map\_infix.cpp  
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libs/icl/test/test\_partial\_icl\_quantifier\_/test\_partial\_icl\_quantifier.cpp  
libs/icl/test/test\_icl\_dynamic\_interval.hpp  
libs/icl/test/test\_type\_lists.hpp  
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libs/icl/test/fastest\_interval\_map\_mixed\_/fastest\_interval\_map\_mixed.cpp  
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Files:

libs/numeric/ublas/test/test\_matrix\_vector.cpp

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Files:

libs/numeric/ublas/include/boost/numeric/ublas/matrix\_vector.hpp

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libs/multi\_index/include/boost/multi\_index/detail/restore\_wstrict\_aliasing.hpp

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libs/multi\_index/include/boost/multi\_index/detail/scope\_guard.hpp

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libs/multi\_index/include/boost/multi\_index/detail/invariant\_assert.hpp

libs/multi\_index/include/boost/multi\_index/detail/rnk\_index\_ops.hpp  
libs/multi\_index/include/boost/multi\_index/detail/base\_type.hpp  
libs/multi\_index/include/boost/multi\_index/detail/node\_type.hpp  
libs/multi\_index/include/boost/multi\_index/detail/bucket\_array.hpp  
libs/multi\_index/include/boost/multi\_index/detail/hash\_index\_args.hpp  
libs/multi\_index/include/boost/multi\_index/detail/is\_transparent.hpp  
libs/multi\_index/include/boost/multi\_index/detail/hash\_index\_iterator.hpp  
libs/multi\_index/include/boost/multi\_index/detail/archive\_constructed.hpp  
libs/multi\_index/include/boost/multi\_index/detail/index\_loader.hpp  
libs/multi\_index/include/boost/multi\_index/detail/rnd\_index\_node.hpp  
libs/multi\_index/include/boost/multi\_index/detail/uintptr\_type.hpp  
libs/multi\_index/include/boost/multi\_index/detail/do\_not\_copy\_elements\_tag.hpp  
libs/multi\_index/include/boost/multi\_index/detail/rnd\_index\_loader.hpp  
libs/multi\_index/include/boost/multi\_index/detail/promotes\_arg.hpp  
libs/multi\_index/include/boost/multi\_index/detail/adl\_swap.hpp  
libs/multi\_index/include/boost/multi\_index/detail/ord\_index\_impl\_fwd.hpp  
libs/multi\_index/include/boost/multi\_index/detail/rnd\_index\_ptr\_array.hpp  
libs/multi\_index/include/boost/multi\_index/detail/ord\_index\_args.hpp  
libs/multi\_index/include/boost/multi\_index/detail/unbounded.hpp  
libs/multi\_index/include/boost/multi\_index/detail/auto\_space.hpp  
libs/multi\_index/include/boost/multi\_index/detail/has\_tag.hpp  
libs/multi\_index/include/boost/multi\_index/detail/cons\_stdtuple.hpp  
libs/multi\_index/include/boost/multi\_index/random\_access\_index\_fwd.hpp  
libs/multi\_index/include/boost/multi\_index/global\_fun.hpp  
libs/multi\_index/include/boost/multi\_index/tag.hpp  
libs/multi\_index/include/boost/multi\_index/ranked\_index\_fwd.hpp  
libs/multi\_index/include/boost/multi\_index/indexed\_by.hpp  
libs/multi\_index/include/boost/multi\_index/ranked\_index.hpp  
libs/multi\_index/include/boost/multi\_index/sequenced\_index\_fwd.hpp  
libs/multi\_index/include/boost/multi\_index/ordered\_index\_fwd.hpp  
libs/multi\_index/include/boost/multi\_index/safe\_mode\_errors.hpp  
libs/multi\_index/include/boost/multi\_index/member.hpp  
libs/multi\_index/include/boost/multi\_index/sequenced\_index.hpp  
libs/multi\_index/include/boost/multi\_index/key.hpp  
libs/multi\_index/include/boost/multi\_index/key\_extractors.hpp  
libs/multi\_index/include/boost/multi\_index/identity\_fwd.hpp  
libs/multi\_index/include/boost/multi\_index/hashed\_index\_fwd.hpp  
libs/multi\_index/include/boost/multi\_index/ordered\_index.hpp  
libs/multi\_index/include/boost/multi\_index/random\_access\_index.hpp  
libs/multi\_index/include/boost/multi\_index/identity.hpp  
libs/multi\_index/include/boost/multi\_index/mem\_fun.hpp  
libs/multi\_index/include/boost/multi\_index/hashed\_index.hpp  
libs/multi\_index/include/boost/multi\_index\_container.hpp  
libs/multi\_index/include/boost/multi\_index\_container\_fwd.hpp  
libs/multi\_index/example/non\_default\_ctor.cpp  
libs/multi\_index/example/fun\_key.cpp  
libs/multi\_index/example/basic.cpp  
libs/multi\_index/example/composite\_keys.cpp

libs/multi\_index/example/serialization.cpp  
libs/multi\_index/example/complex\_structs.cpp  
libs/multi\_index/example/rearrange.cpp  
libs/multi\_index/example/random\_access.cpp  
libs/multi\_index/example/sequenced.cpp  
libs/multi\_index/example/hashed.cpp  
libs/multi\_index/example/bimap.cpp  
libs/multi\_index/example/Jamfile.v2  
libs/multi\_index/example/ip\_allocator.cpp  
libs/multi\_index/appveyor.yml  
libs/multi\_index/.travis.yml  
libs/multi\_index/doc/style.css  
libs/multi\_index/test/test\_hash\_ops\_main.cpp  
libs/multi\_index/test/test\_serialization.cpp  
libs/multi\_index/test/test\_safe\_mode.hpp  
libs/multi\_index/test/test\_copy\_assignment.hpp  
libs/multi\_index/test/test\_list\_ops.hpp  
libs/multi\_index/test/test\_key\_extractors.hpp  
libs/multi\_index/test/test\_update.hpp  
libs/multi\_index/test/test\_key.hpp  
libs/multi\_index/test/test\_serialization1.cpp  
libs/multi\_index/test/test\_alloc\_awareness\_main.cpp  
libs/multi\_index/test/test\_serialization3.cpp  
libs/multi\_index/test/test\_serialization\_template.hpp  
libs/multi\_index/test/test\_list\_ops\_main.cpp  
libs/multi\_index/test/test\_rank\_ops.cpp  
libs/multi\_index/test/test\_set\_ops\_main.cpp  
libs/multi\_index/test/test\_rank\_ops\_main.cpp  
libs/multi\_index/test/test\_key\_main.cpp  
libs/multi\_index/test/test\_composite\_key.hpp  
libs/multi\_index/test/test\_observers\_main.cpp  
libs/multi\_index/test/test\_serialization1.hpp  
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libs/multi\_index/test/test\_modifiers.cpp  
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libs/fusion/test/algorithm/remove.cpp  
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libs/fusion/test/sequence/adapt\_struct\_named.cpp  
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libs/fusion/test/sequence/transform\_view.cpp  
libs/fusion/test/sequence/adapt\_struct.cpp  
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libs/fusion/test/sequence/adapt\_adt.cpp  
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tools/auto\_index/doc/html/boostbook.css  
tools/boostbook/xsl/callout.xsl  
tools/quickbook/test/stub.cpp  
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tools/quickbook/src/code\_snippet.cpp  
tools/quickbook/src/template\_stack.hpp  
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libs/phoenix/test/scope/lambda\_tests17.cpp  
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libs/phoenix/include/boost/phoenix/core/debug.hpp

libs/phoenix/include/boost/phoenix/function/adapt\_function.hpp

libs/phoenix/test/include/core/debug.cpp

libs/phoenix/test/regression/bug4853.cpp

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Files:

libs/spirit/classic/test/negated\_eps\_p\_test.cpp

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Files:

libs/spirit/include/boost/spirit/home/classic/utility/funcitor\_parser.hpp

libs/spirit/classic/example/fundamental/funcitor\_parser.cpp

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Files:



libs/spirit/include/boost/spirit/home/classic/dynamic/if.hpp

libs/spirit/include/boost/spirit/home/classic/dynamic.hpp

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libs/phoenix/include/boost/phoenix/core/detail/function\_eval.hpp

libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/function\_eval\_expr\_40.hpp

libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/function\_eval\_expr\_50.hpp

libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/function\_eval\_expr\_20.hpp

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libs/fusion/include/boost/fusion/view/filter\_view/filter\_view\_iterator.hpp

libs/fusion/include/boost/fusion/view/transform\_view/detail/deref\_impl.hpp

libs/fusion/include/boost/fusion/view/transform\_view/detail/value\_of\_impl.hpp

libs/fusion/include/boost/fusion/container/vector/detail/cpp03/vector.hpp

libs/fusion/include/boost/fusion/container/map/detail/value\_at\_key\_impl.hpp

libs/fusion/include/boost/fusion/algorithm/transformation/remove\_if.hpp

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libs/fusion/test/algorithm/for\_each.cpp

libs/fusion/test/sequence/vector\_move.cpp

libs/fusion/test/sequence/map\_move.cpp

libs/fusion/test/sequence/deque\_move.cpp

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libs/fusion/test/Jamfile

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Files:

libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_eval\_20.hpp

libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_eval\_10.hpp

libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_eval\_result\_of\_40.hpp

libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_eval\_30.hpp

libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_eval\_result\_of\_30.hpp

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libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_eval\_40.hpp  
libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_eval\_result\_of\_20.hpp  
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libs/phoenix/include/boost/phoenix/operator/detail/cpp03/mem\_fun\_ptr\_eval.hpp  
libs/phoenix/include/boost/phoenix/operator/detail/cpp03/mem\_fun\_ptr\_eval\_result\_of.hpp  
libs/phoenix/include/boost/phoenix/operator/member.hpp

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libs/spirit/include/boost/spirit/home/classic/dynamic/while.hpp

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libs/spirit/include/boost/spirit/home/classic/core/composite/epsilon.hpp

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libs/spirit/include/boost/spirit/home/classic/core/primitives/impl/primitives.hpp

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libs/spirit/classic/test/primitives\_tests.cpp

libs/spirit/classic/test/parametric\_tests.cpp

libs/spirit/classic/test/symbols\_tests.cpp

tools/quickbook/test/unit/symbols\_tests.cpp

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libs/detail/doc/html/boostbook.css  
libs/python/doc/boostbook.css  
libs/python/doc/numpy/\_static/boost.css  
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libs/gil/doc/\_static/boost.css  
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Files:

libs/phoenix/test/boost\_bind\_compatibility/bind\_fn2\_test.cpp

libs/phoenix/test/boost\_bind\_compatibility/bind\_eq2\_test.cpp

libs/phoenix/test/boost\_bind\_compatibility/bind\_unary\_addr.cpp

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libs/phoenix/test/boost\_bind\_compatibility/bind\_rv\_sp5\_test.cpp

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libs/phoenix/test/boost\_bind\_compatibility/bind\_rv\_sp3\_test.cpp  
libs/phoenix/test/boost\_bind\_compatibility/bind\_stdcall\_mf\_test.cpp  
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libs/phoenix/test/boost\_bind\_compatibility/bind\_fnobj2\_test.cpp  
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libs/phoenix/test/boost\_bind\_compatibility/bind\_stateful\_test.cpp  
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libs/phoenix/test/boost\_bind\_compatibility/bind\_fastcall\_mf\_test.cpp  
libs/phoenix/test/boost\_bind\_compatibility/bind\_fastcall\_test.cpp

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libs/spirit/include/boost/spirit/repository/home/qi/directive/kwd.hpp

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libs/spirit/repository/test/qi/keywords.cpp

libs/spirit/workbench/qi/keywords.cpp

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libs/phoenix/include/boost/phoenix/operator.hpp

libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/argument\_no\_predefined\_20.hpp

libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/actor\_operator\_30.hpp

libs/phoenix/include/boost/phoenix/core/detail/cpp03/preprocessed/actor\_result\_of\_40.hpp

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libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_gen\_40.hpp

libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_gen\_50.hpp

libs/phoenix/include/boost/phoenix/operator/detail/cpp03/preprocessed/mem\_fun\_ptr\_gen\_20.hpp

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libs/phoenix/include/boost/phoenix/function/detail/cpp03/preprocessed/function\_operator\_40.hpp  
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libs/phoenix/include/boost/phoenix/scope/this.hpp  
libs/phoenix/include/boost/phoenix/fusion.hpp  
libs/phoenix/include/boost/phoenix/object/delete.hpp  
libs/phoenix/include/boost/phoenix/object/dynamic\_cast.hpp  
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libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/construct\_40.hpp  
libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/construct\_eval\_30.hpp  
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libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/construct\_eval\_20.hpp  
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libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/construct\_eval\_50.hpp  
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libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/new\_eval\_10.hpp  
libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/new\_40.hpp  
libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/construct\_50.hpp  
libs/phoenix/include/boost/phoenix/object/detail/cpp03/preprocessed/construct\_eval\_40.hpp  
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libs/phoenix/include/boost/phoenix/object/detail/cpp03/construct\_eval.hpp  
libs/phoenix/include/boost/phoenix/object/detail/cpp03/new.hpp  
libs/phoenix/include/boost/phoenix/object/detail/target.hpp  
libs/phoenix/include/boost/phoenix/object/construct.hpp  
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libs/phoenix/include/boost/phoenix/object/static\_cast.hpp  
libs/phoenix/include/boost/phoenix/object/const\_cast.hpp  
libs/phoenix/include/boost/phoenix/support/preprocessed/vector\_50.hpp  
libs/phoenix/include/boost/phoenix/support/preprocessed/vector\_10.hpp  
libs/phoenix/include/boost/phoenix/support/preprocessed/vector\_20.hpp  
libs/phoenix/include/boost/phoenix/support/preprocessed/vector\_30.hpp  
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libs/phoenix/include/boost/phoenix/support/vector.hpp  
libs/phoenix/include/boost/phoenix.hpp  
libs/phoenix/example/invert.cpp  
libs/phoenix/example/container\_actor.cpp  
libs/phoenix/example/define\_expression.cpp  
libs/phoenix/doc/advanced.qbk  
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libs/phoenix/test/include/phoenix.cpp  
libs/phoenix/test/include/core/call.cpp  
libs/phoenix/test/scope/bug3289.cpp  
libs/phoenix/test/regression/bug6040.cpp  
libs/phoenix/test/regression/bug5968.cpp  
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Files:

libs/spirit/classic/example/techniques/no\_rules\_with\_typeof/rule\_parser\_2\_2.cpp  
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libs/fusion/include/boost/fusion/support/sequence\_base.hpp  
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libs/spirit/include/boost/spirit/home/classic/utility/distinct.hpp  
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2002-2003 Toon Knapen

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Files:

libs/multiprecision/test/ublas\_interop/test43.cpp

libs/multiprecision/test/ublas\_interop/test72.cpp

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libs/multiprecision/test/ublas\_interop/test3.hpp

libs/multiprecision/test/ublas\_interop/test7.cpp

libs/multiprecision/test/ublas\_interop/test63.cpp

libs/multiprecision/test/ublas\_interop/test4.hpp

libs/multiprecision/test/ublas\_interop/test33.cpp

libs/multiprecision/test/ublas\_interop/test32.cpp

libs/multiprecision/test/ublas\_interop/test5.hpp

libs/multiprecision/test/ublas\_interop/test42.cpp

libs/multiprecision/test/ublas\_interop/test21.cpp

libs/multiprecision/test/ublas\_interop/test12.cpp

libs/multiprecision/test/ublas\_interop/test6.cpp

libs/multiprecision/test/ublas\_interop/test62.cpp

libs/multiprecision/test/ublas\_interop/test3.cpp

libs/multiprecision/test/ublas\_interop/test52.cpp

libs/multiprecision/test/ublas\_interop/test4.cpp

libs/multiprecision/test/ublas\_interop/test71.cpp

libs/multiprecision/test/ublas\_interop/test11.cpp

libs/multiprecision/test/ublas\_interop/test1.cpp

libs/multiprecision/test/ublas\_interop/test31.cpp

libs/multiprecision/test/ublas\_interop/test73.cpp

libs/multiprecision/test/ublas\_interop/test7.hpp

libs/multiprecision/test/ublas\_interop/test22.cpp

libs/multiprecision/test/ublas\_interop/test5.cpp  
libs/multiprecision/test/ublas\_interop/test23.cpp  
libs/multiprecision/test/ublas\_interop/test13.cpp  
libs/multiprecision/test/ublas\_interop/test53.cpp  
libs/multiprecision/test/ublas\_interop/test1.hpp  
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libs/numeric/ublas/include/boost/numeric/ublas/detail/temporary.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/definitions.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/iterator.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/vector\_assign.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/matrix\_assign.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/concepts.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/config.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/duff.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/detail/documentation.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/matrix\_expression.hpp  
libs/numeric/ublas/include/boost/numeric/ublas/vector\_expression.hpp  
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libs/numeric/ublas/include/boost/numeric/ublas/storage\_sparse.hpp  
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libs/numeric/ublas/include/boost/numeric/ublas/storage.hpp  
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libs/numeric/ublas/doc/samples/vector\_unary.cpp  
libs/numeric/ublas/doc/samples/matrix\_range.cpp  
libs/numeric/ublas/doc/samples/mapped\_vector.cpp  
libs/numeric/ublas/doc/samples/matrix\_matrix\_solve.cpp  
libs/numeric/ublas/doc/samples/matrix\_slice\_project.cpp  
libs/numeric/ublas/doc/samples/vector\_unary\_redux.cpp  
libs/numeric/ublas/doc/samples/unbounded\_array.cpp  
libs/numeric/ublas/doc/samples/matrix\_slice.cpp  
libs/numeric/ublas/doc/samples/zero\_vector.cpp  
libs/numeric/ublas/doc/samples/slice.cpp  
libs/numeric/ublas/doc/samples/matrix\_unary.cpp  
libs/numeric/ublas/doc/samples/vector\_binary\_redux.cpp  
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libs/numeric/ublas/doc/samples/matrix\_matrix\_binary.cpp  
libs/numeric/ublas/doc/samples/range.cpp  
libs/numeric/ublas/doc/samples/matrix\_vector\_range.cpp  
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libs/numeric/ublas/doc/samples/symmetric\_matrix.cpp  
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libs/numeric/ublas/doc/samples/matrix\_vector\_solve.cpp  
libs/numeric/ublas/doc/samples/matrix\_range\_project.cpp  
libs/numeric/ublas/doc/samples/hermitian\_matrix.cpp  
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libs/numeric/ublas/doc/samples/triangular\_adaptor.cpp  
libs/numeric/ublas/doc/samples/matrix\_vector\_binary.cpp  
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Files:

tools/build/src/engine/build\_vms.com

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Files:

libs/math/include/boost/math/special\_functions/detail/fp\_traits.hpp

libs/math/example/inspect\_fp.cpp

libs/math/test/almost\_equal.hpp

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Files:

libs/math/include/boost/math/special\_functions/fpclassify.hpp

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libs/math/include/boost/math/special\_functions/nonfinite\_num\_facets.hpp

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Files:

libs/phoenix/test/function/adapt\_function.cpp

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libs/utility/doc/Jamfile.v2  
libs/utility/test/call\_traits\_test.cpp  
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libs/config/include/boost/config/no\_tr1/cmath.hpp  
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libs/config/checks/std/cpp\_lib\_concepts\_20.cpp  
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libs/config/checks/std/cpp\_nontype\_template\_args\_17.cpp  
libs/config/checks/std/cpp\_inheriting\_constructors\_11.cpp  
libs/config/checks/std/cpp\_lib\_is\_final\_14.cpp  
libs/config/checks/std/cpp\_aggregate\_bases\_17.cpp  
libs/config/checks/std/cpp\_fold\_expressions\_17.cpp  
libs/config/checks/std/cpp\_lib\_has\_unique\_object\_representations\_17.cpp  
libs/config/checks/std/cpp\_lib\_byte\_17.cpp

libs/config/checks/std/cpp\_unicode\_characters\_11.cpp  
libs/config/checks/std/cpp\_lib\_raw\_memory\_algorithms\_17.cpp  
libs/config/checks/std/cpp\_lib\_tuple\_element\_t\_14.cpp  
libs/config/checks/std/cpp\_sized\_deallocation\_14.cpp  
libs/config/checks/std/cpp\_lib\_string\_udls\_14.cpp  
libs/config/checks/std/cpp\_lib\_shared\_mutex\_17.cpp  
libs/config/checks/std/cpp\_lib\_make\_unique\_14.cpp  
libs/config/checks/std/cpp\_constexpr\_17.cpp  
libs/config/checks/std/cpp\_lib\_shared\_ptr\_arrays\_17.cpp  
libs/config/checks/std/cpp\_raw\_strings\_11.cpp  
libs/config/checks/std/cpp\_lib\_atomic\_ref\_20.cpp  
libs/config/checks/std/cpp\_lib\_exchange\_function\_14.cpp  
libs/config/checks/std/cpp\_lib\_ranges\_20.cpp  
libs/config/checks/std/cpp\_lib\_null\_iterators\_14.cpp  
libs/config/checks/std/cpp\_exceptions\_03.cpp  
libs/config/checks/std/cpp\_lib\_bit\_cast\_20.cpp  
libs/config/checks/std/cpp\_user\_defined\_literals\_11.cpp  
libs/config/checks/std/cpp\_lib\_as\_const\_17.cpp  
libs/config/checks/std/cpp\_lib\_scoped\_lock\_17.cpp  
libs/config/checks/std/cpp\_guaranteed\_copy\_elision\_17.cpp  
libs/config/checks/std/cpp\_lib\_bind\_front\_20.cpp  
libs/config/checks/std/cpp\_lib\_erase\_if\_20.cpp  
libs/config/checks/std/cpp\_return\_type\_deduction\_14.cpp  
libs/config/checks/std/cpp\_explicit\_conversion\_11.cpp  
libs/config/checks/std/cpp\_inheriting\_constructors\_17.cpp  
libs/config/checks/std/cpp\_structured\_bindings\_17.cpp  
libs/config/checks/std/cpp\_lib\_transformation\_trait\_aliases\_14.cpp  
libs/config/checks/std/cpp\_lib\_make\_reverse\_iterator\_14.cpp  
libs/config/checks/std/cpp\_threadsafe\_static\_init\_11.cpp  
libs/config/checks/std/cpp\_lib\_filesystem\_17.cpp  
libs/config/checks/std/cpp\_lib\_atomic\_is\_always\_lock\_free\_17.cpp  
libs/config/checks/std/cpp\_lib\_apply\_17.cpp  
libs/config/checks/std/cpp\_deduction\_guides\_17.cpp  
libs/config/checks/std/cpp\_lib\_hypot\_17.cpp  
libs/config/checks/std/cpp\_lib\_bool\_constant\_17.cpp  
libs/config/checks/std/cpp\_unicode\_literals\_11.cpp  
libs/config/checks/std/cpp\_binary\_literals\_14.cpp  
libs/config/checks/std/cpp\_generic\_lambdas\_14.cpp  
libs/config/checks/std/cpp\_lib\_memory\_resource\_17.cpp  
libs/config/checks/std/cpp\_nontype\_template\_parameter\_auto\_17.cpp  
libs/config/checks/std/cpp\_lib\_generic\_unordered\_lookup\_20.cpp  
libs/config/checks/std/cpp\_lib\_parallel\_algorithm\_17.cpp  
libs/config/checks/std/cpp\_lib\_robust\_nonmodifying\_seq\_ops\_14.cpp  
libs/config/checks/std/cpp\_impl\_destroying\_delete\_20.cpp  
libs/config/checks/std/cpp\_lib\_clamp\_17.cpp  
libs/config/checks/std/cpp\_lib\_unordered\_map\_try\_emplace\_17.cpp  
libs/config/checks/std/cpp\_lib\_shared\_timed\_mutex\_14.cpp  
libs/config/checks/std/cpp\_lib\_enable\_shared\_from\_this\_17.cpp

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libs/config/checks/std/cpp\_lib\_shared\_ptr\_weak\_type\_17.cpp  
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libs/config/checks/std/cpp\_lib\_char8\_t\_20.cpp  
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libs/config/checks/std/cpp\_lib\_void\_t\_17.cpp  
libs/config/checks/std/cpp\_lib\_chrono\_udls\_14.cpp  
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libs/config/checks/std/cpp\_lib\_result\_of\_sfinae\_14.cpp  
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libs/config/checks/std/cpp\_lib\_is\_constant\_evaluated\_20.cpp  
libs/config/checks/std/cpp\_init\_captures\_14.cpp  
libs/config/checks/std/cpp\_lib\_is\_swappable\_17.cpp  
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libs/config/checks/std/cpp\_lib\_generic\_associative\_lookup\_14.cpp  
libs/config/checks/std/cpp\_lib\_sample\_17.cpp  
libs/config/checks/std/cpp\_lib\_is\_aggregate\_17.cpp  
libs/config/checks/std/cpp\_lib\_addressof\_constexpr\_17.cpp  
libs/config/checks/std/cpp\_lib\_gcd\_lcm\_17.cpp  
libs/config/checks/std/cpp\_variable\_templates\_14.cpp  
libs/config/checks/std/cpp\_lib\_node\_extract\_17.cpp  
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libs/config/checks/std/cpp\_static\_assert\_17.cpp  
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libs/config/checks/std/cpp\_lib\_transparent\_operators\_14.cpp  
libs/config/checks/std/cpp\_lib\_map\_try\_emplace\_17.cpp  
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libs/config/checks/std/cpp\_lib\_laundry\_17.cpp  
libs/config/checks/std/cpp\_lib\_three\_way\_comparison\_20.cpp  
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libs/config/checks/std/cpp\_lib\_variant\_17.cpp  
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libs/config/checks/std/cpp\_lib\_not\_fn\_17.cpp  
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libs/config/checks/std/cpp\_capture\_star\_this\_17.cpp  
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libs/config/checks/std/cpp\_lib\_string\_view\_17.cpp  
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libs/config/checks/std/cpp\_lib\_quoted\_string\_io\_14.cpp  
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libs/math/test/erf\_data.ipp  
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libs/math/test/igamma\_small\_data.ipp  
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libs/math/include/boost/math/special\_functions/lambert\_w.hpp  
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doc/test/test\_HTML4\_symbols.qbk

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libs/numeric/odeint/test/stepper\_with\_ranges.cpp  
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libs/numeric/odeint/test/implicit\_euler.cpp  
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libs/numeric/odeint/test/generic\_stepper.cpp  
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libs/numeric/odeint/test/is\_resizeable.cpp  
libs/numeric/odeint/test/dummy\_steppers.hpp  
libs/numeric/odeint/test/adams\_moulton.cpp  
libs/numeric/odeint/test/times\_iterator.cpp  
libs/numeric/odeint/test/runge\_kutta\_controlled\_concepts.cpp  
libs/numeric/odeint/test/range\_algebra.cpp  
libs/numeric/odeint/test/default\_operations.cpp  
libs/numeric/odeint/test/rosenbrock4\_mp.cpp  
libs/numeric/odeint/test/multi\_array.cpp  
libs/numeric/odeint/test/regression/regression\_189.cpp  
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libs/numeric/odeint/test/regression/regression\_147.cpp  
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libs/numeric/odeint/examples/harmonic\_oscillator.cpp  
libs/numeric/odeint/test/algebra\_dispatcher.cpp  
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libs/numeric/odeint/test/Jamfile.v2  
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libs/process/include/boost/process/detail/traits.hpp  
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libs/process/include/boost/process/detail/posix/env\_init.hpp  
libs/process/include/boost/process/detail/posix/file\_descriptor.hpp  
libs/process/include/boost/process/detail/posix/io\_context\_ref.hpp  
libs/process/include/boost/process/detail/posix/handles.hpp  
libs/process/include/boost/process/detail/posix/basic\_cmd.hpp  
libs/process/include/boost/process/detail/posix/asio\_fwd.hpp  
libs/process/include/boost/process/detail/posix/group\_ref.hpp  
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libs/process/include/boost/process/detail/posix/on\_exit.hpp  
libs/process/include/boost/process/detail/posix/handler.hpp  
libs/process/include/boost/process/detail/posix/group\_handle.hpp  
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libs/process/include/boost/process/detail/traits/env.hpp  
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libs/process/include/boost/process/detail/traits/cmd\_or\_exe.hpp  
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libs/process/include/boost/process/env.hpp  
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libs/process/test/async\_system\_stackful.cpp  
libs/process/test/async\_system\_future.cpp  
libs/process/test/no\_ansi\_apps.cpp  
libs/process/test/sub\_launcher.cpp  
libs/process/test/async\_system\_stackful\_except.cpp  
libs/process/test/limit\_fd.cpp  
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libs/process/test/pipe.cpp  
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libs/fusion/test/support/pair\_set.cpp  
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libs/static\_string/include/boost/static\_string/config.hpp

libs/static\_string/doc/qbk/main.qbk

libs/static\_string/doc/qbk/index.xml

libs/static\_string/doc/Jamfile

libs/static\_string/test/static\_string.cpp

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Files:

libs/gil/test/extension/numeric/resample.cpp

libs/gil/test/extension/numeric/pixel\_numeric\_operations\_float.cpp

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Files:

libs/chrono/test/duration/rounding\_pass.cpp

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Files:

libs/pool/test/test\_simple\_seg\_storage.cpp  
libs/pool/test/test\_msvc\_mem\_leak\_detect.cpp  
libs/pool/test/test\_bug\_4960.cpp  
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Files:

libs/pool/test/test\_simple\_seg\_storage.hpp  
libs/pool/test/test\_pool\_alloc.cpp  
libs/pool/test/track\_allocator.hpp

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libs/compute/include/boost/compute/detail/variadic\_macros.hpp  
libs/compute/include/boost/compute/detail/work\_size.hpp  
libs/compute/include/boost/compute/detail/lru\_cache.hpp  
libs/compute/include/boost/compute/detail/print\_range.hpp  
libs/compute/include/boost/compute/detail/vendor.hpp  
libs/compute/include/boost/compute/detail/is\_buffer\_iterator.hpp  
libs/compute/include/boost/compute/detail/getenv.hpp  
libs/compute/include/boost/compute/detail/iterator\_plus\_distance.hpp  
libs/compute/include/boost/compute/detail/is\_contiguous\_iterator.hpp  
libs/compute/include/boost/compute/detail/iterator\_range\_size.hpp  
libs/compute/include/boost/compute/detail/get\_object\_info.hpp  
libs/compute/include/boost/compute/detail/literal.hpp  
libs/compute/include/boost/compute/detail/duration.hpp  
libs/compute/include/boost/compute/detail/mpl\_vector\_to\_tuple.hpp  
libs/compute/include/boost/compute/detail/read\_write\_single\_value.hpp  
libs/compute/include/boost/compute/detail/nvidia\_compute\_capability.hpp  
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libs/compute/include/boost/compute/detail/path.hpp  
libs/compute/include/boost/compute/detail/parameter\_cache.hpp  
libs/compute/include/boost/compute/detail/sha1.hpp

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libs/compute/include/boost/compute/utility/program\_cache.hpp  
libs/compute/include/boost/compute/utility/source.hpp  
libs/compute/include/boost/compute/utility/wait\_list.hpp  
libs/compute/include/boost/compute/utility/extents.hpp  
libs/compute/include/boost/compute/utility/invoke.hpp  
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libs/compute/include/boost/compute/random/mersenne\_twister\_engine.hpp  
libs/compute/include/boost/compute/random/uniform\_real\_distribution.hpp  
libs/compute/include/boost/compute/random/normal\_distribution.hpp  
libs/compute/include/boost/compute/exception/unsupported\_extension\_error.hpp  
libs/compute/include/boost/compute/exception/context\_error.hpp  
libs/compute/include/boost/compute/exception/no\_device\_found.hpp  
libs/compute/include/boost/compute/exception/opencv\_error.hpp  
libs/compute/include/boost/compute/version.hpp  
libs/compute/include/boost/compute/async.hpp  
libs/compute/include/boost/compute/event.hpp  
libs/compute/include/boost/compute/exception.hpp  
libs/compute/include/boost/compute/context.hpp  
libs/compute/include/boost/compute/algorithm.hpp  
libs/compute/include/boost/compute/core.hpp  
libs/compute/include/boost/compute/image3d.hpp  
libs/compute/include/boost/compute/user\_event.hpp  
libs/compute/include/boost/compute/image\_format.hpp  
libs/compute/include/boost/compute/memory\_object.hpp  
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libs/compute/include/boost/compute/type\_traits/scalar\_type.hpp  
libs/compute/include/boost/compute/type\_traits/is\_device\_iterator.hpp  
libs/compute/include/boost/compute/type\_traits/type\_name.hpp  
libs/compute/include/boost/compute/type\_traits/is\_vector\_type.hpp  
libs/compute/include/boost/compute/type\_traits/type\_definition.hpp  
libs/compute/include/boost/compute/type\_traits/vector\_size.hpp  
libs/compute/include/boost/compute/type\_traits/is\_fundamental.hpp  
libs/compute/include/boost/compute/type\_traits/result\_of.hpp  
libs/compute/include/boost/compute/type\_traits/common\_type.hpp  
libs/compute/include/boost/compute/type\_traits/make\_vector\_type.hpp  
libs/compute/include/boost/compute/interop/opencv.hpp  
libs/compute/include/boost/compute/interop/qt/qpoint.hpp  
libs/compute/include/boost/compute/interop/qt/qpointf.hpp  
libs/compute/include/boost/compute/interop/qt/qimage.hpp  
libs/compute/include/boost/compute/interop/qt/qtgui.hpp  
libs/compute/include/boost/compute/interop/qt/qtcore.hpp  
libs/compute/include/boost/compute/interop/qt/qvector.hpp  
libs/compute/include/boost/compute/interop/eigen.hpp  
libs/compute/include/boost/compute/interop/opencv/core.hpp  
libs/compute/include/boost/compute/interop/opencv/ocl.hpp  
libs/compute/include/boost/compute/interop/opencv/highgui.hpp  
libs/compute/include/boost/compute/interop/opencv/acquire.hpp

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libs/compute/include/boost/compute/interop/opengl/opengl\_buffer.hpp  
libs/compute/include/boost/compute/interop/opengl/cl\_gl.hpp  
libs/compute/include/boost/compute/interop/opengl/opengl\_texture.hpp  
libs/compute/include/boost/compute/interop/opengl/gl.hpp  
libs/compute/include/boost/compute/interop/opengl/opengl\_renderbuffer.hpp  
libs/compute/include/boost/compute/interop/opengl/cl\_gl\_ext.hpp  
libs/compute/include/boost/compute/interop/vtk/matrix4x4.hpp  
libs/compute/include/boost/compute/interop/vtk/bounds.hpp  
libs/compute/include/boost/compute/interop/vtk/points.hpp  
libs/compute/include/boost/compute/interop/vtk/data\_array.hpp  
libs/compute/include/boost/compute/interop/eigen/core.hpp  
libs/compute/include/boost/compute/interop/opencv.hpp  
libs/compute/include/boost/compute/interop/vtk.hpp  
libs/compute/include/boost/compute/interop/qt.hpp  
libs/compute/include/boost/compute/image2d.hpp  
libs/compute/include/boost/compute/type\_traits.hpp  
libs/compute/include/boost/compute/allocator.hpp  
libs/compute/include/boost/compute/memory.hpp  
libs/compute/include/boost/compute/types/builtin.hpp  
libs/compute/include/boost/compute/types/tuple.hpp  
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libs/compute/include/boost/compute/types/struct.hpp  
libs/compute/include/boost/compute/types/fundamental.hpp  
libs/compute/include/boost/compute/system.hpp  
libs/compute/include/boost/compute/container.hpp  
libs/compute/include/boost/compute/buffer.hpp  
libs/compute/include/boost/compute/utility.hpp  
libs/compute/include/boost/compute/iterator.hpp  
libs/compute/include/boost/compute/source.hpp  
libs/compute/include/boost/compute/image.hpp  
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libs/compute/include/boost/compute/experimental/tabulate.hpp  
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libs/compute/include/boost/compute/lambda/make\_pair.hpp  
libs/compute/include/boost/compute/lambda/functional.hpp  
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libs/compute/include/boost/compute/algorithm/detail/count\_if\_with\_threads.hpp  
libs/compute/include/boost/compute/algorithm/detail/serial\_find\_extrema.hpp  
libs/compute/include/boost/compute/algorithm/detail/serial\_reduce.hpp  
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libs/compute/include/boost/compute/algorithm/detail/find\_if\_with\_atomics.hpp  
libs/compute/include/boost/compute/algorithm/detail/radix\_sort.hpp  
libs/compute/include/boost/compute/algorithm/detail/serial\_accumulate.hpp  
libs/compute/include/boost/compute/algorithm/detail/inplace\_reduce.hpp  
libs/compute/include/boost/compute/algorithm/detail/find\_extrema.hpp  
libs/compute/include/boost/compute/algorithm/detail/count\_if\_with\_reduce.hpp  
libs/compute/include/boost/compute/algorithm/detail/reduce\_on\_gpu.hpp  
libs/compute/include/boost/compute/algorithm/detail/copy\_on\_device.hpp  
libs/compute/include/boost/compute/algorithm/reverse.hpp  
libs/compute/include/boost/compute/algorithm/for\_each.hpp  
libs/compute/include/boost/compute/algorithm/replace\_copy.hpp  
libs/compute/include/boost/compute/algorithm/partial\_sum.hpp  
libs/compute/include/boost/compute/algorithm/copy\_if.hpp  
libs/compute/include/boost/compute/algorithm/find.hpp  
libs/compute/include/boost/compute/algorithm/nth\_element.hpp  
libs/compute/include/boost/compute/algorithm/merge.hpp  
libs/compute/include/boost/compute/algorithm/min\_element.hpp  
libs/compute/include/boost/compute/algorithm/for\_each\_n.hpp  
libs/compute/include/boost/compute/algorithm/sort\_by\_key.hpp  
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libs/compute/include/boost/compute/algorithm/equal.hpp  
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libs/compute/include/boost/compute/algorithm/gather.hpp  
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libs/compute/include/boost/compute/algorithm/count.hpp  
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libs/compute/include/boost/compute/algorithm/minmax\_element.hpp  
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libs/compute/example/price\_cross.cpp  
libs/compute/example/time\_copy.cpp  
libs/compute/example/sort\_vector.cpp  
libs/compute/example/CMakeLists.txt  
libs/compute/example/qimage\_blur.cpp  
libs/compute/example/batched\_determinant.cpp  
libs/compute/example/mapped\_view.cpp  
libs/compute/example/resize\_image.cpp  
libs/compute/example/vector\_addition.cpp  
libs/compute/example/amd\_cpp\_kernel.cpp  
libs/compute/example/fizz\_buzz.cpp  
libs/compute/example/simple\_kernel.cpp  
libs/compute/example/host\_sort.cpp  
libs/compute/example/inline\_ptx.cpp  
libs/compute/example/transform\_sqrt.cpp  
libs/compute/example/opencv\_test.cpp  
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libs/compute/example/random\_walk.cpp  
libs/compute/example/opencv\_flip.cpp  
libs/compute/example/copy\_data.cpp  
libs/compute/example/k\_means.cpp  
libs/compute/example/hello\_world.cpp  
libs/compute/example/opengl\_sphere.cpp  
libs/compute/example/mandelbrot.cpp  
libs/compute/example/list\_devices.cpp  
libs/compute/example/longest\_vector.cpp  
libs/compute/example/print\_vector.cpp  
libs/compute/example/memory\_limits.cpp  
libs/compute/example/black\_scholes.cpp  
libs/compute/CMakeLists.txt  
libs/compute/doc/performance.qbk  
libs/compute/doc/porting\_guide.qbk  
libs/compute/doc/interop.qbk  
libs/compute/doc/introduction.qbk  
libs/compute/doc/advanced\_topics.qbk  
libs/compute/doc/getting\_started.qbk  
libs/compute/doc/platforms\_and\_compilers.qbk  
libs/compute/doc/compute.qbk  
libs/compute/doc/faq.qbk  
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libs/compute/doc/tutorial.qbk  
libs/compute/doc/design.qbk  
libs/compute/test/test\_radix\_sort.cpp

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libs/compute/test/test\_opengl\_error.cpp  
libs/compute/test/test\_closure.cpp  
libs/compute/test/test\_replace.cpp  
libs/compute/test/test\_command\_queue.cpp  
libs/compute/test/test\_malloc.cpp  
libs/compute/test/test\_wait\_list.cpp  
libs/compute/test/test\_functional\_bind.cpp  
libs/compute/test/test\_for\_each.cpp  
libs/compute/test/test\_equal\_range.cpp  
libs/compute/test/test\_discard\_iterator.cpp  
libs/compute/test/test\_count.cpp  
libs/compute/test/test\_dynamic\_bitset.cpp  
libs/compute/test/test\_partial\_sum.cpp  
libs/compute/test/CMakeLists.txt  
libs/compute/test/test\_array.cpp  
libs/compute/test/test\_extrema.cpp  
libs/compute/test/test\_image1d.cpp  
libs/compute/test/test\_tuple.cpp  
libs/compute/test/test\_reverse.cpp  
libs/compute/test/test\_any\_all\_none\_of.cpp  
libs/compute/test/test\_transform\_reduce.cpp  
libs/compute/test/test\_copy\_if.cpp  
libs/compute/test/test\_device.cpp  
libs/compute/test/test\_find.cpp  
libs/compute/test/test\_kernel.cpp  
libs/compute/test/test\_counting\_iterator.cpp  
libs/compute/test/test\_lambda.cpp  
libs/compute/test/test\_is\_sorted.cpp  
libs/compute/test/test\_inplace\_reduce.cpp  
libs/compute/test/test\_string.cpp  
libs/compute/test/test\_invoke.cpp  
libs/compute/test/test\_transform\_if.cpp  
libs/compute/test/test\_binary\_search.cpp  
libs/compute/test/test\_buffer\_allocator.cpp  
libs/compute/test/test\_clamp\_range.cpp  
libs/compute/test/test\_reduce.cpp  
libs/compute/test/test\_flat\_map.cpp  
libs/compute/test/test\_context.cpp  
libs/compute/test/test\_functional\_hash.cpp  
libs/compute/test/test\_sort\_by\_key.cpp  
libs/compute/test/test\_random\_shuffle.cpp  
libs/compute/test/test\_copy.cpp  
libs/compute/test/test\_stack.cpp  
libs/compute/test/test\_local\_buffer.cpp  
libs/compute/test/test\_normal\_distribution.cpp  
libs/compute/test/extra/CMakeLists.txt  
libs/compute/test/extra/test\_interop\_eigen.cpp

libs/compute/test/extra/test\_multiple\_objects1.cpp  
libs/compute/test/extra/test\_interop\_opengl.cpp  
libs/compute/test/extra/test\_interop\_qt.cpp  
libs/compute/test/extra/test\_multiple\_objects2.cpp  
libs/compute/test/extra/test\_interop\_vtk.cpp  
libs/compute/test/extra/test\_interop\_opencv.cpp  
libs/compute/test/test\_program\_cache.cpp  
libs/compute/test/test\_image2d.cpp  
libs/compute/test/test\_inner\_product.cpp  
libs/compute/test/test\_vector.cpp  
libs/compute/test/test\_scatter.cpp  
libs/compute/test/test\_partition.cpp  
libs/compute/test/test\_extents.cpp  
libs/compute/test/test\_pinned\_allocator.cpp  
libs/compute/test/test\_zip\_iterator.cpp  
libs/compute/test/test\_functional\_convert.cpp  
libs/compute/test/test\_constant\_iterator.cpp  
libs/compute/test/test\_mismatch.cpp  
libs/compute/test/test\_image\_sampler.cpp  
libs/compute/test/test\_buffer\_iterator.cpp  
libs/compute/test/test\_equal.cpp  
libs/compute/test/test\_remove.cpp  
libs/compute/test/test\_user\_defined\_types.cpp  
libs/compute/test/test\_accumulate.cpp  
libs/compute/test/test\_transform\_iterator.cpp  
libs/compute/test/test\_complex.cpp  
libs/compute/test/test\_functional\_unpack.cpp  
libs/compute/test/test\_merge.cpp  
libs/compute/test/test\_async\_wait\_guard.cpp  
libs/compute/test/test\_mersenne\_twister\_engine.cpp  
libs/compute/test/test\_permutation\_iterator.cpp  
libs/compute/test/quirks.hpp  
libs/compute/test/test\_insertion\_sort.cpp  
libs/compute/test/test\_fill.cpp  
libs/compute/test/check\_macros.hpp  
libs/compute/test/test\_user\_event.cpp  
libs/compute/test/test\_mapped\_view.cpp  
libs/compute/test/test\_image3d.cpp  
libs/compute/test/Jamfile.v2  
libs/compute/test/test\_scan.cpp  
libs/compute/test/test\_valarray.cpp  
libs/compute/test/test\_adjacent\_difference.cpp  
libs/compute/test/test\_functional\_as.cpp  
libs/compute/test/test\_uniform\_real\_distribution.cpp  
libs/compute/test/test\_function.cpp  
libs/compute/test/test\_buffer.cpp  
libs/compute/test/test\_pair.cpp  
libs/compute/test/test\_program.cpp

libs/compute/test/test\_no\_device\_found.cpp  
libs/compute/test/test\_iota.cpp  
libs/compute/test/test\_async\_wait.cpp  
libs/compute/test/test\_flat\_set.cpp  
libs/compute/test/test\_tabulate.cpp  
libs/compute/test/test\_adjacent\_find.cpp  
libs/compute/test/test\_struct.cpp  
libs/compute/test/test\_pipe.cpp  
libs/compute/test/test\_result\_of.cpp  
libs/compute/test/test\_amd\_cpp\_kernel\_language.cpp  
libs/compute/test/test\_platform.cpp  
libs/compute/test/test\_functional\_identity.cpp  
libs/compute/test/test\_svm\_ptr.cpp  
libs/compute/test/test\_generate.cpp  
libs/compute/test/test\_transform.cpp  
libs/compute/test/test\_type\_traits.cpp  
libs/compute/test/test\_stable\_sort.cpp  
libs/compute/test/test\_system.cpp  
libs/compute/test/test\_gather.cpp  
libs/compute/test/test\_event.cpp  
libs/compute/test/test\_inplace\_merge.cpp  
libs/compute/test/test\_functional\_popcount.cpp  
libs/compute/test/test\_function\_input\_iterator.cpp  
libs/compute/test/test\_nth\_element.cpp  
libs/compute/test/test\_functional\_get.cpp  
libs/compute/test/test\_types.cpp  
libs/compute/test/test\_sort.cpp  
libs/compute/test/test\_random\_fill.cpp  
libs/compute/perf/perf\_tbb\_sort.cpp  
libs/compute/perf/perf\_sort\_by\_key.cpp  
libs/compute/perf/perf\_is\_sorted.cpp  
libs/compute/perf/perf\_thrust\_saxpy.cu  
libs/compute/perf/perf\_thrust\_merge.cu  
libs/compute/perf/CMakeLists.txt  
libs/compute/perf/perf\_copy\_if.cpp  
libs/compute/perf/perf\_inner\_product.cpp  
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libs/compute/perf/perf\_fill.cpp  
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libs/compute/perf/perf\_thrust\_set\_difference.cu  
libs/compute/perf/perf.py  
libs/compute/perf/perf\_erase\_remove.cpp  
libs/compute/perf/perf\_stl\_count.cpp  
libs/compute/perf/perfdoc.py  
libs/compute/perf/perf\_thrust\_partial\_sum.cu  
libs/compute/perf/perf\_sort.cpp  
libs/compute/perf/perf\_sort\_float.cpp  
libs/compute/perf/perf\_thrust\_inner\_product.cu

libs/compute/perf/perf\_tbb\_merge.cpp  
libs/compute/perf/perf.hpp  
libs/compute/perf/perf\_tbb\_accumulate.cpp  
libs/compute/perf/perf\_thrust\_unique.cu  
libs/compute/perf/perf\_thrust\_partition.cu  
libs/compute/perf/perf\_thrust\_accumulate.cu  
libs/compute/perf/perf\_stl\_inner\_product.cpp  
libs/compute/perf/perf\_thrust\_count.cu  
libs/compute/perf/perf\_thrust\_reverse.cu  
libs/compute/perf/perf\_count.cpp  
libs/compute/perf/perf\_saxpy.cpp  
libs/compute/perf/perf\_merge.cpp  
libs/compute/perf/perf\_thrust\_rotate.cu  
libs/compute/perf/perf\_partial\_sum.cpp  
libs/compute/perf/perf\_stl\_sort.cpp  
libs/compute/perf/perf\_random\_number\_engine.cpp  
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libs/numeric/odeint/include/boost/numeric/odeint/external/nt2/nt2\_copy.hpp

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libs/spirit/test/support/regression\_multi\_pass\_functor.cpp

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libs/range/test/iterator\_range.cpp

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libs/smart\_ptr/include/boost/smart\_ptr/detail/atomic\_count\_gcc.hpp

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libs/contract/example/features/union.cpp  
libs/contract/example/features/lambda.cpp  
libs/contract/example/features/separate\_body.hpp  
libs/contract/example/features/introduction\_comments.cpp  
libs/contract/example/features/access.cpp  
libs/contract/example/features/condition\_if.cpp  
libs/contract/example/features/non\_member.cpp  
libs/contract/example/features/private\_protected\_virtual\_multi.cpp  
libs/contract/example/features/loop.cpp  
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libs/contract/example/features/friend.cpp  
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libs/contract/example/features/friend\_invariant.cpp  
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libs/contract/test/call\_if/true\_void.cpp  
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libs/contract/test/public\_function/decl\_exit\_static\_inv\_all.cpp  
libs/contract/test/public\_function/max\_args\_no\_tva.cpp  
libs/contract/test/public\_function/decl\_entry\_inv\_all.cpp  
libs/contract/test/public\_function/throwing\_body\_virtual\_branch.cpp  
libs/contract/test/public\_function/max\_args2\_no\_tva.cpp  
libs/contract/test/public\_function/throwing\_post.cpp  
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libs/contract/test/public\_function/max\_args1.cpp  
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libs/contract/test/public\_function/decl\_entry\_static\_inv\_mid.cpp  
libs/contract/test/public\_function/decl\_exit\_inv\_ends.cpp

libs/contract/test/public\_function/max\_args1\_no\_tva.cpp  
libs/contract/test/public\_function/throwing\_pre.cpp  
libs/contract/test/public\_function/decl\_exit\_inv\_mid.cpp  
libs/contract/test/public\_function/decl\_exit\_static\_inv\_ends.cpp  
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libs/contract/test/public\_function/protected.cpp  
libs/contract/test/public\_function/virtual\_access.cpp  
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libs/contract/test/public\_function/override.hpp  
libs/contract/test/public\_function/virtual\_branch.cpp  
libs/contract/test/public\_function/static.cpp  
libs/contract/test/public\_function/decl\_post\_all.cpp  
libs/contract/test/public\_function/access.cpp  
libs/contract/test/public\_function/overload.hpp  
libs/contract/test/public\_function/throwing\_body.cpp  
libs/contract/test/public\_function/override\_error.cpp  
libs/contract/test/public\_function/throwing\_body\_virtual.cpp  
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libs/contract/test/public\_function/max\_bases.cpp  
libs/contract/test/public\_function/decl\_post\_none.cpp  
libs/contract/test/public\_function/decl\_pre\_ends.cpp  
libs/contract/test/public\_function/max\_args2.cpp  
libs/contract/test/public\_function/decl.hpp  
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libs/contract/test/public\_function/max\_args0.cpp  
libs/contract/test/public\_function/decl\_entry\_inv\_mid.cpp  
libs/contract/test/public\_function/ifdef.cpp  
libs/contract/test/public\_function/friend.cpp  
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libs/contract/test/public\_function/max\_args.cpp  
libs/contract/test/public\_function/decl\_entry\_static\_inv\_ends.cpp  
libs/contract/test/public\_function/decl\_pre\_none.cpp  
libs/contract/test/public\_function/old\_virtual.cpp  
libs/contract/test/public\_function/static\_throwing\_old.cpp  
libs/contract/test/public\_function/decl\_exit\_static\_inv\_mid.cpp  
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libs/contract/test/public\_function/decl\_pre\_all.cpp  
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libs/contract/test/public\_function/decl\_post\_mid.cpp  
libs/contract/test/public\_function/max\_args0\_no\_tva.cpp  
libs/contract/test/public\_function/decl\_entry\_static\_inv\_none.cpp  
libs/contract/test/public\_function/decl\_exit\_inv\_none.cpp  
libs/contract/test/public\_function/smoke.hpp  
libs/contract/test/public\_function/ifdef\_macro.cpp  
libs/contract/test/public\_function/overload.cpp

libs/contract/test/public\_function/static\_ifdef.cpp  
libs/contract/test/public\_function/decl\_entry\_inv\_ends.cpp  
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libs/contract/test/public\_function/override\_permissive.cpp  
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libs/contract/test/destructor/decl\_exit\_static\_inv\_all.cpp  
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libs/contract/test/destructor/throwing\_post.cpp  
libs/contract/test/destructor/smoke.cpp  
libs/contract/test/destructor/decl\_entry\_static\_inv\_mid.cpp  
libs/contract/test/destructor/decl\_exit\_static\_inv\_ends.cpp  
libs/contract/test/destructor/decl\_post\_all.cpp  
libs/contract/test/destructor/access.cpp  
libs/contract/test/destructor/throwing\_body.cpp  
libs/contract/test/destructor/decl\_post\_none.cpp  
libs/contract/test/destructor/decl.hpp  
libs/contract/test/destructor/throwing\_old.cpp  
libs/contract/test/destructor/decl\_entry\_inv\_mid.cpp  
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libs/contract/test/destructor/decl\_entry\_static\_inv\_ends.cpp  
libs/contract/test/destructor/decl\_exit\_static\_inv\_mid.cpp  
libs/contract/test/destructor/decl\_post\_mid.cpp  
libs/contract/test/destructor/decl\_entry\_static\_inv\_none.cpp  
libs/contract/test/destructor/ifdef\_macro.cpp  
libs/contract/test/destructor/decl\_entry\_inv\_ends.cpp  
libs/contract/test/destructor/decl\_entry\_inv\_none.cpp  
libs/contract/test/destructor/decl\_post\_ends.cpp  
libs/contract/test/destructor/decl\_exit\_static\_inv\_none.cpp  
libs/contract/test/destructor/pre\_error.cpp  
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libs/contract/test/disable/lib\_a\_inlined.hpp  
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libs/contract/test/disable/other\_assertions\_unit.cpp  
libs/contract/test/disable/lib\_x.cpp  
libs/contract/test/disable/lib\_xy.hpp  
libs/contract/test/disable/lib\_a.hpp  
libs/contract/test/disable/lib\_ab.hpp  
libs/contract/test/disable/audit\_error.cpp  
libs/contract/test/disable/no\_post\_except\_lib.cpp  
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libs/contract/test/disable/audit\_disabled\_error.cpp  
libs/contract/test/disable/lib\_y.hpp  
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libs/contract/test/disable/audit.cpp  
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libs/contract/test/disable/lib\_b.hpp  
libs/contract/test/disable/lib\_y.cpp  
libs/contract/test/disable/lib\_b.cpp  
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libs/contract/test/disable/prog.hpp  
libs/contract/test/disable/no\_post\_except\_unit.cpp  
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libs/contract/test/function/decl\_pre\_none.cpp  
libs/contract/test/function/decl\_pre\_all.cpp  
libs/contract/test/function/ifdef\_macro.cpp  
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libs/contract/test/result/mixed\_optional\_ref.cpp  
libs/contract/test/result/type\_mismatch\_error.cpp  
libs/contract/test/result/mixed\_optional.hpp  
libs/contract/test/Jamfile.v2  
libs/contract/test/constructor/decl\_entry\_static\_inv\_all.cpp  
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libs/contract/test/constructor/smoke.cpp  
libs/contract/test/constructor/decl\_entry\_static\_inv\_mid.cpp  
libs/contract/test/constructor/decl\_exit\_inv\_ends.cpp  
libs/contract/test/constructor/throwing\_pre.cpp

libs/contract/test/constructor/decl\_exit\_inv\_mid.cpp  
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libs/contract/test/constructor/decl\_exit\_inv\_all.cpp  
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libs/contract/test/constructor/throwing\_old.cpp  
libs/contract/test/constructor/ifdef.cpp  
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libs/contract/test/constructor/decl\_exit\_inv\_none.cpp  
libs/contract/test/constructor/ifdef\_macro.cpp  
libs/contract/test/constructor/decl\_pre\_mid.cpp  
libs/contract/test/constructor/decl\_post\_ends.cpp  
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libs/contract/test/specify/post\_except.cpp  
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libs/contract/test/specify/pre\_post.cpp  
libs/contract/test/specify/except\_post\_error.cpp  
libs/contract/test/specify/pre\_old.cpp  
libs/contract/test/specify/missing\_check.cpp

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libs/contract/test/specify/auto\_pre\_old\_post\_error.cpp  
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libs/contract/test/invariant/decl\_static\_cv.cpp  
libs/contract/test/invariant/decl\_const.cpp  
libs/contract/test/invariant/mutable\_permissive.cpp  
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libs/contract/test/invariant/static\_mutable\_error.cpp  
libs/contract/test/invariant/decl\_nothing.cpp  
libs/contract/test/invariant/static\_const.hpp  
libs/contract/test/invariant/static\_cv\_error.cpp  
libs/contract/test/invariant/static\_mutable.hpp  
libs/contract/test/invariant/static\_volatile\_error.cpp  
libs/contract/test/invariant/decl.hpp  
libs/contract/test/invariant/decl\_static\_const.cpp  
libs/contract/test/invariant/decl\_cv\_const.cpp  
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libs/contract/test/invariant/ifdef.cpp  
libs/contract/test/invariant/decl\_cv.cpp  
libs/contract/test/invariant/static\_volatile\_permissive.cpp  
libs/contract/test/invariant/static\_error.cpp  
libs/contract/test/invariant/static\_permissive.cpp  
libs/contract/test/invariant/volatile.hpp  
libs/contract/test/invariant/mutable.hpp  
libs/contract/test/invariant/static\_cv\_permissive.cpp  
libs/contract/test/invariant/mutable\_error.cpp  
libs/contract/test/invariant/decl\_static.cpp  
libs/contract/test/invariant/static\_volatile.hpp  
libs/contract/test/invariant/volatile\_error.cpp  
libs/contract/test/invariant/ifdef\_macro.cpp  
libs/contract/test/invariant/static.hpp  
libs/contract/test/invariant/static\_const\_error.cpp  
libs/contract/test/invariant/static\_const\_permissive.cpp  
libs/contract/test/invariant/decl\_static\_cv\_const.cpp  
libs/contract/test/check/decl\_class.cpp  
libs/contract/test/check/axiom\_error.cpp  
libs/contract/test/check/axiom.hpp  
libs/contract/test/check/audit\_error.cpp  
libs/contract/test/check/audit.hpp  
libs/contract/test/check/audit\_disabled\_error.cpp  
libs/contract/test/check/decl.hpp  
libs/contract/test/check/ifdef.cpp  
libs/contract/test/check/audit.cpp  
libs/contract/test/check/decl\_macro.cpp  
libs/contract/test/check/audit\_disabled.cpp  
libs/contract/test/check/ifdef\_macro.cpp  
libs/contract/test/check/axiom.cpp



libs/contract/src/contract.cpp  
libs/scope\_exit/example/nova.hpp  
libs/scope\_exit/example/try\_catch\_seq\_nova.cpp  
libs/scope\_exit/example/scope\_guard\_seq\_nova.cpp  
libs/scope\_exit/test/nova.hpp  
libs/scope\_exit/test/world\_seq\_nova.cpp  
libs/scope\_exit/test/world\_tpl\_seq\_nova.cpp  
libs/scope\_exit/test/world\_checkpoint\_seq\_nova.cpp  
libs/scope\_exit/test/world\_checkpoint\_all\_seq\_nova.cpp  
libs/scope\_exit/test/same\_line\_seq\_nova.cpp  
libs/scope\_exit/test/world\_this\_seq\_nova.cpp  
libs/local\_function/include/boost/local\_function.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/auto.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/register.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/bind.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/recursive.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/return.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/void.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/facility/add.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/facility/is.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/facility/remove.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/inline.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/const\_bind.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/this.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/const.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/default.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/keyword/thisunderscore.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/line\_counter.hpp  
libs/local\_function/include/boost/local\_function/detail/preprocessor/void\_list.hpp  
libs/local\_function/include/boost/local\_function/aux\_/nobind.hpp  
libs/local\_function/include/boost/local\_function/aux\_/macro/typeof.hpp  
libs/local\_function/include/boost/local\_function/aux\_/macro/decl.hpp  
libs/local\_function/include/boost/local\_function/aux\_/macro/name.hpp  
libs/local\_function/include/boost/local\_function/aux\_/macro/code\_/result.hpp  
libs/local\_function/include/boost/local\_function/aux\_/macro/code\_/bind.hpp  
libs/local\_function/include/boost/local\_function/aux\_/macro/code\_/functor.hpp  
libs/local\_function/include/boost/local\_function/aux\_/add\_pointed\_const.hpp  
libs/local\_function/include/boost/local\_function/aux\_/symbol.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_const\_binds.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_/append.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_/validate.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_/validate\_/this\_count.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_/validate\_/return\_count.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_/set\_error.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_/nil.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_/index.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_returns.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_error.hpp

libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/bind.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_sign\_/validate.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_sign\_/validate\_/defaults.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_sign\_/validate\_/this.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_sign\_/sign.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_sign\_/any\_bind\_type.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/param.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_binds.hpp  
libs/local\_function/include/boost/local\_function/aux\_/preprocessor/traits/decl\_params.hpp  
libs/local\_function/include/boost/local\_function/aux\_/member.hpp  
libs/local\_function/include/boost/local\_function/aux\_/function.hpp  
libs/local\_function/include/boost/local\_function/config.hpp  
libs/local\_function/example/phoenix\_factorial.cpp  
libs/local\_function/example/expensive\_copy\_local\_function.cpp  
libs/local\_function/example/expensive\_copy\_cxx11\_lambda.cpp  
libs/local\_function/example/const\_block\_error.cpp  
libs/local\_function/example/profile\_local\_function.cpp  
libs/local\_function/example/n2550\_find\_if.cpp  
libs/local\_function/example/add\_cxx11\_lambda.cpp  
libs/local\_function/example/const\_block\_error\_cxx11\_lambda.cpp  
libs/local\_function/example/const\_block.cpp  
libs/local\_function/example/chrono.py  
libs/local\_function/example/gcc\_lambda.cpp  
libs/local\_function/example/gcc\_square.cpp  
libs/local\_function/example/gcc\_access.cpp  
libs/local\_function/example/gcc\_lambda.hpp  
libs/local\_function/example/scope\_exit.cpp  
libs/local\_function/example/noncopyable\_cxx11\_lambda\_error.cpp  
libs/local\_function/example/noncopyable\_local\_function.cpp  
libs/local\_function/example/add\_local\_functor.cpp  
libs/local\_function/example/gcc\_cxx11\_lambda.cpp  
libs/local\_function/example/profile\_cxx11\_lambda.cpp  
libs/local\_function/example/Jamfile.v2  
libs/local\_function/example/profile\_helpers.hpp  
libs/local\_function/example/add\_global\_functor.cpp  
libs/local\_function/example/profile\_phoenix.cpp  
libs/local\_function/example/impl\_pp\_keyword.cpp  
libs/local\_function/example/scope\_exit.hpp  
libs/local\_function/example/profile\_local\_function\_inline.cpp  
libs/local\_function/example/impl\_tparam\_tricks.cpp  
libs/local\_function/example/phoenix\_factorial\_local.cpp  
libs/local\_function/example/const\_block.hpp  
libs/local\_function/example/add\_phoenix.cpp  
libs/local\_function/example/gcc\_store.cpp  
libs/local\_function/example/n2529\_this.cpp  
libs/local\_function/example/profile\_global\_functor.cpp  
libs/local\_function/example/profile\_local\_functor.cpp

libs/local\_function/doc/bibliography.qbk  
libs/local\_function/doc/acknowledgements.qbk  
libs/local\_function/doc/introduction.qbk  
libs/local\_function/doc/advanced\_topics.qbk  
libs/local\_function/doc/examples.qbk  
libs/local\_function/doc/local\_function.qbk  
libs/local\_function/doc/implementation.qbk  
libs/local\_function/doc/getting\_started.qbk  
libs/local\_function/doc/Jamfile.v2  
libs/local\_function/doc/tutorial.qbk  
libs/local\_function/doc/release\_notes.qbk  
libs/local\_function/doc/no\_variadic\_macros.qbk  
libs/local\_function/doc/alternatives.qbk  
libs/local\_function/test/operator\_error\_seq.cpp  
libs/local\_function/test/return\_assign\_seq\_nova.cpp  
libs/local\_function/test/nesting\_seq\_nova.cpp  
libs/local\_function/test/add\_except\_seq.cpp  
libs/local\_function/test/all\_decl\_seq\_nova.cpp  
libs/local\_function/test/add\_template\_seq\_nova.cpp  
libs/local\_function/test/goto\_seq.cpp  
libs/local\_function/test/overload\_seq.cpp  
libs/local\_function/test/add\_seq\_nova.cpp  
libs/local\_function/test/add\_params\_only\_seq\_nova.cpp  
libs/local\_function/test/add\_seq.cpp  
libs/local\_function/test/nova.hpp  
libs/local\_function/test/add\_typed.cpp  
libs/local\_function/test/return\_derivative\_seq\_nova.cpp  
libs/local\_function/test/add\_inline\_seq\_nova.cpp  
libs/local\_function/test/nesting\_seq.cpp  
libs/local\_function/test/add\_with\_default\_seq\_nova.cpp  
libs/local\_function/test/same\_line.cpp  
libs/local\_function/test/add\_inline.cpp  
libs/local\_function/test/add.cpp  
libs/local\_function/test/all\_decl\_seq.cpp  
libs/local\_function/test/add\_typed\_seq.cpp  
libs/local\_function/test/return\_derivative.cpp  
libs/local\_function/test/add\_default.cpp  
libs/local\_function/test/typeof.cpp  
libs/local\_function/test/add\_params\_only\_seq.cpp  
libs/local\_function/test/add\_except.cpp  
libs/local\_function/test/macro\_commas\_seq.cpp  
libs/local\_function/test/typeof\_seq.cpp  
libs/local\_function/test/goto\_error\_seq.cpp  
libs/local\_function/test/return\_setget.cpp  
libs/local\_function/test/goto\_error\_seq\_nova.cpp  
libs/local\_function/test/add\_with\_default.cpp  
libs/local\_function/test/add\_template.cpp  
libs/local\_function/test/return\_assign.cpp

libs/local\_function/test/all\_decl.cpp  
libs/local\_function/test/goto\_seq\_nova.cpp  
libs/local\_function/test/operator.cpp  
libs/local\_function/test/return\_this\_seq.cpp  
libs/local\_function/test/add\_this\_seq.cpp  
libs/local\_function/test/return\_derivative\_seq.cpp  
libs/local\_function/test/add\_default\_seq\_nova.cpp  
libs/local\_function/test/add\_this.cpp  
libs/local\_function/test/factorial\_seq\_nova.cpp  
libs/local\_function/test/transform\_seq\_nova.cpp  
libs/local\_function/test/transform.cpp  
libs/local\_function/test/add\_this\_seq\_nova.cpp  
libs/local\_function/test/same\_line\_seq.cpp  
libs/local\_function/test/operator\_seq.cpp  
libs/local\_function/test/goto\_error.cpp  
libs/local\_function/test/operator\_error\_seq\_nova.cpp  
libs/local\_function/test/add\_typed\_seq\_nova.cpp  
libs/local\_function/test/transform\_seq.cpp  
libs/local\_function/test/Jamfile.v2  
libs/local\_function/test/goto.cpp  
libs/local\_function/test/overload\_seq\_nova.cpp  
libs/local\_function/test/return\_setget\_seq\_nova.cpp  
libs/local\_function/test/add\_template\_seq.cpp  
libs/local\_function/test/typeof\_template\_seq\_nova.cpp  
libs/local\_function/test/return\_inc.cpp  
libs/local\_function/test/same\_line\_seq\_nova.cpp  
libs/local\_function/test/typeof\_template.cpp  
libs/local\_function/test/ten\_void\_nova.cpp  
libs/local\_function/test/return\_assign\_seq.cpp  
libs/local\_function/test/macro\_commas.cpp  
libs/local\_function/test/return\_setget\_seq.cpp  
libs/local\_function/test/factorial\_seq.cpp  
libs/local\_function/test/ten\_void.cpp  
libs/local\_function/test/add\_params\_only.cpp  
libs/local\_function/test/return\_inc\_seq.cpp  
libs/local\_function/test/return\_this.cpp  
libs/local\_function/test/overload.cpp  
libs/local\_function/test/typeof\_template\_seq.cpp  
libs/local\_function/test/return\_inc\_seq\_nova.cpp  
libs/local\_function/test/add\_default\_seq.cpp  
libs/local\_function/test/add\_except\_seq\_nova.cpp  
libs/local\_function/test/return\_this\_seq\_nova.cpp  
libs/local\_function/test/nesting.cpp  
libs/local\_function/test/add\_with\_default\_seq.cpp  
libs/local\_function/test/add\_inline\_seq.cpp  
libs/local\_function/test/typeof\_seq\_nova.cpp  
libs/local\_function/test/operator\_error.cpp  
libs/local\_function/test/factorial.cpp

libs/local\_function/test/addable.hpp  
libs/local\_function/test/operator\_seq\_nova.cpp  
libs/local\_function/test/macro\_commas\_seq\_nova.cpp  
libs/functional/include/boost/functional/overloaded\_function/detail/function\_type.hpp  
libs/functional/include/boost/functional/overloaded\_function/detail/base.hpp  
libs/functional/include/boost/functional/overloaded\_function/config.hpp  
libs/functional/include/boost/functional/overloaded\_function.hpp  
libs/functional/overloaded\_function/doc/Jamfile.v2  
libs/functional/overloaded\_function/doc/overloaded\_function.qbk  
libs/functional/overloaded\_function/test/make\_call.cpp  
libs/functional/overloaded\_function/test/functor.cpp  
libs/functional/overloaded\_function/test/Jamfile.v2  
libs/functional/overloaded\_function/test/make\_decl.cpp  
libs/functional/overloaded\_function/test/identity.hpp

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Files:

libs/graph/include/boost/graph/hawick\_circuits.hpp  
libs/graph/example/hawick\_circuits.cpp  
libs/graph/test/hawick\_circuits.cpp  
libs/graph/test/cycle\_test.hpp  
libs/gil/include/boost/gil/detail/std\_common\_type.hpp  
libs/callable\_traits/scripts/wandbox\_deploy.py  
libs/fusion/test/sequence/deque\_is\_constructible.cpp  
libs/fusion/test/sequence/nil.cpp  
libs/fusion/test/sequence/as\_deque.cpp  
libs/fusion/test/support/is\_sequence.cpp  
libs/fusion/test/support/tag\_of.cpp  
libs/hana/include/boost/hana.hpp  
libs/hana/include/boost/hana/slice.hpp  
libs/hana/include/boost/hana/append.hpp  
libs/hana/include/boost/hana/insert\_range.hpp  
libs/hana/include/boost/hana/drop\_back.hpp  
libs/hana/include/boost/hana/traits.hpp  
libs/hana/include/boost/hana/partition.hpp  
libs/hana/include/boost/hana/difference.hpp  
libs/hana/include/boost/hana/reverse\_fold.hpp  
libs/hana/include/boost/hana/detail/struct\_macros.hpp  
libs/hana/include/boost/hana/detail/struct\_macros.hpp.erb  
libs/hana/include/boost/hana/detail/nested\_to.hpp  
libs/hana/include/boost/hana/detail/nested\_by.hpp  
libs/hana/include/boost/hana/detail/intrinsics.hpp  
libs/hana/include/boost/hana/detail/algorithm.hpp  
libs/hana/include/boost/hana/detail/canonical\_constant.hpp  
libs/hana/include/boost/hana/detail/type\_foldr1.hpp  
libs/hana/include/boost/hana/detail/type\_foldl1.hpp

libs/hana/include/boost/hana/detail/fast\_and.hpp  
libs/hana/include/boost/hana/detail/variadic/drop\_into.hpp  
libs/hana/include/boost/hana/detail/variadic/split\_at.hpp  
libs/hana/include/boost/hana/detail/variadic/foldl1.hpp  
libs/hana/include/boost/hana/detail/variadic/foldr1.hpp  
libs/hana/include/boost/hana/detail/variadic/at.hpp  
libs/hana/include/boost/hana/detail/variadic/reverse\_apply.hpp  
libs/hana/include/boost/hana/detail/variadic/take.hpp  
libs/hana/include/boost/hana/detail/variadic/reverse\_apply/flat.hpp  
libs/hana/include/boost/hana/detail/variadic/reverse\_apply/unrolled.hpp  
libs/hana/include/boost/hana/detail/first\_unsatisfied\_index.hpp  
libs/hana/include/boost/hana/detail/integral\_constant.hpp  
libs/hana/include/boost/hana/detail/array.hpp  
libs/hana/include/boost/hana/detail/nested\_than.hpp  
libs/hana/include/boost/hana/detail/nested\_by\_fwd.hpp  
libs/hana/include/boost/hana/detail/std\_common\_type.hpp  
libs/hana/include/boost/hana/detail/unpack\_flatten.hpp  
libs/hana/include/boost/hana/detail/operators/logical.hpp  
libs/hana/include/boost/hana/detail/operators/monad.hpp  
libs/hana/include/boost/hana/detail/operators/searchable.hpp  
libs/hana/include/boost/hana/detail/operators/orderable.hpp  
libs/hana/include/boost/hana/detail/operators/comparable.hpp  
libs/hana/include/boost/hana/detail/operators/iterable.hpp  
libs/hana/include/boost/hana/detail/operators/arithmetic.hpp  
libs/hana/include/boost/hana/detail/operators/adl.hpp  
libs/hana/include/boost/hana/detail/decay.hpp  
libs/hana/include/boost/hana/detail/has\_common\_embedding.hpp  
libs/hana/include/boost/hana/detail/nested\_to\_fwd.hpp  
libs/hana/include/boost/hana/detail/void\_t.hpp  
libs/hana/include/boost/hana/detail/type\_at.hpp  
libs/hana/include/boost/hana/detail/any\_of.hpp  
libs/hana/include/boost/hana/detail/has\_duplicates.hpp  
libs/hana/include/boost/hana/detail/concepts.hpp  
libs/hana/include/boost/hana/detail/ebo.hpp  
libs/hana/include/boost/hana/detail/create.hpp  
libs/hana/include/boost/hana/detail/nested\_than\_fwd.hpp  
libs/hana/include/boost/hana/detail/wrong.hpp  
libs/hana/include/boost/hana/detail/preprocessor.hpp  
libs/hana/include/boost/hana/detail/dispatch\_if.hpp  
libs/hana/include/boost/hana/zip\_with.hpp  
libs/hana/include/boost/hana/second.hpp  
libs/hana/include/boost/hana/ordering.hpp  
libs/hana/include/boost/hana/is\_subset.hpp  
libs/hana/include/boost/hana/plus.hpp  
libs/hana/include/boost/hana/string.hpp  
libs/hana/include/boost/hana/concept.hpp  
libs/hana/include/boost/hana/mod.hpp  
libs/hana/include/boost/hana/adjust.hpp

libs/hana/include/boost/hana/max.hpp  
libs/hana/include/boost/hana/reverse.hpp  
libs/hana/include/boost/hana/for\_each.hpp  
libs/hana/include/boost/hana/version.hpp  
libs/hana/include/boost/hana/zip.hpp  
libs/hana/include/boost/hana/extract.hpp  
libs/hana/include/boost/hana/define\_struct.hpp  
libs/hana/include/boost/hana/adapt\_struct.hpp  
libs/hana/include/boost/hana/type.hpp  
libs/hana/include/boost/hana/unpack.hpp  
libs/hana/include/boost/hana/drop\_front\_exactly.hpp  
libs/hana/include/boost/hana/div.hpp  
libs/hana/include/boost/hana/then.hpp  
libs/hana/include/boost/hana/concat.hpp  
libs/hana/include/boost/hana/find.hpp  
libs/hana/include/boost/hana/zip\_shortest\_with.hpp  
libs/hana/include/boost/hana/minimum.hpp  
libs/hana/include/boost/hana/core.hpp  
libs/hana/include/boost/hana/group.hpp  
libs/hana/include/boost/hana/not\_equal.hpp  
libs/hana/include/boost/hana/cycle.hpp  
libs/hana/include/boost/hana/extend.hpp  
libs/hana/include/boost/hana/lexicographical\_compare.hpp  
libs/hana/include/boost/hana/adjust\_if.hpp  
libs/hana/include/boost/hana/count\_if.hpp  
libs/hana/include/boost/hana/ap.hpp  
libs/hana/include/boost/hana/product.hpp  
libs/hana/include/boost/hana/members.hpp  
libs/hana/include/boost/hana/all.hpp  
libs/hana/include/boost/hana/integral\_constant.hpp  
libs/hana/include/boost/hana/equal.hpp  
libs/hana/include/boost/hana/take\_back.hpp  
libs/hana/include/boost/hana/maximum.hpp  
libs/hana/include/boost/hana/union.hpp  
libs/hana/include/boost/hana/fuse.hpp  
libs/hana/include/boost/hana/sort.hpp  
libs/hana/include/boost/hana/unique.hpp  
libs/hana/include/boost/hana/core/to.hpp  
libs/hana/include/boost/hana/core/when.hpp  
libs/hana/include/boost/hana/core/common.hpp  
libs/hana/include/boost/hana/core/make.hpp  
libs/hana/include/boost/hana/core/tag\_of.hpp  
libs/hana/include/boost/hana/core/is\_a.hpp  
libs/hana/include/boost/hana/core/default.hpp  
libs/hana/include/boost/hana/core/dispatch.hpp  
libs/hana/include/boost/hana/is\_disjoint.hpp  
libs/hana/include/boost/hana/any.hpp  
libs/hana/include/boost/hana/less\_equal.hpp

libs/hana/include/boost/hana/or.hpp  
libs/hana/include/boost/hana/unfold\_left.hpp  
libs/hana/include/boost/hana/is\_empty.hpp  
libs/hana/include/boost/hana/pair.hpp  
libs/hana/include/boost/hana/drop\_while.hpp  
libs/hana/include/boost/hana/take\_front.hpp  
libs/hana/include/boost/hana/set.hpp  
libs/hana/include/boost/hana/concept/euclidean\_ring.hpp  
libs/hana/include/boost/hana/concept/constant.hpp  
libs/hana/include/boost/hana/concept/applicative.hpp  
libs/hana/include/boost/hana/concept/comonad.hpp  
libs/hana/include/boost/hana/concept/group.hpp  
libs/hana/include/boost/hana/concept/logical.hpp  
libs/hana/include/boost/hana/concept/product.hpp  
libs/hana/include/boost/hana/concept/integral\_constant.hpp  
libs/hana/include/boost/hana/concept/monad.hpp  
libs/hana/include/boost/hana/concept/searchable.hpp  
libs/hana/include/boost/hana/concept/functor.hpp  
libs/hana/include/boost/hana/concept/orderable.hpp  
libs/hana/include/boost/hana/concept/comparable.hpp  
libs/hana/include/boost/hana/concept/monad\_plus.hpp  
libs/hana/include/boost/hana/concept/ring.hpp  
libs/hana/include/boost/hana/concept/iterable.hpp  
libs/hana/include/boost/hana/concept/struct.hpp  
libs/hana/include/boost/hana/concept/metafunction.hpp  
libs/hana/include/boost/hana/concept/monoid.hpp  
libs/hana/include/boost/hana/concept/sequence.hpp  
libs/hana/include/boost/hana/concept/foldable.hpp  
libs/hana/include/boost/hana/interperse.hpp  
libs/hana/include/boost/hana/repeat.hpp  
libs/hana/include/boost/hana/back.hpp  
libs/hana/include/boost/hana/ext/boost.hpp  
libs/hana/include/boost/hana/ext/std/integral\_constant.hpp  
libs/hana/include/boost/hana/ext/std/tuple.hpp  
libs/hana/include/boost/hana/ext/std/array.hpp  
libs/hana/include/boost/hana/ext/std/pair.hpp  
libs/hana/include/boost/hana/ext/std/ratio.hpp  
libs/hana/include/boost/hana/ext/std/integer\_sequence.hpp  
libs/hana/include/boost/hana/ext/std.hpp  
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libs/hana/example/ext/std/array/iterable.cpp  
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libs/hana/example/ext/std/array/orderable.cpp  
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libs/hana/example/ext/boost/mpl/vector/conversion.cpp  
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libs/hana/example/ext/boost/fusion/deque.cpp  
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libs/hana/example/map/keys.cpp  
libs/hana/example/map/insert.cpp  
libs/hana/example/map/union.cpp

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libs/hana/example/map/difference.cpp  
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libs/hana/example/map/to.cpp  
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libs/hana/example/cartesian\_product.cpp  
libs/hana/example/not.cpp  
libs/hana/example/monadic\_fold\_right.cpp

libs/hana/example/value\_of.cpp  
libs/hana/example/scan\_left.cpp  
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libs/hana/example/lexicographical\_compare.cpp  
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libs/hana/example/extract.cpp

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libs/hana/example/sequence/monad.ints.cpp  
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libs/hana/example/optional/comparable.cpp

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libs/hana/cmake/FindMPL11.cmake  
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libs/hana/test/tuple/special.fold\_left.cpp  
libs/hana/test/tuple/laws.functor.cpp  
libs/hana/test/tuple/assign.convert\_move.cpp  
libs/hana/test/tuple/special.drop\_front\_exactly.cpp  
libs/hana/test/tuple/assign.move.cpp  
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libs/hana/test/tuple/hold\_refs.cpp  
libs/hana/test/tuple/assign.convert\_copy.cpp  
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libs/hana/test/tuple/at.rv.cpp  
libs/hana/test/tuple/unpack.cpp

libs/hana/test/tuple/smart\_ptr.cpp  
libs/hana/test/tuple/move\_only.cpp  
libs/hana/test/tuple/at.const.cpp  
libs/hana/test/tuple/laws.cpp  
libs/hana/test/tuple/special.equal.cpp  
libs/hana/test/tuple/assign.copy.cpp  
libs/hana/test/tuple/special.fold\_right.cpp  
libs/hana/test/tuple/special.front.cpp  
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libs/hana/test/tuple/auto/reverse.cpp  
libs/hana/test/tuple/auto/take\_while.cpp  
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libs/hana/test/tuple/auto/remove\_range.cpp  
libs/hana/test/tuple/usability\_of\_types.cpp  
libs/hana/test/tuple/cnstr.variadic\_forward.cpp

libs/hana/test/tuple/pair\_interop.cpp  
libs/hana/test/tuple/any\_of.clang\_ice.cpp  
libs/hana/test/tuple/cnstr.variadic\_copy.cpp  
libs/hana/test/tuple/laws.searchable.cpp  
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libs/hana/test/tuple/special.transform.cpp  
libs/hana/test/tuple/special.fill.cpp  
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libs/hana/test/tuple/to.cpp  
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libs/hana/test/basic\_tuple/auto/insert.cpp



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libs/hana/test/lazy.cpp

libs/hana/test/if\_/non\_copyable.cpp  
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libs/hana/test/experimental/view/empty/is\_empty.cpp  
libs/hana/test/experimental/view/empty/length.cpp  
libs/hana/test/experimental/view/empty/unpack.cpp  
libs/hana/test/experimental/type\_name.cpp  
libs/hana/test/experimental/types/is\_empty.cpp  
libs/hana/test/experimental/types/at.cpp  
libs/hana/test/experimental/types/unpack.cpp  
libs/hana/test/experimental/types/drop\_front.cpp  
libs/hana/test/experimental/types/equal.cpp  
libs/hana/test/experimental/types/transform.cpp  
libs/hana/test/experimental/types/contains.cpp  
libs/hana/test/experimental/printable/pair.cpp  
libs/hana/test/experimental/printable/tuple.cpp  
libs/hana/test/experimental/printable/set.cpp  
libs/hana/test/experimental/printable/string.cpp  
libs/hana/test/experimental/printable/type.cpp  
libs/hana/test/experimental/printable/map.cpp  
libs/hana/test/integral\_constant/std\_api.cpp  
libs/hana/test/integral\_constant/operators.cpp  
libs/hana/test/integral\_constant/constant.cpp  
libs/hana/test/integral\_constant/times.cpp  
libs/hana/test/integral\_constant/udl.cpp  
libs/hana/test/integral\_constant/hashable.cpp  
libs/hana/test/integral\_constant/comparable.cpp  
libs/hana/test/integral\_constant/tag.cpp  
libs/hana/test/integral\_constant/constexpr\_init.cpp  
libs/hana/test/integral\_constant/logical.cpp  
libs/hana/test/integral\_constant/hash.cpp  
libs/hana/test/integral\_constant/github\_354.cpp  
libs/hana/test/integral\_constant/orderable.cpp  
libs/hana/test/integral\_constant/arithmetic.cpp  
libs/hana/test/comparable.cpp  
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libs/hana/test/\_include/laws/euclidean\_ring.hpp  
libs/hana/test/\_include/laws/constant.hpp  
libs/hana/test/\_include/laws/applicative.hpp  
libs/hana/test/\_include/laws/comonad.hpp  
libs/hana/test/\_include/laws/group.hpp

libs/hana/test/\_include/laws/logical.hpp  
libs/hana/test/\_include/laws/product.hpp  
libs/hana/test/\_include/laws/monad.hpp  
libs/hana/test/\_include/laws/searchable.hpp  
libs/hana/test/\_include/laws/functor.hpp  
libs/hana/test/\_include/laws/templates/seq.hpp  
libs/hana/test/\_include/laws/orderable.hpp  
libs/hana/test/\_include/laws/comparable.hpp  
libs/hana/test/\_include/laws/monad\_plus.hpp  
libs/hana/test/\_include/laws/ring.hpp  
libs/hana/test/\_include/laws/iterable.hpp  
libs/hana/test/\_include/laws/hashable.hpp  
libs/hana/test/\_include/laws/monoid.hpp  
libs/hana/test/\_include/laws/sequence.hpp  
libs/hana/test/\_include/laws/foldable.hpp  
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libs/hana/test/\_include/auto/insert\_range.hpp  
libs/hana/test/\_include/auto/drop\_back.hpp  
libs/hana/test/\_include/auto/partition.hpp  
libs/hana/test/\_include/auto/reverse.hpp  
libs/hana/test/\_include/auto/for\_each.hpp  
libs/hana/test/\_include/auto/unfolds.hpp  
libs/hana/test/\_include/auto/group.hpp  
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libs/hana/test/\_include/auto/make.hpp  
libs/hana/test/\_include/auto/sort.hpp  
libs/hana/test/\_include/auto/unique.hpp  
libs/hana/test/\_include/auto/is\_empty.hpp  
libs/hana/test/\_include/auto/drop\_while.hpp  
libs/hana/test/\_include/auto/take\_front.hpp  
libs/hana/test/\_include/auto/intersperse.hpp  
libs/hana/test/\_include/auto/zips.hpp  
libs/hana/test/\_include/auto/permutations.hpp  
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libs/hana/test/\_include/auto/drop\_front.hpp  
libs/hana/test/\_include/auto/remove\_at.hpp  
libs/hana/test/\_include/auto/none\_of.hpp  
libs/hana/test/\_include/auto/any\_of.hpp  
libs/hana/test/\_include/auto/span.hpp  
libs/hana/test/\_include/auto/scans.hpp  
libs/hana/test/\_include/auto/insert.hpp  
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libs/hana/test/functional/apply.cpp  
libs/hana/test/functional/reverse\_partial.cpp  
libs/hana/test/functional/lockstep.cpp  
libs/hana/test/functional/demux.cpp  
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libs/hana/test/functional/fix.cpp  
libs/hana/test/functional/overload\_linearly.cpp  
libs/hana/test/functional/iterate.cpp  
libs/hana/test/euclidean\_ring.cpp  
libs/hana/test/fold\_left/ref.cpp  
libs/hana/test/logical.cpp  
libs/hana/test/numeric/negate\_mcd.cpp  
libs/hana/test/numeric/main.hpp  
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libs/hana/test/pair/issue\_90.cpp  
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libs/hana/test/pair/cnstr.copy.cpp  
libs/hana/test/pair/assign.move.cpp  
libs/hana/test/pair/cnstr.default.cpp  
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libs/hana/test/pair/foldable.cpp  
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libs/hana/test/pair/comparable.cpp  
libs/hana/test/pair/make.cpp  
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libs/hana/test/optional/operator\_deref.cpp  
libs/hana/test/optional/operator\_arrow.cpp  
libs/hana/test/optional/concat.cpp  
libs/hana/test/optional/any\_of.cpp  
libs/hana/test/optional/ap.cpp  
libs/hana/test/optional/value\_or.cpp  
libs/hana/test/optional/copy\_trap\_construct.cpp  
libs/hana/test/optional/flatten.cpp  
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libs/hana/test/optional/nested\_type.cpp  
libs/hana/test/optional/empty.cpp  
libs/hana/test/optional/maybe.cpp  
libs/hana/test/optional/fold\_right.cpp  
libs/hana/test/optional/laws.cpp  
libs/hana/test/optional/value.cpp  
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libs/hana/test/optional/equal.cpp  
libs/hana/test/optional/chain.cpp  
libs/hana/test/optional/transform.cpp  
libs/hana/test/optional/is\_just.cpp  
libs/hana/test/optional/lift.cpp  
libs/hana/test/optional/find\_if.cpp  
libs/hana/test/optional/make.cpp  
libs/hana/test/optional/is\_nothing.cpp  
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libs/hana/test/set/is\_subset.cpp  
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libs/hana/test/set/union.cpp  
libs/hana/test/set/cnstr.default.cpp  
libs/hana/test/set/difference.cpp  
libs/hana/test/set/intersection.cpp  
libs/hana/test/set/unpack.cpp  
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libs/hana/benchmark/make/compile.std.array.erb.cpp  
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libs/hana/benchmark/fold\_left/compile.meta.list.erb.cpp  
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tools/build/test/core\_syntax\_error\_exit\_status.py  
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libs/bimap/example/standard\_map\_comparison.cpp  
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libs/bimap/example/bimap\_and\_boost/lambda.cpp  
libs/bimap/example/bimap\_and\_boost/assign.cpp  
libs/bimap/example/bimap\_and\_boost/typeof.cpp  
libs/bimap/example/bimap\_and\_boost/range.cpp  
libs/bimap/example/bimap\_and\_boost/property\_map.cpp  
libs/bimap/example/bimap\_and\_boost/xpressive.cpp  
libs/bimap/example/bimap\_and\_boost/foreach.cpp  
libs/bimap/example/tutorial\_info\_hook.cpp  
libs/bimap/example/at\_function\_examples.cpp  
libs/bimap/example/simple\_bimap.cpp  
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libs/bimap/doc/reference/unconstrained\_set\_of.qbk  
libs/bimap/doc/reference/set\_of.qbk  
libs/bimap/doc/reference/vector\_of.qbk  
libs/bimap/doc/reference/list\_of.qbk  
libs/bimap/doc/reference/bimap.qbk  
libs/bimap/doc/directdoxygen.jam  
libs/bimap/doc/rationale.qbk  
libs/bimap/doc/future\_work.qbk  
libs/bimap/doc/history.qbk  
libs/bimap/doc/reference.qbk  
libs/bimap/doc/tutorial.qbk  
libs/bimap/doc/compiler\_specifics.qbk  
libs/bimap/doc/toolbox.qbk  
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libs/bimap/doc/quick\_tutorial.qbk  
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libs/bimap/test/test\_mutant.cpp  
libs/bimap/test/test\_bimap\_operator\_bracket.cpp  
libs/bimap/test/test\_relation.hpp  
libs/bimap/test/test\_bimap\_vector\_of.cpp

libs/bimap/test/test\_bimap\_list\_of.cpp  
libs/bimap/test/test\_bimap\_sequenced.cpp  
libs/bimap/test/test\_bimap\_modify.cpp  
libs/bimap/test/test\_bimap\_ordered.cpp  
libs/bimap/test/test\_bimap\_unordered\_set\_of.cpp  
libs/bimap/test/test\_bimap\_set\_of.cpp  
libs/bimap/test/test\_bimap\_unordered.cpp  
libs/bimap/test/test\_bimap\_serialization.cpp  
libs/bimap/test/test\_structured\_pair.cpp  
libs/bimap/test/test\_bimap\_convenience\_header.cpp  
libs/bimap/test/test\_bimap.hpp  
libs/bimap/test/test\_bimap\_lambda.cpp  
libs/bimap/test/test\_bimap\_extra.cpp  
libs/bimap/test/test\_bimap\_range.cpp  
libs/bimap/test/test\_bimap\_assign.cpp  
libs/bimap/test/test\_bimap\_unconstrained.cpp  
libs/bimap/test/compile\_fail/test\_bimap\_info\_2.cpp  
libs/bimap/test/compile\_fail/test\_bimap\_mutable\_2.cpp  
libs/bimap/test/compile\_fail/test\_bimap\_info\_1.cpp  
libs/bimap/test/compile\_fail/test\_bimap\_mutable\_1.cpp  
libs/bimap/test/compile\_fail/test\_bimap\_mutable\_3.cpp  
libs/bimap/test/compile\_fail/test\_bimap\_info\_3.cpp  
libs/bimap/test/test\_bimap\_mutable.cpp  
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libs/utility/include/boost/utility/binary.hpp

libs/utility/test/binary\_test.cpp

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libs/math/test/test\_autodiff\_3.cpp  
libs/math/test/test\_autodiff\_7.cpp  
libs/math/test/test\_autodiff\_2.cpp  
libs/math/test/test\_autodiff\_4.cpp  
libs/math/test/test\_autodiff\_8.cpp  
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libs/units/include/boost/units/dim.hpp  
libs/units/include/boost/units/detail/ordinal.hpp  
libs/units/include/boost/units/detail/dimension\_impl.hpp  
libs/units/include/boost/units/detail/cmath\_impl.hpp  
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libs/units/include/boost/units/detail/linear\_algebra.hpp  
libs/units/include/boost/units/detail/sort.hpp  
libs/units/include/boost/units/detail/push\_front\_if.hpp  
libs/units/include/boost/units/detail/dimension\_list.hpp  
libs/units/include/boost/units/detail/absolute\_impl.hpp  
libs/units/include/boost/units/detail/utility.hpp  
libs/units/include/boost/units/detail/dimensionless\_unit.hpp  
libs/units/include/boost/units/detail/heterogeneous\_conversion.hpp  
libs/units/include/boost/units/detail/push\_front\_or\_add.hpp  
libs/units/include/boost/units/detail/unscale.hpp  
libs/units/include/boost/units/detail/prevent\_redefinition.hpp  
libs/units/include/boost/units/detail/dim\_impl.hpp  
libs/units/include/boost/units/detail/static\_rational\_power.hpp  
libs/units/include/boost/units/detail/one.hpp  
libs/units/include/boost/units/heterogeneous\_system.hpp  
libs/units/include/boost/units/base\_unit.hpp  
libs/units/include/boost/units/is\_unit\_of\_dimension.hpp  
libs/units/include/boost/units/scaled\_base\_unit.hpp  
libs/units/include/boost/units/get\_dimension.hpp  
libs/units/include/boost/units/reduce\_unit.hpp  
libs/units/include/boost/units/physical\_dimensions/specific\_energy.hpp  
libs/units/include/boost/units/physical\_dimensions/luminance.hpp  
libs/units/include/boost/units/physical\_dimensions/absorbed\_dose.hpp



libs/units/include/boost/units/physical\_dimensions/area.hpp  
libs/units/include/boost/units/physical\_dimensions/pressure.hpp  
libs/units/include/boost/units/physical\_dimensions/action.hpp  
libs/units/include/boost/units/physical\_dimensions/molar\_energy.hpp  
libs/units/include/boost/units/physical\_dimensions/mass\_density.hpp  
libs/units/include/boost/units/physical\_dimensions/angular\_acceleration.hpp  
libs/units/include/boost/units/physical\_dimensions/dose\_equivalent.hpp  
libs/units/include/boost/units/physical\_dimensions/velocity.hpp  
libs/units/include/boost/units/physical\_dimensions/amount.hpp  
libs/units/include/boost/units/physical\_dimensions/magnetic\_field\_intensity.hpp  
libs/units/include/boost/units/physical\_dimensions/surface\_density.hpp  
libs/units/include/boost/units/physical\_dimensions/capacitance.hpp  
libs/units/include/boost/units/physical\_dimensions/angular\_velocity.hpp  
libs/units/include/boost/units/physical\_dimensions/surface\_tension.hpp  
libs/units/include/boost/units/physical\_dimensions/plane\_angle.hpp  
libs/units/include/boost/units/physical\_dimensions/reluctance.hpp  
libs/units/include/boost/units/physical\_dimensions/wavenumber.hpp  
libs/units/include/boost/units/physical\_dimensions/resistivity.hpp  
libs/units/include/boost/units/physical\_dimensions/stress.hpp  
libs/units/include/boost/units/physical\_dimensions/torque.hpp  
libs/units/include/boost/units/physical\_dimensions/thermal\_conductivity.hpp  
libs/units/include/boost/units/physical\_dimensions/conductance.hpp  
libs/units/include/boost/units/physical\_dimensions/magnetic\_flux\_density.hpp  
libs/units/include/boost/units/physical\_dimensions/moment\_of\_inertia.hpp  
libs/units/include/boost/units/physical\_dimensions/luminous\_flux.hpp  
libs/units/include/boost/units/physical\_dimensions/magnetic\_flux.hpp  
libs/units/include/boost/units/physical\_dimensions/heat\_capacity.hpp  
libs/units/include/boost/units/physical\_dimensions/time.hpp  
libs/units/include/boost/units/physical\_dimensions/solid\_angle.hpp  
libs/units/include/boost/units/physical\_dimensions/mass.hpp  
libs/units/include/boost/units/physical\_dimensions/molar\_heat\_capacity.hpp  
libs/units/include/boost/units/physical\_dimensions/permeability.hpp  
libs/units/include/boost/units/physical\_dimensions/volume.hpp  
libs/units/include/boost/units/physical\_dimensions/conductivity.hpp  
libs/units/include/boost/units/physical\_dimensions/acceleration.hpp  
libs/units/include/boost/units/physical\_dimensions/temperature.hpp  
libs/units/include/boost/units/physical\_dimensions/illuminance.hpp  
libs/units/include/boost/units/physical\_dimensions/current.hpp  
libs/units/include/boost/units/physical\_dimensions/momentum.hpp  
libs/units/include/boost/units/physical\_dimensions/force.hpp  
libs/units/include/boost/units/physical\_dimensions/kinematic\_viscosity.hpp  
libs/units/include/boost/units/physical\_dimensions/activity.hpp  
libs/units/include/boost/units/physical\_dimensions/electric\_potential.hpp  
libs/units/include/boost/units/physical\_dimensions/permittivity.hpp  
libs/units/include/boost/units/physical\_dimensions/specific\_volume.hpp  
libs/units/include/boost/units/physical\_dimensions/electric\_charge.hpp  
libs/units/include/boost/units/physical\_dimensions/resistance.hpp  
libs/units/include/boost/units/physical\_dimensions/energy.hpp

libs/units/include/boost/units/physical\_dimensions/impedance.hpp  
libs/units/include/boost/units/physical\_dimensions/length.hpp  
libs/units/include/boost/units/physical\_dimensions/inductance.hpp  
libs/units/include/boost/units/physical\_dimensions/angular\_momentum.hpp  
libs/units/include/boost/units/physical\_dimensions/dynamic\_viscosity.hpp  
libs/units/include/boost/units/physical\_dimensions/power.hpp  
libs/units/include/boost/units/physical\_dimensions/frequency.hpp  
libs/units/include/boost/units/physical\_dimensions/specific\_heat\_capacity.hpp  
libs/units/include/boost/units/physical\_dimensions/luminous\_intensity.hpp  
libs/units/include/boost/units/physical\_dimensions/energy\_density.hpp  
libs/units/include/boost/units/dimension.hpp  
libs/units/include/boost/units/make\_system.hpp  
libs/units/include/boost/units/derived\_dimension.hpp  
libs/units/include/boost/units/is\_quantity.hpp  
libs/units/include/boost/units/limits.hpp  
libs/units/include/boost/units/homogeneous\_system.hpp  
libs/units/include/boost/units/get\_system.hpp  
libs/units/include/boost/units/base\_dimension.hpp  
libs/units/include/boost/units/systems/detail/constants.hpp  
libs/units/include/boost/units/systems/abstract.hpp  
libs/units/include/boost/units/systems/temperature/fahrenheit.hpp  
libs/units/include/boost/units/systems/temperature/celsius.hpp  
libs/units/include/boost/units/systems/cgs.hpp  
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libs/units/include/boost/units/systems/si/pressure.hpp  
libs/units/include/boost/units/systems/si/base.hpp  
libs/units/include/boost/units/systems/si/action.hpp  
libs/units/include/boost/units/systems/si/mass\_density.hpp  
libs/units/include/boost/units/systems/si/angular\_acceleration.hpp  
libs/units/include/boost/units/systems/si/dose\_equivalent.hpp  
libs/units/include/boost/units/systems/si/velocity.hpp  
libs/units/include/boost/units/systems/si/dimensionless.hpp  
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libs/units/include/boost/units/systems/si/magnetic\_field\_intensity.hpp  
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libs/units/include/boost/units/systems/si/angular\_velocity.hpp  
libs/units/include/boost/units/systems/si/surface\_tension.hpp  
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libs/units/include/boost/units/systems/si/codata/proton\_constants.hpp  
libs/units/include/boost/units/systems/si/codata/triton\_constants.hpp  
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libs/units/include/boost/units/systems/si/codata/neutron\_constants.hpp  
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libs/units/include/boost/units/systems/cgs/pressure.hpp  
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libs/units/include/boost/units/systems/cgs/mass\_density.hpp  
libs/units/include/boost/units/systems/cgs/velocity.hpp  
libs/units/include/boost/units/systems/cgs/dimensionless.hpp  
libs/units/include/boost/units/systems/cgs/wavenumber.hpp  
libs/units/include/boost/units/systems/cgs/time.hpp  
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libs/units/include/boost/units/base\_units/imperial/ton.hpp  
libs/units/include/boost/units/base\_units/imperial/stone.hpp  
libs/units/include/boost/units/base\_units/imperial/gill.hpp  
libs/units/include/boost/units/base\_units/imperial/foot.hpp  
libs/units/include/boost/units/base\_units/imperial/drachm.hpp  
libs/units/include/boost/units/base\_units/imperial/ounce.hpp  
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libs/units/include/boost/units/base\_units/imperial/thou.hpp  
libs/units/include/boost/units/base\_units/imperial/hundredweight.hpp  
libs/units/include/boost/units/base\_units/imperial/inch.hpp  
libs/units/include/boost/units/base\_units/imperial/pound.hpp  
libs/units/include/boost/units/base\_units/imperial/quart.hpp  
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libs/units/include/boost/units/base\_units/imperial/yard.hpp  
libs/units/include/boost/units/base\_units/imperial/pint.hpp  
libs/units/include/boost/units/base\_units/imperial/furlong.hpp  
libs/units/include/boost/units/base\_units/imperial/gallon.hpp  
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libs/units/include/boost/units/base\_units/metric/angstrom.hpp  
libs/units/include/boost/units/base\_units/metric/micron.hpp  
libs/units/include/boost/units/base\_units/metric/year.hpp  
libs/units/include/boost/units/base\_units/metric/minute.hpp  
libs/units/include/boost/units/base\_units/metric/barn.hpp  
libs/units/include/boost/units/base\_units/metric/bar.hpp  
libs/units/include/boost/units/base\_units/metric/fermi.hpp  
libs/units/include/boost/units/base\_units/metric/day.hpp  
libs/units/include/boost/units/base\_units/metric/knot.hpp  
libs/units/include/boost/units/base\_units/metric/atmosphere.hpp  
libs/units/include/boost/units/base\_units/metric/liter.hpp  
libs/units/include/boost/units/base\_units/metric/are.hpp  
libs/units/include/boost/units/base\_units/metric/torr.hpp  
libs/units/include/boost/units/base\_units/metric/mmHg.hpp  
libs/units/include/boost/units/base\_units/metric/nautical\_mile.hpp  
libs/units/include/boost/units/base\_units/metric/hectare.hpp  
libs/units/include/boost/units/base\_units/metric/hour.hpp  
libs/units/include/boost/units/base\_units/si/second.hpp  
libs/units/include/boost/units/base\_units/si/kilogram.hpp  
libs/units/include/boost/units/base\_units/si/meter.hpp  
libs/units/include/boost/units/base\_units/si/candela.hpp  
libs/units/include/boost/units/base\_units/si/ampere.hpp  
libs/units/include/boost/units/base\_units/si/kelvin.hpp  
libs/units/include/boost/units/base\_units/si/mole.hpp  
libs/units/include/boost/units/base\_units/us/ton.hpp  
libs/units/include/boost/units/base\_units/us/teaspoon.hpp  
libs/units/include/boost/units/base\_units/us/dram.hpp  
libs/units/include/boost/units/base\_units/us/gill.hpp  
libs/units/include/boost/units/base\_units/us/foot.hpp  
libs/units/include/boost/units/base\_units/us/ounce.hpp  
libs/units/include/boost/units/base\_units/us/fluid\_ounce.hpp  
libs/units/include/boost/units/base\_units/us/fluid\_dram.hpp  
libs/units/include/boost/units/base\_units/us/minim.hpp  
libs/units/include/boost/units/base\_units/us/mile.hpp  
libs/units/include/boost/units/base\_units/us/grain.hpp  
libs/units/include/boost/units/base\_units/us/pound\_force.hpp  
libs/units/include/boost/units/base\_units/us/hundredweight.hpp  
libs/units/include/boost/units/base\_units/us/inch.hpp  
libs/units/include/boost/units/base\_units/us/mil.hpp  
libs/units/include/boost/units/base\_units/us/cup.hpp  
libs/units/include/boost/units/base\_units/us/pound.hpp  
libs/units/include/boost/units/base\_units/us/tablespoon.hpp  
libs/units/include/boost/units/base\_units/us/quart.hpp  
libs/units/include/boost/units/base\_units/us/yard.hpp  
libs/units/include/boost/units/base\_units/us/pint.hpp  
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libs/units/include/boost/units/base\_units/astronomical/light\_year.hpp  
libs/units/include/boost/units/base\_units/astronomical/parsec.hpp  
libs/units/include/boost/units/base\_units/astronomical/astronomical\_unit.hpp  
libs/units/include/boost/units/base\_units/astronomical/light\_minute.hpp  
libs/units/include/boost/units/base\_units/astronomical/light\_second.hpp  
libs/units/include/boost/units/base\_units/astronomical/light\_hour.hpp  
libs/units/include/boost/units/base\_units/astronomical/light\_day.hpp  
libs/units/include/boost/units/base\_units/angle/revolution.hpp  
libs/units/include/boost/units/base\_units/angle/arcsecond.hpp  
libs/units/include/boost/units/base\_units/angle/steradian.hpp  
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libs/array/.travis.yml  
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libs/range/doc/reference/adaptors/reversed.qbk

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libs/range/doc/reference/adaptors/filtered.qbk  
libs/range/doc/reference/algorithms.qbk  
libs/range/doc/reference/adaptors.qbk  
libs/range/doc/reference/extending.qbk  
libs/range/doc/reference/semantics.qbk  
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libs/range/doc/reference/algorithm/stable\_sort.qbk  
libs/range/doc/reference/algorithm/set\_symmetric\_difference.qbk  
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libs/range/test/adaptor\_test/chained.cpp  
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libs/range/test/adaptor\_test/filtered\_example.cpp  
libs/range/test/adaptor\_test/strided.cpp  
libs/range/test/adaptor\_test/adjacent\_filtered.cpp  
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libs/range/test/adaptor\_test/type\_erased\_single\_pass.cpp  
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libs/range/test/adaptor\_test/ticket\_9519\_strided\_reversed.cpp  
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libs/range/test/adaptor\_test/map.cpp  
libs/range/test/adaptor\_test/reversed\_example.cpp  
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libs/range/test/adaptor\_test/reversed.cpp  
libs/range/test/counting\_range.cpp  
libs/range/test/irange.cpp  
libs/range/test/reverse\_iterator.cpp  
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Files:



libs/range/include/boost/range/iterator\_range\_core.hpp

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Files:

libs/range/include/boost/range/adaptor/ref\_unwrapped.hpp

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Files:

libs/range/include/boost/range/adaptor/indirected.hpp

libs/range/include/boost/range/adaptor/reversed.hpp

libs/range/include/boost/range/adaptor/transformed.hpp

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libs/range/test/combine.cpp

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Files:

libs/outcome/include/boost/outcome/experimental/status-code/generic\_code.hpp

libs/outcome/include/boost/outcome/experimental/status-code/quick\_status\_code\_from\_enum.hpp

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libs/python/test/voidptr.py  
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libs/outcome/include/boost/outcome.hpp  
libs/outcome/include/boost/outcome/detail/value\_storage.hpp  
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libs/outcome/include/boost/outcome/detail/basic\_outcome\_exception\_observers\_impl.hpp  
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libs/outcome/doc/src/snippets/void\_terminate.cpp  
libs/outcome/doc/src/snippets/experimental\_status\_code.cpp  
libs/outcome/doc/src/snippets/constructors.cpp  
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libs/outcome/test/tests/issue0010.cpp  
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libs/outcome/test/tests/default-construction.cpp  
libs/outcome/test/tests/issue0116.cpp  
libs/outcome/test/tests/issue0012.cpp  
libs/outcome/test/tests/serialisation.cpp  
libs/outcome/test/tests/containers.cpp  
libs/outcome/test/tests/issue0065.cpp  
libs/outcome/test/tests/core-outcome.cpp  
libs/outcome/test/tests/constexpr.cpp  
libs/outcome/test/tests/experimental-core-outcome-status.cpp  
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libs/outcome/test/tests/issue0182.cpp  
libs/outcome/test/tests/issue0140.cpp  
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libs/outcome/test/tests/issue0115.cpp  
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libs/outcome/test/tests/coroutine-support.cpp  
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libs/outcome/test/tests/issue0210.cpp  
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libs/outcome/test/tests/issue0007.cpp  
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libs/integer/include/boost/integer/extended\_euclidean.hpp  
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libs/math/include/boost/math/quadrature/detail/exp\_sinh\_detail.hpp  
libs/math/include/boost/math/quadrature/detail/oura\_fourier\_integrals\_detail.hpp  
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libs/math/include/boost/math/quadrature/detail/sinh\_sinh\_detail.hpp  
libs/math/include/boost/math/quadrature/exp\_sinh.hpp  
libs/math/include/boost/math/quadrature/wavelet\_transforms.hpp  
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libs/math/include/boost/math/interpolators/detail/quintic\_hermite\_detail.hpp  
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libs/math/include/boost/math/interpolators/detail/cubic\_b\_spline\_detail.hpp  
libs/math/include/boost/math/interpolators/detail/cubic\_hermite\_detail.hpp  
libs/math/include/boost/math/interpolators/detail/vector\_barycentric\_rational\_detail.hpp  
libs/math/include/boost/math/interpolators/detail/cardinal\_quintic\_b\_spline\_detail.hpp  
libs/math/include/boost/math/interpolators/detail/whittaker\_shannon\_detail.hpp  
libs/math/include/boost/math/interpolators/cardinal\_trigonometric.hpp  
libs/math/include/boost/math/interpolators/cardinal\_quintic\_b\_spline.hpp  
libs/math/include/boost/math/interpolators/barycentric\_rational.hpp  
libs/math/include/boost/math/interpolators/vector\_barycentric\_rational.hpp  
libs/math/include/boost/math/interpolators/pchip.hpp  
libs/math/include/boost/math/interpolators/whittaker\_shannon.hpp  
libs/math/include/boost/math/interpolators/cardinal\_quadratic\_b\_spline.hpp  
libs/math/include/boost/math/interpolators/quintic\_hermite.hpp  
libs/math/include/boost/math/interpolators/cardinal\_cubic\_b\_spline.hpp  
libs/math/include/boost/math/interpolators/cubic\_hermite.hpp  
libs/math/include/boost/math/interpolators/catmull\_rom.hpp  
libs/math/include/boost/math/interpolators/cubic\_b\_spline.hpp  
libs/math/include/boost/math/interpolators/septic\_hermite.hpp  
libs/math/include/boost/math/interpolators/makima.hpp  
libs/math/include/boost/math/differentiation/finite\_difference.hpp  
libs/math/include/boost/math/differentiation/lanczos\_smoothing.hpp  
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libs/math/include/boost/math/special\_functions/legendre\_stieltjes.hpp  
libs/math/include/boost/math/special\_functions/cardinal\_b\_spline.hpp  
libs/math/include/boost/math/special\_functions/daubechies\_wavelet.hpp  
libs/math/include/boost/math/special\_functions/gegenbauer.hpp  
libs/math/include/boost/math/special\_functions/jacobi.hpp  
libs/math/include/boost/math/special\_functions/chebyshev\_transform.hpp  
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libs/math/include/boost/math/statistics/t\_test.hpp  
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libs/math/include/boost/math/statistics/linear\_regression.hpp  
libs/math/include/boost/math/statistics/anderson\_darling.hpp  
libs/math/include/boost/math/statistics/ljung\_box.hpp  
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libs/math/include/boost/math/statistics/runs\_test.hpp  
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libs/math/example/trapezoidal\_example.cpp

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libs/math/example/daubechies\_wavelets/wavelet\_transform.cpp  
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libs/math/example/legendre\_stieltjes\_example.cpp  
libs/math/example/double\_exponential.cpp  
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libs/math/test/linear\_regression\_test.cpp  
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libs/context/include/boost/context/fiber\_ucontext.hpp  
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libs/context/example/callcc/stack.cpp  
libs/context/example/callcc/ontop\_void.cpp  
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libs/context/example/callcc/throw.cpp  
libs/context/example/callcc/jump.cpp  
libs/context/example/callcc/jump\_mov.cpp  
libs/context/example/callcc/parser.cpp  
libs/context/example/callcc/backtrace.cpp  
libs/context/example/callcc/segmented.cpp  
libs/context/example/callcc/Jamfile.v2  
libs/context/example/callcc/circle.cpp  
libs/context/example/callcc/jump\_void.cpp  
libs/context/example/callcc/endless\_loop.cpp  
libs/context/example/fiber/ontop.cpp  
libs/context/example/fiber/echosse.cpp  
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libs/coroutine2/include/boost/coroutine2/pooled\_fixedsize\_stack.hpp  
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libs/coroutine2/example/fibonacci.cpp  
libs/coroutine2/example/parser.cpp  
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libs/coroutine2/example/tree.h  
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libs/coroutine2/doc/stack.qbk  
libs/coroutine2/doc/intro.qbk  
libs/coroutine2/doc/asymmetric.qbk  
libs/coroutine2/doc/coro.qbk  
libs/coroutine2/doc/architectures.qbk  
libs/coroutine2/doc/overview.qbk  
libs/coroutine2/test/Jamfile.v2  
libs/coroutine2/test/test\_coroutine.cpp  
libs/coroutine2/performance/bind\_processor\_windows.cpp  
libs/coroutine2/performance/bind\_processor\_linux.cpp  
libs/coroutine2/performance/performance.cpp  
libs/coroutine2/performance/cycle.hpp  
libs/coroutine2/performance/bind\_processor\_freebsd.cpp  
libs/coroutine2/performance/bind\_processor.hpp  
libs/coroutine2/performance/bind\_processor\_solaris.cpp  
libs/coroutine2/performance/cycle\_x86-64.hpp  
libs/coroutine2/performance/bind\_processor\_aix.cpp  
libs/coroutine2/performance/clock.hpp  
libs/coroutine2/performance/cycle\_i386.hpp  
libs/coroutine2/performance/bind\_processor\_hpux.cpp  
libs/coroutine2/performance/Jamfile.v2  
libs/coroutine2/performance/segmented/Jamfile.v2  
libs/coroutine2/performance/segmented/performance\_switch.cpp  
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libs/fiber/include/boost/fiber/detail/exchange.hpp  
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libs/fiber/include/boost/fiber/detail/cpu\_relax.hpp  
libs/fiber/include/boost/fiber/detail/convert.hpp  
libs/fiber/include/boost/fiber/detail/thread\_barrier.hpp  
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libs/fiber/include/boost/fiber/detail/is\_all\_same.hpp  
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libs/fiber/include/boost/fiber/detail/context\_spinlock\_queue.hpp

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libs/fiber/include/boost/fiber/detail/spinlock\_status.hpp  
libs/fiber/include/boost/fiber/detail/decay\_copy.hpp  
libs/fiber/include/boost/fiber/detail/config.hpp  
libs/fiber/include/boost/fiber/detail/disable\_overload.hpp  
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libs/fiber/include/boost/fiber/type.hpp  
libs/fiber/include/boost/fiber/context.hpp  
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libs/fiber/include/boost/fiber/condition\_variable.hpp  
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libs/fiber/include/boost/fiber/algo/work\_stealing.hpp  
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libs/fiber/include/boost/fiber/numa/all.hpp  
libs/fiber/include/boost/fiber/numa/topology.hpp  
libs/fiber/include/boost/fiber/numa/pin\_thread.hpp  
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libs/fiber/doc/acknowledgements.qbk  
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libs/fiber/doc/worker.qbk  
libs/fiber/doc/customization.qbk  
libs/fiber/doc/migration.qbk  
libs/fiber/doc/stack.qbk  
libs/fiber/doc/promise.qbk  
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libs/fiber/doc/Jamfile.v2  
libs/fiber/doc/fibers.qbk  
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libs/fiber/doc/unbuffered\_channel.qbk  
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libs/fiber/doc/buffered\_channel.qbk  
libs/fiber/doc/overview.qbk  
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libs/fiber/examples/join.cpp  
libs/fiber/examples/segmented\_stack.cpp  
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libs/fiber/examples/ping\_pong.cpp  
libs/fiber/examples/simple.cpp  
libs/fiber/examples/range\_for.cpp  
libs/fiber/examples/hip/single\_stream.cpp  
libs/fiber/examples/hip/multiple\_streams.cpp  
libs/fiber/examples/future.cpp  
libs/fiber/examples/numa/topology.cpp  
libs/fiber/examples/numa/Jamfile.v2  
libs/fiber/examples/Jamfile.v2  
libs/fiber/build/Jamfile.v2  
libs/fiber/test/test\_mutex\_mt\_post.cpp  
libs/fiber/test/test\_condition\_variable\_dispatch.cpp  
libs/fiber/test/test\_condition\_variable\_any\_dispatch.cpp  
libs/fiber/test/test\_condition\_mt\_dispatch.cpp  
libs/fiber/test/test\_fiber\_dispatch.cpp  
libs/fiber/test/test\_unbuffered\_channel\_post.cpp  
libs/fiber/test/test\_unbuffered\_channel\_dispatch.cpp



libs/fiber/test/test\_buffered\_channel\_post.cpp  
libs/fiber/test/test\_condition\_variable\_post.cpp  
libs/fiber/test/test\_mutex\_mt\_dispatch.cpp  
libs/fiber/test/test\_condition\_variable\_any\_post.cpp  
libs/fiber/test/Jamfile.v2  
libs/fiber/test/test\_fiber\_post.cpp  
libs/fiber/test/test\_condition\_mt\_post.cpp  
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libs/fiber/test/test\_buffered\_channel\_dispatch.cpp  
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libs/fiber/performance/fiber/skynet\_detach.cpp

libs/fiber/performance/fiber/skynet\_stealing\_detach.cpp  
libs/fiber/performance/fiber/skynet\_stealing\_join.cpp  
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libs/fiber/performance/fiber/skynet\_stealing\_async.cpp  
libs/fiber/performance/fiber/Jamfile.v2  
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libs/coroutine/include/boost/coroutine/windows/protected\_stack\_allocator.hpp  
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libs/coroutine/example/symmetric/unwind.cpp

libs/coroutine/example/asymmetric/parallel.cpp  
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libs/coroutine/example/asymmetric/exception.cpp  
libs/coroutine/example/asymmetric/tree.h  
libs/coroutine/example/asymmetric/Jamfile.v2  
libs/coroutine/example/asymmetric/unwind.cpp  
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libs/coroutine/doc/attributes.qbk  
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libs/coroutine/doc/stack.qbk  
libs/coroutine/doc/intro.qbk  
libs/coroutine/doc/symmetric.qbk  
libs/coroutine/doc/asymmetric.qbk  
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libs/coroutine/doc/architectures.qbk  
libs/coroutine/doc/overview.qbk  
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libs/coroutine/test/test\_asymmetric\_coroutine.cpp  
libs/coroutine/test/Jamfile.v2  
libs/coroutine/test/test\_symmetric\_coroutine.cpp  
libs/coroutine/src/detail/coroutine\_context.cpp  
libs/coroutine/src/exceptions.cpp  
libs/coroutine/src/posix/stack\_traits.cpp  
libs/coroutine/src/windows/stack\_traits.cpp  
libs/coroutine/performance/symmetric/performance\_create\_protected.cpp  
libs/coroutine/performance/symmetric/Jamfile.v2  
libs/coroutine/performance/symmetric/performance\_switch.cpp  
libs/coroutine/performance/symmetric/performance\_create\_standard.cpp  
libs/coroutine/performance/symmetric/segmented/Jamfile.v2  
libs/coroutine/performance/symmetric/segmented/performance\_create\_segmented.cpp  
libs/coroutine/performance/symmetric/performance\_create\_prealloc.cpp  
libs/coroutine/performance/bind\_processor\_windows.cpp  
libs/coroutine/performance/bind\_processor\_linux.cpp  
libs/coroutine/performance/cycle.hpp  
libs/coroutine/performance/asymmetric/performance\_create\_protected.cpp  
libs/coroutine/performance/asymmetric/Jamfile.v2  
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libs/coroutine/performance/asymmetric/segmented/Jamfile.v2  
libs/coroutine/performance/asymmetric/segmented/performance\_create\_segmented.cpp  
libs/coroutine/performance/asymmetric/performance\_create\_prealloc.cpp  
libs/coroutine/performance/bind\_processor\_freebsd.cpp  
libs/coroutine/performance/preallocated\_stack\_allocator.hpp

libs/coroutine/performance/bind\_processor.hpp  
libs/coroutine/performance/bind\_processor\_solaris.cpp  
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libs/gil/include/boost/gil/image\_processing/numeric.hpp  
libs/gil/example/harris.cpp  
libs/gil/test/core/image\_processing/harris.cpp  
libs/gil/test/core/image\_processing/lanczos\_scaling.cpp  
libs/gil/test/core/image\_processing/sobel\_scharr.cpp  
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libs/geometry/include/boost/geometry/formulas/interpolate\_point\_spherical.hpp

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libs/geometry/test/strategies/douglas\_peucker.cpp  
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libs/geometry/test/strategies/distance\_cross\_track.cpp  
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libs/geometry/test/strategies/segment\_intersection\_geo.cpp  
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libs/hof/include/boost/hof/apply.hpp  
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libs/hof/include/boost/hof/alias.hpp  
libs/hof/include/boost/hof/apply\_eval.hpp  
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libs/hof/include/boost/hof/fix.hpp  
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libs/hof/include/boost/hof/flow.hpp  
libs/hof/include/boost/hof/unpack\_sequence.hpp  
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libs/hof/include/boost/hof/eval.hpp  
libs/hof/include/boost/hof/limit.hpp  
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libs/hof/include/boost/hof/is\_invocable.hpp  
libs/hof/include/boost/hof/identity.hpp  
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libs/hof/doc/src/more\_examples.md  
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libs/hof/doc/src/index.md  
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libs/hof/test/returns.cpp  
libs/hof/test/lazy.cpp  
libs/hof/test/infix.cpp  
libs/hof/test/first\_of.cpp  
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libs/hof/test/match.cpp  
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libs/hof/test/reveal.cpp  
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libs/preprocessor/test/iteration.cpp  
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libs/mp11/test/mp\_set\_union\_sf.cpp  
libs/mp11/test/mp\_map\_update\_q.cpp  
libs/mp11/test/mp\_bind\_back.cpp  
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libs/mp11/test/mp\_fold\_q.cpp  
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libs/variant2/doc/variant2.adoc  
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libs/variant2/test/variant\_emplace\_index.cpp  
libs/variant2/test/quick.cpp  
libs/variant2/test/variant\_visit.cpp  
libs/variant2/test/variant\_emplace\_type\_cx.cpp  
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libs/variant2/test/variant\_emplace\_type.cpp  
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libs/variant2/test/variant\_visit\_r.cpp  
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libs/variant2/test/variant\_lt\_gt.cpp  
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libs/variant2/test/variant\_get\_by\_index.cpp  
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libs/variant2/test/variant\_destroy.cpp  
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libs/variant2/test/variant\_move\_construct\_throw.cpp  
libs/variant2/test/Jamfile  
libs/variant2/test/variant\_in\_place\_index\_construct\_cx.cpp  
libs/variant2/test/variant\_get\_by\_type\_cx.cpp  
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libs/variant2/test/variant\_size.cpp  
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libs/variant2/test/variant\_copy\_assign\_cx.cpp  
libs/variant2/test/variant\_emplace\_index\_cx.cpp  
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libs/variant2/test/variant\_valueless.cpp  
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libs/variant2/test/variant\_default\_construct.cpp  
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libs/variant2/benchmark/benchmark1.cpp  
libs/proto/.travis.yml  
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libs/function/test/throw\_bad\_function\_call.cpp  
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libs/preprocessor/test/cmake\_subdir\_test/CMakeLists.txt  
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libs/throw\_exception/.travis.yml  
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libs/throw\_exception/test/cmake\_install\_test/CMakeLists.txt  
libs/throw\_exception/test/throw\_exception\_test2.cpp  
libs/throw\_exception/test/throw\_exception\_test3.cpp  
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libs/msm/.travis.yml  
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libs/assert/appveyor.yml  
libs/assert/.travis.yml  
libs/assert/doc/changes.adoc  
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libs/assert/doc/source\_location.adoc  
libs/assert/doc/Jamfile  
libs/assert/doc/current\_function.adoc  
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libs/assert/test/cmake\_subdir\_test/CMakeLists.txt  
libs/assert/test/assert\_test2.cpp  
libs/assert/test/Jamfile.v2  
libs/assert/test/current\_function\_test2.cpp  
libs/assert/test/source\_location\_test.cpp  
libs/assert/test/cmake\_install\_test/main.cpp  
libs/assert/test/cmake\_install\_test/CMakeLists.txt  
libs/assert/test/source\_location\_test2.cpp  
libs/assert/test/assert\_msg\_test2.cpp  
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libs/container/.travis.yml  
libs/beast/appveyor.yml  
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libs/statechart/.travis.yml  
libs/algorithm/appveyor.yml  
libs/crc/appveyor.yml  
libs/crc/.travis.yml  
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libs/bind/include/boost/is\_placeholder.hpp  
libs/bind/include/boost/bind/storage.hpp  
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libs/bind/appveyor.yml  
libs/bind/.travis.yml  
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libs/bind/test/bind\_fn2\_test.cpp  
libs/bind/test/bind\_eq2\_test.cpp  
libs/bind/test/bind\_unary\_addr.cpp  
libs/bind/test/mem\_fn\_unary\_addr\_test.cpp  
libs/bind/test/bind\_not\_test.cpp

libs/bind/test/bind\_nested\_rv\_test.cpp  
libs/bind/test/arg\_copy\_test.cpp  
libs/bind/test/bind\_cdecl\_mf\_test.cpp  
libs/bind/test/CMakeLists.txt  
libs/bind/test/bind\_placeholder\_test.cpp  
libs/bind/test/mem\_fn\_dm\_test.cpp  
libs/bind/test/mem\_fn\_noexcept\_test.cpp  
libs/bind/test/bind\_fwd2\_test.cpp  
libs/bind/test/bind\_dm3\_test.cpp  
libs/bind/test/global\_placeholders.cpp  
libs/bind/test/quick.cpp  
libs/bind/test/bind\_rv\_sp\_test.cpp  
libs/bind/test/bind\_fnobj2\_test.cpp  
libs/bind/test/cmake\_subdir\_test/CMakeLists.txt  
libs/bind/test/bind\_and\_or\_test.cpp  
libs/bind/test/ref\_fn\_test.cpp  
libs/bind/test/bind\_ref\_test.cpp  
libs/bind/test/bind\_type\_test.cpp  
libs/bind/test/bind\_cv\_test.cpp  
libs/bind/test/bind\_rvalue\_test.cpp  
libs/bind/test/bind\_function\_ap\_test.cpp  
libs/bind/test/bind\_noexcept\_test.cpp  
libs/bind/test/placeholder\_const\_ref\_test.cpp  
libs/bind/test/bind\_stateful\_test.cpp  
libs/bind/test/bind\_function2\_test.cpp  
libs/bind/test/bind\_dm2\_test.cpp  
libs/bind/test/Jamfile.v2  
libs/bind/test/bind\_eq3\_test.cpp  
libs/bind/test/bind\_eq\_test.cpp  
libs/bind/test/arg\_copy\_fail.cpp  
libs/bind/test/bind\_dm\_test.cpp  
libs/bind/test/mem\_fn\_ref\_test.cpp  
libs/bind/test/cmake\_install\_test/CMakeLists.txt  
libs/bind/test/bind\_mf2\_test.cpp  
libs/bind/test/bind\_rel\_test.cpp  
libs/bind/test/bind\_fwd\_test.cpp  
libs/bind/test/placeholder\_std\_bind\_test.cpp  
libs/bind/test/bind\_function\_test.cpp  
libs/bind/test/mem\_fn\_cdecl\_test.cpp  
libs/bind/test/mem\_fn\_eq\_test.cpp  
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libs/callable\_traits/.travis.yml  
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libs/system/.travis.yml  
libs/system/doc/system.adoc  
libs/system/doc/Jamfile  
libs/system/doc/system/changes.adoc  
libs/system/doc/system/copyright.adoc  
libs/system/test/CMakeLists.txt  
libs/system/test/failed\_test.cpp  
libs/system/test/std\_single\_instance\_1.cpp  
libs/system/test/std\_single\_instance\_test.cpp  
libs/system/test/single\_instance\_2.cpp  
libs/system/test/quick.cpp  
libs/system/test/win32\_hresult\_test.cpp  
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libs/system/test/throws\_assign\_fail.cpp  
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libs/system/test/after\_main\_test.cpp  
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libs/system/test/constexpr\_test.cpp  
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libs/system/test/single\_instance\_test.cpp  
libs/system/test/single\_instance\_1.cpp  
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libs/xpressive/.travis.yml  
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tools/cmake/include/BoostTest.cmake  
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libs/python/include/boost/python/object/pickle\_support.hpp  
libs/python/example/quickstart/extending.cpp  
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libs/serialization/test/test\_polymorphic2.cpp  
libs/serialization/test/test\_unique\_ptr.cpp  
libs/serialization/test/test\_null\_ptr.cpp  
libs/serialization/test/test\_dll\_simple.cpp  
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libs/serialization/src/binary\_wiarchive.cpp  
libs/serialization/src/basic\_ostream\_serializer.cpp  
libs/serialization/src/basic\_pointer\_ostream\_serializer.cpp  
libs/serialization/src/basic\_text\_oprimitive.cpp  
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libs/serialization/src/polymorphic\_text\_oarchive.cpp  
libs/serialization/src/binary\_oarchive.cpp  
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libs/serialization/performance/polymorphic\_text\_archive.hpp  
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libs/python/example/tutorial/Jamfile  
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libs/python/doc/fabscrip  
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libs/pool/include/boost/pool/detail/pool\_construct\_simple.m4  
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libs/sort/test/integer\_sort\_test.cpp  
libs/sort/test/Jamfile.v2  
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libs/phoenix/test/bll\_compatibility/result\_of\_tests.cpp  
libs/phoenix/test/bll\_compatibility/ret\_test.cpp  
libs/context/build/architecture.jam  
libs/config/checks/architecture/mips1.cpp  
libs/config/checks/architecture/sparc.cpp  
libs/config/checks/architecture/Jamroot.jam  
libs/config/checks/architecture/arm.cpp  
libs/config/checks/architecture/power.cpp  
libs/config/checks/architecture/x86.cpp  
libs/config/checks/architecture/32.cpp  
libs/config/checks/architecture/64.cpp  
libs/config/checks/architecture/s390x.cpp  
libs/random/include/boost/random/detail/operators.hpp  
libs/random/include/boost/random/detail/seed\_impl.hpp  
libs/random/include/boost/random/detail/generator\_bits.hpp  
libs/random/include/boost/random/detail/large\_arithmetic.hpp  
libs/random/include/boost/random/detail/auto\_link.hpp  
libs/random/include/boost/random/detail/vector\_io.hpp  
libs/random/include/boost/random/detail/polynomial.hpp  
libs/random/include/boost/random/detail/integer\_log2.hpp  
libs/random/include/boost/random/detail/disable\_warnings.hpp  
libs/random/include/boost/random/detail/config.hpp  
libs/random/include/boost/random/detail/seed.hpp  
libs/random/include/boost/random/detail/enable\_warnings.hpp  
libs/random/include/boost/random/beta\_distribution.hpp  
libs/random/include/boost/random/negative\_binomial\_distribution.hpp  
libs/random/include/boost/random/chi\_squared\_distribution.hpp  
libs/random/include/boost/random/generate\_canonical.hpp  
libs/random/include/boost/random/binomial\_distribution.hpp  
libs/random/include/boost/random/weibull\_distribution.hpp  
libs/random/include/boost/random/extreme\_value\_distribution.hpp  
libs/random/include/boost/random/discrete\_distribution.hpp  
libs/random/include/boost/random/piecewise\_constant\_distribution.hpp  
libs/random/include/boost/random/seed\_seq.hpp  
libs/random/include/boost/random/fisher\_f\_distribution.hpp  
libs/random/include/boost/random/piecewise\_linear\_distribution.hpp  
libs/random/include/boost/random/student\_t\_distribution.hpp  
libs/random/include/boost/random/laplace\_distribution.hpp  
libs/random/include/boost/random/independent\_bits.hpp  
libs/random/example/password.cpp  
libs/random/example/die.cpp  
libs/random/example/Jamfile.v2  
libs/random/example/weighted\_die.cpp  
libs/random/doc/distributions.qbk

libs/random/doc/generators.qbk  
libs/random/doc/performance.qbk  
libs/random/doc/generator\_defs.qbk  
libs/random/doc/concepts.qbk  
libs/random/doc/Jamfile.v2  
libs/random/doc/tutorial.qbk  
libs/random/doc/nondet\_random.qbk  
libs/random/doc/utilities.qbk  
libs/random/extra/Jamfile.v2  
libs/random/build/Jamfile.v2  
libs/random/test/test\_taus88.cpp  
libs/random/test/test\_mt19937\_64.cpp  
libs/random/test/test\_normal.cpp  
libs/random/test/test\_old\_uniform\_real.cpp  
libs/random/test/test\_geometric.cpp  
libs/random/test/test\_distribution.ipp  
libs/random/test/test\_piecewise\_linear.cpp  
libs/random/test/test\_seed\_seq.cpp  
libs/random/test/test\_ranlux4\_01.cpp  
libs/random/test/test\_uniform\_on\_sphere\_distribution.cpp  
libs/random/test/test\_const\_mod.cpp  
libs/random/test/test\_binomial.cpp  
libs/random/test/test\_geometric\_distribution.cpp  
libs/random/test/test\_old\_uniform\_real\_distribution.cpp  
libs/random/test/test\_minstd\_rand0.cpp  
libs/random/test/test\_hellekalek1995.cpp  
libs/random/test/test\_piecewise\_constant.cpp  
libs/random/test/test\_lagged\_fibonacci.cpp  
libs/random/test/test\_lagged\_fibonacci44497.cpp  
libs/random/test/test\_weibull.cpp  
libs/random/test/test\_exponential\_distribution.cpp  
libs/random/test/test\_lagged\_fibonacci2281.cpp  
libs/random/test/test\_ranlux3.cpp  
libs/random/test/test\_ranlux24.cpp  
libs/random/test/test\_lagged\_fibonacci19937.cpp  
libs/random/test/test\_piecewise\_linear\_distribution.cpp  
libs/random/test/test\_student\_t.cpp  
libs/random/test/test\_normal\_distribution.cpp  
libs/random/test/test\_fisher\_f.cpp  
libs/random/test/test\_ranlux64\_3\_01.cpp  
libs/random/test/test\_poisson\_distribution.cpp  
libs/random/test/test\_weibull\_distribution.cpp  
libs/random/test/test\_uniform\_smallint.cpp  
libs/random/test/test\_lognormal\_distribution.cpp  
libs/random/test/test\_beta\_distribution.cpp  
libs/random/test/test\_triangle.cpp  
libs/random/test/test\_random\_device.cpp  
libs/random/test/test\_bernoulli\_distribution.cpp

libs/random/test/test\_ranlux48.cpp  
libs/random/test/test\_lagged\_fibonacci4423.cpp  
libs/random/test/test\_piecewise\_constant\_distribution.cpp  
libs/random/test/test\_knuth\_b.cpp  
libs/random/test/test\_independent\_bits32.cpp  
libs/random/test/test\_chi\_squared\_distribution.cpp  
libs/random/test/test\_cauchy\_distribution.cpp  
libs/random/test/test\_kreutzer1986.cpp  
libs/random/test/test\_lognormal.cpp  
libs/random/test/test\_negative\_binomial\_distribution.cpp  
libs/random/test/test\_bernoulli.cpp  
libs/random/test/test\_ranlux48\_base.cpp  
libs/random/test/test\_real\_distribution.ipp  
libs/random/test/test\_discrete\_distribution.cpp  
libs/random/test/test\_triangle\_distribution.cpp  
libs/random/test/test\_poisson.cpp  
libs/random/test/test\_ranlux64\_4\_01.cpp  
libs/random/test/test\_exponential.cpp  
libs/random/test/test\_chi\_squared.cpp  
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libs/random/test/test\_uniform\_real.cpp  
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libs/random/test/chi\_squared\_test.hpp  
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libs/random/test/test\_beta.cpp  
libs/random/test/test\_uniform\_real\_distribution.cpp  
libs/random/test/test\_extreme\_value\_distribution.cpp  
libs/random/test/test\_ranlux64\_4.cpp  
libs/random/test/test\_discrete.cpp  
libs/random/test/test\_old\_uniform\_int.cpp  
libs/random/test/test\_negative\_binomial.cpp  
libs/random/test/test\_old\_uniform\_int\_distribution.cpp  
libs/random/test/test\_binomial\_distribution.cpp  
libs/random/test/test\_laplace.cpp  
libs/random/test/test\_laplace\_distribution.cpp  
libs/random/test/test\_linear\_feedback\_shift.cpp  
libs/random/test/test\_minstd\_rand.cpp  
libs/random/test/test\_uniform\_int\_distribution.cpp  
libs/random/test/test\_student\_t\_distribution.cpp  
libs/random/test/test\_ranlux24\_base.cpp  
libs/random/test/test\_cauchy.cpp  
libs/random/test/test\_generate\_canonical.cpp  
libs/random/test/test\_mt11213b.cpp  
libs/random/test/test\_extreme\_value.cpp  
libs/random/test/test\_ranlux64\_3.cpp  
libs/random/test/concepts.hpp

libs/random/test/test\_ranlux3\_01.cpp  
libs/random/test/test\_generator.ipp  
libs/random/test/test\_lagged\_fibonacci607.cpp  
libs/random/test/test\_ranlux4.cpp  
libs/random/test/test\_gamma\_distribution.cpp  
libs/random/test/test\_uniform\_smallint\_distribution.cpp  
libs/random/test/test\_ecuyer1988.cpp  
libs/random/test/test\_fisher\_f\_distribution.cpp  
libs/random/test/test\_uniform\_int.cpp  
libs/random/test/test\_independent\_bits31.cpp  
libs/random/test/test\_gamma.cpp  
libs/random/test/test\_mt19937.cpp  
libs/random/test/test\_rand48.cpp  
libs/random/performance/generate\_table.cpp  
libs/iostreams/test/filtering\_stream\_flush\_test.hpp  
libs/type\_erasure/include/boost/type\_erasure/operators.hpp  
libs/type\_erasure/include/boost/type\_erasure/builtin.hpp  
libs/type\_erasure/include/boost/type\_erasure/dynamic\_binding.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/dynamic\_vtable.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/vtable.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/adapt\_to\_vtable.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/rebind\_placeholders.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/instantiate.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/auto\_link.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/normalize\_deduced.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/construct.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/storage.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/normalize.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/get\_placeholders.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/access.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/macro.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/get\_signature.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/check\_call.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/check\_map.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/extract\_concept.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/member11.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/any\_base.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/const.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/meta.hpp  
libs/type\_erasure/include/boost/type\_erasure/detail/null.hpp  
libs/type\_erasure/include/boost/type\_erasure/deduced.hpp  
libs/type\_erasure/include/boost/type\_erasure/exception.hpp  
libs/type\_erasure/include/boost/type\_erasure/placeholder.hpp  
libs/type\_erasure/include/boost/type\_erasure/binding.hpp  
libs/type\_erasure/include/boost/type\_erasure/same\_type.hpp  
libs/type\_erasure/include/boost/type\_erasure/typeid\_of.hpp  
libs/type\_erasure/include/boost/type\_erasure/rebind\_any.hpp  
libs/type\_erasure/include/boost/type\_erasure/concept\_of.hpp

libs/type\_erasure/include/boost/type\_erasure/any.hpp  
libs/type\_erasure/include/boost/type\_erasure/tuple.hpp  
libs/type\_erasure/include/boost/type\_erasure/placeholder\_of.hpp  
libs/type\_erasure/include/boost/type\_erasure/is\_empty.hpp  
libs/type\_erasure/include/boost/type\_erasure/is\_subconcept.hpp  
libs/type\_erasure/include/boost/type\_erasure/constructible.hpp  
libs/type\_erasure/include/boost/type\_erasure/check\_match.hpp  
libs/type\_erasure/include/boost/type\_erasure/concept\_interface.hpp  
libs/type\_erasure/include/boost/type\_erasure/iterator.hpp  
libs/type\_erasure/include/boost/type\_erasure/static\_binding.hpp  
libs/type\_erasure/include/boost/type\_erasure/free.hpp  
libs/type\_erasure/include/boost/type\_erasure/register\_binding.hpp  
libs/type\_erasure/include/boost/type\_erasure/member.hpp  
libs/type\_erasure/include/boost/type\_erasure/is\_placeholder.hpp  
libs/type\_erasure/include/boost/type\_erasure/require\_match.hpp  
libs/type\_erasure/include/boost/type\_erasure/binding\_of.hpp  
libs/type\_erasure/include/boost/type\_erasure/any\_cast.hpp  
libs/type\_erasure/include/boost/type\_erasure/call.hpp  
libs/type\_erasure/include/boost/type\_erasure/dynamic\_any\_cast.hpp  
libs/type\_erasure/include/boost/type\_erasure/relaxed.hpp  
libs/type\_erasure/include/boost/type\_erasure/param.hpp  
libs/type\_erasure/include/boost/type\_erasure/config.hpp  
libs/type\_erasure/include/boost/type\_erasure/derived.hpp  
libs/type\_erasure/include/boost/type\_erasure/callable.hpp  
libs/type\_erasure/example/convert.cpp  
libs/type\_erasure/example/basic.cpp  
libs/type\_erasure/example/compose.cpp  
libs/type\_erasure/example/references.cpp  
libs/type\_erasure/example/Jamfile.jam  
libs/type\_erasure/example/associated.cpp  
libs/type\_erasure/example/custom.cpp  
libs/type\_erasure/example/multifunction.cpp  
libs/type\_erasure/example/concept\_map.cpp  
libs/type\_erasure/example/multi.cpp  
libs/type\_erasure/example/construction.cpp  
libs/type\_erasure/example/overload.cpp  
libs/type\_erasure/example/printf.cpp  
libs/type\_erasure/example/print\_sequence.cpp  
libs/type\_erasure/doc/Jamfile.jam  
libs/type\_erasure/build/Jamfile.v2  
libs/type\_erasure/test/test\_nested.cpp  
libs/type\_erasure/test/fail\_increment\_discard\_const.cpp  
libs/type\_erasure/test/fail\_cref\_assign.cpp  
libs/type\_erasure/test/fail\_construct\_mismatch.cpp  
libs/type\_erasure/test/test\_construct.cpp  
libs/type\_erasure/test/test\_construct\_cref.cpp  
libs/type\_erasure/test/test\_tuple.cpp  
libs/type\_erasure/test/test\_null.cpp

libs/type\_erasure/test/test\_is\_subconcept.cpp  
libs/type\_erasure/test/test\_stream.cpp  
libs/type\_erasure/test/fail\_any\_cast\_discard\_const2.cpp  
libs/type\_erasure/test/test\_less.cpp  
libs/type\_erasure/test/test\_add\_assign.cpp  
libs/type\_erasure/test/test\_add.cpp  
libs/type\_erasure/test/test\_relaxed.cpp  
libs/type\_erasure/test/test\_construct\_ref.cpp  
libs/type\_erasure/test/fail\_construct\_mismatch\_ref.cpp  
libs/type\_erasure/test/test\_assign.cpp  
libs/type\_erasure/test/test\_binding.cpp  
libs/type\_erasure/test/test\_is\_placeholder.cpp  
libs/type\_erasure/test/fail\_not\_incrementable.cpp  
libs/type\_erasure/test/Jamfile.jam  
libs/type\_erasure/test/test\_same\_type.cpp  
libs/type\_erasure/test/fail\_ref\_discard\_const.cpp  
libs/type\_erasure/test/test\_forward\_iterator.cpp  
libs/type\_erasure/test/fail\_any\_cast\_discard\_const1.cpp  
libs/type\_erasure/test/test\_subscript.cpp  
libs/type\_erasure/test/fail\_any\_cast\_pointer\_to\_val.cpp  
libs/type\_erasure/test/fail\_any\_cast\_pointer\_to\_ref.cpp  
libs/type\_erasure/test/test\_interface\_order.cpp  
libs/type\_erasure/test/test\_increment.cpp  
libs/type\_erasure/test/test\_dynamic\_any\_cast.cpp  
libs/type\_erasure/test/fail\_ref\_discard\_const\_init.cpp  
libs/type\_erasure/test/fail\_ref\_assign.cpp  
libs/type\_erasure/test/test\_equal.cpp  
libs/type\_erasure/test/fail\_any\_cast\_discard\_const6.cpp  
libs/type\_erasure/test/fail\_binding\_convert\_no\_mapping.cpp  
libs/type\_erasure/test/test\_param.cpp  
libs/type\_erasure/test/test\_callable.cpp  
libs/type\_erasure/test/test\_reference.cpp  
libs/type\_erasure/test/test\_limits.cpp  
libs/type\_erasure/test/test\_deduced.cpp  
libs/type\_erasure/test/fail\_construct\_mismatch\_rref.cpp  
libs/type\_erasure/test/test\_is\_empty.cpp  
libs/type\_erasure/test/test\_binding\_of.cpp  
libs/type\_erasure/test/fail\_any\_cast\_discard\_const4.cpp  
libs/type\_erasure/test/fail\_ref\_discard\_const\_convert\_ref.cpp  
libs/type\_erasure/test/fail\_construct\_mismatch\_cref.cpp  
libs/type\_erasure/test/test\_sfinae.cpp  
libs/type\_erasure/test/fail\_ref\_discard\_const\_convert.cpp  
libs/type\_erasure/test/test\_member.cpp  
libs/type\_erasure/test/test\_any\_cast.cpp  
libs/type\_erasure/test/fail\_default\_construct.cpp  
libs/type\_erasure/test/test\_typeid\_of.cpp  
libs/type\_erasure/test/test\_free.cpp  
libs/type\_erasure/test/test\_negate.cpp



libs/type\_erasure/test/fail\_rref\_assign.cpp  
libs/type\_erasure/test/fail\_any\_cast\_discard\_const5.cpp  
libs/type\_erasure/test/fail\_ref\_discard\_const\_convert\_cref.cpp  
libs/type\_erasure/test/test\_dereference.cpp  
libs/type\_erasure/test/fail\_any\_cast\_discard\_const3.cpp  
libs/type\_erasure/src/dynamic\_binding.cpp  
libs/test/test/selfcontained.cpp  
libs/lambda/include/boost/lambda/detail/suppress\_unused.hpp  
libs/lambda/test/result\_of\_tests.cpp  
libs/lambda/test/ret\_test.cpp  
libs/mpl/test/push\_back.cpp  
libs/format/test/format\_test\_enum.cpp  
libs/units/example/Jamfile.v2  
libs/units/doc/Jamfile.v2  
libs/units/test\_headers/Jamfile.v2  
libs/units/test/fail\_quantity\_non\_unit.cpp  
libs/units/test/test\_trig.cpp  
libs/units/test/Jamfile.v2  
libs/algorithm/string/test/find\_format\_test.cpp  
libs/bind/test/protect\_test.cpp  
tools/build/test/feature\_suppress\_import\_lib.py  
tools/build/test/flags.py  
tools/build/test/bzip2.py  
tools/build/test/always.py  
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tools/build/test/core\_update\_now.py  
tools/build/test/libtiff.py  
tools/build/test/inherited\_dependency.py  
tools/build/test/feature\_cxxflags.py  
tools/build/test/builtin\_readlink.py  
tools/build/test/package.py  
tools/build/test/builtin\_exit.py  
tools/build/test/toolset\_requirements.py  
tools/build/test/source\_order.py  
tools/build/test/core\_fail\_expected.py  
tools/build/test/libzstd.py  
tools/build/test/builtin\_echo.py  
tools/build/test/toolset\_clang\_vxworks.py  
tools/build/test/toolset\_darwin.py  
tools/build/test/Jamfile.jam  
tools/build/test/core\_at\_file.py  
tools/build/test/toolset\_clang\_darwin.py  
tools/build/test/ordered\_include.py  
tools/build/test/toolset\_defaults.py  
tools/build/test/core\_jamshell.py  
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tools/build/test/toolset-mock/Jamroot.jam  
tools/build/test/toolset-mock/lib.cpp  
tools/build/test/toolset-mock/src/MockProgram.py  
tools/build/test/toolset-mock/src/strip.py  
tools/build/test/toolset-mock/src/Jamroot.jam  
tools/build/test/toolset-mock/src/libtool.py  
tools/build/test/toolset-mock/src/darwin-4.2.1.py  
tools/build/test/toolset-mock/src/ar.py  
tools/build/test/toolset-mock/src/ranlib.py  
tools/build/test/toolset-mock/src/gcc-4.2.1-darwin.py  
tools/build/test/toolset-mock/src/mock-program.cpp  
tools/build/test/toolset-mock/src/ld.py  
tools/build/test/toolset-mock/src/verify.py  
tools/build/test/toolset-mock/src/gcc-4.8.3-linux.py  
tools/build/test/toolset-mock/src/clang-vxworks-4.0.1.py  
tools/build/test/toolset-mock/src/intel-darwin-10.2.py  
tools/build/test/toolset-mock/src/project-config.jam  
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tools/build/test/toolset\_intel\_darwin.py  
tools/build/test/lib\_zlib.py  
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tools/build/test/space\_in\_path.py  
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tools/build/test/rescan\_header.py  
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tools/build/src/util/param.jam  
tools/build/src/build/config-cache.jam  
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Files:

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tools/build/src/engine/constants.h  
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Files:

libs/random/test/test\_non\_central\_chi\_squared\_distribution.cpp  
libs/random/test/test\_non\_central\_chi\_squared.cpp

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libs/yap/include/boost/yap/expression.hpp  
libs/yap/include/boost/yap/user\_macros.hpp  
libs/yap/include/boost/yap/yap.hpp  
libs/yap/include/boost/yap/algorithm\_fwd.hpp

libs/yap/include/boost/yap/config.hpp  
libs/yap/example/let.cpp  
libs/yap/example/transform\_terminals.cpp  
libs/yap/example/pipable\_algorithms.cpp  
libs/yap/example/future\_group.cpp  
libs/yap/example/calc2b.cpp  
libs/yap/example/vector.cpp  
libs/yap/example/lazy\_vector.cpp  
libs/yap/example/calc1.cpp  
libs/yap/example/minimal.cpp  
libs/yap/example/vec3.cpp  
libs/yap/example/calc2a.cpp  
libs/yap/example/self\_evaluation.cpp  
libs/yap/example/calc3.cpp  
libs/yap/example/autodiff\_example.cpp  
libs/yap/example/tarray.cpp  
libs/yap/example/hello\_world.cpp  
libs/yap/example/hello\_world\_redux.cpp  
libs/yap/example/map\_assign.cpp  
libs/yap/example/mixed.cpp  
libs/yap/doc/user\_macros\_snippets.cpp  
libs/yap/doc/other\_snippets.cpp  
libs/yap/doc/yap.qbk  
libs/yap/cmake/constexpr\_if.cpp  
libs/yap/test/user\_expression\_transform\_1.cpp  
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Files:

libs/iterator/include/boost/iterator/detail/config\_undef.hpp  
libs/iterator/doc/Jamfile.v2  
libs/iterator/test/iter\_archetype\_default\_ctor.cpp  
libs/iterator/test/iterator\_archetype\_cc.cpp  
libs/iterator/test/iterator\_adaptor\_test.cpp  
libs/iterator/test/interoperable\_fail.cpp  
libs/iterator/test/is\_convertible\_fail.cpp

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Files:

libs/range/include/boost/range/as\_literal.hpp  
libs/range/include/boost/range/detail/common.hpp  
libs/range/include/boost/range/detail/sfinae.hpp  
libs/range/include/boost/range/detail/str\_types.hpp  
libs/range/include/boost/range/detail/difference\_type.hpp  
libs/range/include/boost/range/detail/sizer.hpp  
libs/range/include/boost/range/detail/implementation\_help.hpp  
libs/range/include/boost/range/detail/empty.hpp  
libs/range/include/boost/range/result\_iterator.hpp  
libs/range/include/boost/range/functions.hpp  
libs/range/include/boost/range/size\_type.hpp  
libs/range/include/boost/range/rbegin.hpp

libs/range/include/boost/range/rend.hpp  
libs/range/include/boost/range/value\_type.hpp  
libs/range/include/boost/range/metafunctions.hpp  
libs/range/include/boost/range/difference\_type.hpp  
libs/range/include/boost/range/category.hpp  
libs/range/include/boost/range/reverse\_iterator.hpp  
libs/range/include/boost/range/const\_iterator.hpp  
libs/range/include/boost/range/end.hpp  
libs/range/include/boost/range/iterator.hpp  
libs/range/include/boost/range/size.hpp  
libs/range/include/boost/range/reverse\_result\_iterator.hpp  
libs/range/include/boost/range/const\_reverse\_iterator.hpp  
libs/range/include/boost/range/reference.hpp  
libs/range/include/boost/range/distance.hpp  
libs/range/include/boost/range/as\_array.hpp  
libs/range/include/boost/range/mutable\_iterator.hpp  
libs/range/include/boost/range/config.hpp  
libs/range/include/boost/range/begin.hpp  
libs/range/include/boost/range/pointer.hpp  
libs/range/include/boost/range/empty.hpp  
libs/range/include/boost/range.hpp  
libs/range/doc/reference/adaptors/examples/indirected.cpp  
libs/range/doc/Jamfile.v2  
libs/range/doc/example.cpp  
libs/range/test/const\_ranges.cpp  
libs/range/test/compat2.cpp  
libs/range/test/array.cpp  
libs/range/test/partial\_workaround.cpp  
libs/range/test/sub\_range.cpp  
libs/range/test/extension\_size.cpp  
libs/range/test/reversible\_range.cpp  
libs/range/test/adaptors.cpp  
libs/range/test/adl\_conformance.cpp  
libs/range/test/iterator\_pair.cpp  
libs/range/test/string.cpp  
libs/range/test/compat3.cpp  
libs/range/test/extension\_mechanism.cpp  
libs/range/test/std\_container.cpp  
libs/range/test/algorithm\_example.cpp  
libs/range/test/adl\_conformance\_no\_using.cpp  
libs/type\_traits/test/aligned\_storage\_empt\_test.cpp  
libs/assign/include/boost/assign.hpp  
libs/assign/include/boost/assign/ptr\_list\_of.hpp  
libs/assign/include/boost/assign/list\_of.hpp  
libs/assign/include/boost/assign/std/list.hpp  
libs/assign/include/boost/assign/std/stack.hpp  
libs/assign/include/boost/assign/std/set.hpp  
libs/assign/include/boost/assign/std/deque.hpp

libs/assign/include/boost/assign/std/vector.hpp  
libs/assign/include/boost/assign/std/queue.hpp  
libs/assign/include/boost/assign/std/slist.hpp  
libs/assign/include/boost/assign/std/map.hpp  
libs/assign/include/boost/assign/std.hpp  
libs/assign/include/boost/assign/list\_inserter.hpp  
libs/assign/include/boost/assign/ptr\_map\_inserter.hpp  
libs/assign/include/boost/assign/ptr\_list\_inserter.hpp  
libs/assign/include/boost/assign/assignment\_exception.hpp  
libs/assign/doc/style.css  
libs/assign/test/array.cpp  
libs/assign/test/basic.cpp  
libs/assign/test/static\_list\_of.cpp  
libs/assign/test/email\_example.cpp  
libs/assign/test/multi\_index\_container.cpp  
libs/assign/test/ptr\_map\_inserter.cpp  
libs/assign/test/ptr\_list\_of.cpp  
libs/assign/test/my\_vector\_example.cpp  
libs/assign/test/list\_of\_workaround.cpp  
libs/assign/test/std.cpp  
libs/assign/test/list\_inserter.cpp  
libs/assign/test/Jamfile.v2  
libs/assign/test/tuple\_list\_of.cpp  
libs/assign/test/list\_of.cpp  
libs/assign/test/ptr\_list\_inserter.cpp  
libs/signals2/include/boost/signals2/detail/auto\_buffer.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_array.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/serialize\_xml\_names.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/scoped\_deleter.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/reversible\_ptr\_container.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/meta\_functions.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/throw\_exception.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/void\_ptr\_iterator.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/map\_iterator.hpp  
libs/ptr\_container/include/boost/ptr\_container/detail/associative\_ptr\_container.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_deque.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_set\_adapter.hpp  
libs/ptr\_container/include/boost/ptr\_container/exception.hpp  
libs/ptr\_container/include/boost/ptr\_container/serialize\_ptr\_unordered\_map.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_vector.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_list.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_unordered\_set.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_map.hpp  
libs/ptr\_container/include/boost/ptr\_container/serialize\_ptr\_circular\_buffer.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_map\_adapter.hpp  
libs/ptr\_container/include/boost/ptr\_container/serialize\_ptr\_unordered\_set.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_container.hpp  
libs/ptr\_container/include/boost/ptr\_container/clone\_allocator.hpp



libs/ptr\_container/include/boost/ptr\_container/ptr\_sequence\_adapter.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_unordered\_map.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_set.hpp  
libs/ptr\_container/include/boost/ptr\_container/nullable.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_circular\_buffer.hpp  
libs/ptr\_container/include/boost/ptr\_container/ptr\_inserter.hpp  
libs/ptr\_container/include/boost/ptr\_container/indirect\_fun.hpp  
libs/ptr\_container/doc/comp\_ptr\_deque.sh  
libs/ptr\_container/doc/intro.xml  
libs/ptr\_container/doc/comp.sh  
libs/ptr\_container/doc/comp\_ptr\_sequence\_adapter.sh  
libs/ptr\_container/doc/comp\_ptr\_map.sh  
libs/ptr\_container/doc/comp\_ptr\_container.sh  
libs/ptr\_container/doc/comp\_guidelines.sh  
libs/ptr\_container/doc/comp\_ptr\_multiset\_adapter.sh  
libs/ptr\_container/doc/comp\_ptr\_multimap\_adapter.sh  
libs/ptr\_container/doc/comp\_ptr\_inserter.sh  
libs/ptr\_container/doc/comp\_ptr\_set\_adapter.sh  
libs/ptr\_container/doc/ptr\_container.xml  
libs/ptr\_container/doc/comp\_reference.sh  
libs/ptr\_container/doc/comp\_ptr\_set.sh  
libs/ptr\_container/doc/comp\_ptr\_list.sh  
libs/ptr\_container/doc/comp\_indirect\_fun.sh  
libs/ptr\_container/doc/comp\_conventions.sh  
libs/ptr\_container/doc/comp\_tutorial.sh  
libs/ptr\_container/doc/comp\_headers.sh  
libs/ptr\_container/doc/comp\_examples.sh  
libs/ptr\_container/doc/comp\_assoc\_ptr\_container.sh  
libs/ptr\_container/doc/comp\_ptr\_array.sh  
libs/ptr\_container/doc/comp\_all.sh  
libs/ptr\_container/doc/comp\_ptr\_map\_adapter.sh  
libs/ptr\_container/doc/comp\_ptr\_multimap.sh  
libs/ptr\_container/doc/comp\_rever\_ptr\_container.sh  
libs/ptr\_container/doc/comp\_ptr\_multiset.sh  
libs/ptr\_container/doc/comp\_compatible\_smart\_ptr.sh  
libs/ptr\_container/doc/comp\_faq.sh  
libs/ptr\_container/doc/comp\_ptr\_vector.sh  
libs/ptr\_container/test/tut34.cpp  
libs/ptr\_container/test/ptr\_inserter.cpp  
libs/ptr\_container/test/incomplete\_type\_test.cpp  
libs/ptr\_container/test/ptr\_map.cpp  
libs/ptr\_container/test/ptr\_deque.cpp  
libs/ptr\_container/test/serialization.cpp  
libs/ptr\_container/test/test\_data.hpp  
libs/ptr\_container/test/const\_element\_containers.cpp  
libs/ptr\_container/test/sequence\_test\_data.hpp  
libs/ptr\_container/test/no\_exceptions.cpp  
libs/ptr\_container/test/ptr\_vector\_size.cpp

libs/ptr\_container/test/ptr\_unordered\_set.cpp  
libs/ptr\_container/test/pointainer\_speed.cpp  
libs/ptr\_container/test/ptr\_unordered\_map.cpp  
libs/ptr\_container/test/associative\_test\_data.hpp  
libs/ptr\_container/test/simple\_test.cpp  
libs/ptr\_container/test/ptr\_map\_adapter.cpp  
libs/ptr\_container/test/tree\_test.cpp  
libs/ptr\_container/test/Jamfile.v2  
libs/ptr\_container/test/ptr\_vector.cpp  
libs/ptr\_container/test/view\_example.cpp  
libs/ptr\_container/test/ptr\_circular\_buffer.cpp  
libs/ptr\_container/test/ptr\_container\_adapter.cpp  
libs/ptr\_container/test/indirect\_fun.cpp  
libs/ptr\_container/test/iterator\_test.cpp  
libs/ptr\_container/test/tut1.cpp  
libs/ptr\_container/test/ptr\_set.cpp  
libs/ptr\_container/test/ptr\_array.cpp  
libs/ptr\_container/test/ptr\_list.cpp

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Files:

libs/graph/test/graphml\_test.xml

libs/graph/test/graphml\_test.cpp

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Files:

libs/heap/include/boost/heap/detail/heap\_comparison.hpp

libs/heap/include/boost/heap/detail/tree\_iterator.hpp

libs/heap/include/boost/heap/detail/stable\_heap.hpp

libs/heap/include/boost/heap/detail/ordered\_adaptor\_iterator.hpp

libs/heap/include/boost/heap/detail/heap\_node.hpp

libs/heap/include/boost/heap/detail/ilog2.hpp

libs/heap/include/boost/heap/detail/mutable\_heap.hpp

libs/heap/include/boost/heap/fibonacci\_heap.hpp

libs/heap/include/boost/heap/skew\_heap.hpp

libs/heap/include/boost/heap/policies.hpp

libs/heap/include/boost/heap/pairing\_heap.hpp

libs/heap/include/boost/heap/heap\_concepts.hpp

libs/heap/include/boost/heap/d\_ary\_heap.hpp

libs/heap/include/boost/heap/heap\_merge.hpp

libs/heap/include/boost/heap/priority\_queue.hpp

libs/heap/include/boost/heap/binomial\_heap.hpp

libs/heap/doc/Jamfile.v2

libs/heap/examples/interface.cpp

libs/heap/tools/throughput\_benchmarks.cpp  
libs/heap/tools/heap\_benchmarks.hpp  
libs/heap/test/skew\_heap\_test.cpp  
libs/heap/test/stable\_heap\_tests.hpp  
libs/heap/test/priority\_queue\_test.cpp  
libs/heap/test/mutable\_heap\_tests.hpp  
libs/heap/test/merge\_heap\_tests.hpp  
libs/heap/test/pairing\_heap\_tests.cpp  
libs/heap/test/fibonacci\_heap\_test.cpp  
libs/heap/test/d\_ary\_heap\_test.cpp  
libs/heap/test/common\_heap\_tests.hpp  
libs/heap/test/Jamfile.v2  
libs/heap/test/mutable\_heap\_test.cpp  
libs/heap/test/binomial\_heap\_test.cpp  
libs/lockfree/include/boost/lockfree/lockfree\_forward.hpp  
libs/lockfree/include/boost/lockfree/detail/atomic.hpp  
libs/lockfree/include/boost/lockfree/detail/freelist.hpp  
libs/lockfree/include/boost/lockfree/detail/copy\_payload.hpp  
libs/lockfree/include/boost/lockfree/detail/parameter.hpp  
libs/lockfree/include/boost/lockfree/detail/tagged\_ptr.hpp  
libs/lockfree/include/boost/lockfree/detail/prefix.hpp  
libs/lockfree/include/boost/lockfree/detail/tagged\_ptr\_dcas.hpp  
libs/lockfree/include/boost/lockfree/stack.hpp  
libs/lockfree/include/boost/lockfree/policies.hpp  
libs/lockfree/include/boost/lockfree/spsc\_queue.hpp  
libs/lockfree/include/boost/lockfree/queue.hpp  
libs/lockfree/doc/Jamfile.v2  
libs/lockfree/examples/stack.cpp  
libs/lockfree/examples/spsc\_queue.cpp  
libs/lockfree/examples/queue.cpp  
libs/lockfree/examples/Jamfile.v2  
libs/lockfree/test/stack\_interprocess\_test.cpp  
libs/lockfree/test/stack\_test.cpp  
libs/lockfree/test/queue\_bounded\_stress\_test.cpp  
libs/lockfree/test/queue\_fixedsize\_stress\_test.cpp  
libs/lockfree/test/test\_helpers.hpp  
libs/lockfree/test/queue\_interprocess\_test.cpp  
libs/lockfree/test/spsc\_queue\_stress\_test.cpp  
libs/lockfree/test/tagged\_ptr\_test.cpp  
libs/lockfree/test/stack\_unbounded\_stress\_test.cpp  
libs/lockfree/test/stack\_fixedsize\_stress\_test.cpp  
libs/lockfree/test/spsc\_queue\_test.cpp  
libs/lockfree/test/queue\_unbounded\_stress\_test.cpp  
libs/lockfree/test/Jamfile.v2  
libs/lockfree/test/freelist\_test.cpp  
libs/lockfree/test/test\_common.hpp  
libs/lockfree/test/queue\_test.cpp  
libs/lockfree/test/stack\_bounded\_stress\_test.cpp

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Files:  
libs/typeof/test/msvc\_typeof\_in\_lambda.cpp

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Files:  
libs/typeof/tools/preprocess.pl  
libs/spirit/include/boost/spirit/home/classic/utility/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/utility/escape\_char\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/utility/grammar\_def\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/utility/rule\_parser.hpp  
libs/spirit/include/boost/spirit/home/classic/utility/confix\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/utility/distinct\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/utility/lists\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/attribute/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/attribute/closure\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/error\_handling/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/error\_handling/exceptions\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/dynamic/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/dynamic/stored\_rule\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/core/scanner/skipper\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/core/scanner/scanner\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/core/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/core/non\_terminal/subrule\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/core/primitives/numerics\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/actor/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/iterator/multi\_pass\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/iterator/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/iterator/file\_iterator\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/tree/ast\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/tree/common\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/tree/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/tree/parse\_tree\_fwd.hpp  
libs/spirit/include/boost/spirit/home/classic/debug/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/symbols/typeof.hpp  
libs/spirit/include/boost/spirit/home/classic/symbols/symbols\_fwd.hpp  
libs/spirit/classic/example/techniques/no\_rules\_with\_typeof/rule\_parser\_1\_1.cpp  
libs/spirit/classic/example/techniques/no\_rules\_with\_typeof/rule\_parser\_1\_2.cpp  
libs/spirit/classic/example/techniques/no\_rules\_with\_typeof/opaque\_rule\_parser.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_tree.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_utility.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_core.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_attribute.cpp

libs/spirit/classic/test/typeof\_support/typeof\_debug.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_iterator.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_dynamic.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_symbols.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_error\_handling.cpp  
libs/spirit/classic/test/typeof\_support/typeof\_actor.cpp  
libs/function\_types/include/boost/function\_types/function\_type.hpp  
libs/function\_types/include/boost/function\_types/detail/class\_transform.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_retag\_default\_cc/preprocessed.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_retag\_default\_cc/master.hpp  
libs/function\_types/include/boost/function\_types/detail/to\_sequence.hpp  
libs/function\_types/include/boost/function\_types/detail/cv\_traits.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity30\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity20\_0.hpp  
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libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity20\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity40\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity50\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity50\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity40\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/master.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity10\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier\_impl/arity10\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_loop.hpp  
libs/function\_types/include/boost/function\_types/detail/encoding/aliases\_def.hpp  
libs/function\_types/include/boost/function\_types/detail/encoding/def.hpp  
libs/function\_types/include/boost/function\_types/detail/encoding/aliases\_undef.hpp  
libs/function\_types/include/boost/function\_types/detail/encoding/undef.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_cc\_loop/preprocessed.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_cc\_loop/master.hpp  
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libs/function\_types/include/boost/function\_types/detail/synthesize\_impl/arity20\_0.hpp  
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libs/function\_types/include/boost/function\_types/detail/synthesize\_impl/arity10\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/synthesize\_impl/arity10\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/classifier.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_tags/preprocessed.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_tags/cc\_tag.hpp  
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libs/function\_types/include/boost/function\_types/detail/pp\_variate\_loop/preprocessed.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_variate\_loop/master.hpp  
libs/function\_types/include/boost/function\_types/detail/pp\_arity\_loop.hpp

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libs/function\_types/include/boost/function\_types/detail/components\_impl/arity20\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_impl/arity30\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_impl/arity20\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_impl/arity40\_1.hpp  
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libs/function\_types/include/boost/function\_types/detail/components\_impl/arity50\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_impl/arity40\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_impl/master.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_impl/arity10\_1.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_impl/arity10\_0.hpp  
libs/function\_types/include/boost/function\_types/detail/synthesize.hpp  
libs/function\_types/include/boost/function\_types/detail/retag\_default\_cc.hpp  
libs/function\_types/include/boost/function\_types/detail/components\_as\_mpl\_sequence.hpp  
libs/function\_types/include/boost/function\_types/config/config.hpp  
libs/function\_types/include/boost/function\_types/config/cc\_names.hpp  
libs/function\_types/include/boost/function\_types/config/compiler.hpp  
libs/function\_types/include/boost/function\_types/member\_function\_pointer.hpp  
libs/function\_types/include/boost/function\_types/property\_tags.hpp  
libs/function\_types/include/boost/function\_types/function\_reference.hpp  
libs/function\_types/include/boost/function\_types/is\_function\_pointer.hpp  
libs/function\_types/include/boost/function\_types/is\_member\_function\_pointer.hpp  
libs/function\_types/include/boost/function\_types/is\_callable\_builtin.hpp  
libs/function\_types/include/boost/function\_types/components.hpp  
libs/function\_types/include/boost/function\_types/function\_arity.hpp  
libs/function\_types/include/boost/function\_types/is\_function.hpp  
libs/function\_types/include/boost/function\_types/is\_member\_object\_pointer.hpp  
libs/function\_types/include/boost/function\_types/is\_member\_pointer.hpp  
libs/function\_types/include/boost/function\_types/function\_pointer.hpp  
libs/function\_types/include/boost/function\_types/member\_object\_pointer.hpp  
libs/function\_types/include/boost/function\_types/parameter\_types.hpp  
libs/function\_types/include/boost/function\_types/result\_type.hpp  
libs/function\_types/include/boost/function\_types/is\_function\_reference.hpp  
libs/function\_types/include/boost/function\_types/is\_nonmember\_callable\_builtin.hpp  
libs/function\_types/example/detail/param\_type.hpp  
libs/function\_types/example/macro\_type\_args.hpp  
libs/function\_types/example/interface\_example.cpp  
libs/function\_types/example/fast\_mem\_fn\_example.cpp  
libs/function\_types/example/macro\_type\_args\_example.cpp  
libs/function\_types/example/interpreter\_example.cpp  
libs/function\_types/example/Jamfile  
libs/function\_types/example/interface.hpp  
libs/function\_types/example/interpreter.hpp  
libs/function\_types/example/fast\_mem\_fn.hpp  
libs/function\_types/example/result\_of.hpp  
libs/function\_types/doc/Jamfile  
libs/function\_types/build/preprocess\_cc\_names.cpp  
libs/function\_types/build/preprocess\_arity\_loops.cpp

libs/function\_types/build/Jamfile  
libs/function\_types/build/preprocess\_encoding.cpp  
libs/function\_types/test/synthesis/function\_type.cpp  
libs/function\_types/test/synthesis/cv\_function\_synthesis.cpp  
libs/function\_types/test/synthesis/mem\_func\_ptr\_cv2.cpp  
libs/function\_types/test/synthesis/member\_function\_pointer.cpp  
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libs/function\_types/test/synthesis/transformation.cpp  
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libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/cons/adopt\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/cons/make\_unique\_lock\_try\_to\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/cons/make\_unique\_lock\_mutex\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/cons/move\_ctor\_shared\_lock\_try\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/cons/move\_assign\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/locking/unlock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/locking/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/locking/try\_lock\_until\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/locking/try\_lock\_for\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/locking/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/mod/member\_swap\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/mod/release\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/unique\_lock/mod/non\_member\_swap\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/types\_pass.cpp



libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/obs/op\_bool\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/obs/mutex\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/obs/owns\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/move\_ctor\_shared\_lock\_until\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/duration\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/move\_ctor\_unique\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/move\_ctor\_shared\_lock\_for\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/mutex\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/time\_point\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/copy\_ctor\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/defer\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/try\_to\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/move\_ctor\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/copy\_assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/adopt\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/move\_ctor\_shared\_lock\_try\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/cons/move\_assign\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/locking/unlock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/locking/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/locking/try\_lock\_until\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/locking/try\_lock\_for\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/locking/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/mod/member\_swap\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/mod/release\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/upgrade\_lock/mod/non\_member\_swap\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/lock\_guard/types\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/lock\_guard/copy\_ctor\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/lock\_guard/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/lock\_guard/copy\_assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/lock\_guard/make\_lock\_guard\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/lock\_guard/adopt\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/locks/lock\_guard/make\_lock\_guard\_adopt\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/mutex/copy\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/mutex/assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/mutex/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/mutex/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/mutex/native\_handle\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/mutex/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/copy\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/try\_lock\_until\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/try\_lock\_for\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/native\_handle\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/timed\_mutex/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_mutex/copy\_fail.cpp

libs/thread/test/sync/mutual\_exclusion/recursive\_mutex/assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_mutex/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_mutex/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_mutex/native\_handle\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_mutex/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/sync\_queue/multi\_thread\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/sync\_queue/single\_thread\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/once/call\_once/call\_once\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/synchronize\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/copy\_ctor\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/swap\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/call\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/copy\_assign\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/swap\_T\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/move\_ctor\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/move\_T\_ctor\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/indirect\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/copy\_T\_ctor\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/default\_ctor\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/move\_T\_assign\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/copy\_T\_assign\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/synchronized\_value/move\_assign\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/null\_mutex/copy\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/null\_mutex/assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/null\_mutex/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/null\_mutex/try\_lock\_until\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/null\_mutex/try\_lock\_for\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/null\_mutex/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/null\_mutex/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/shared\_mutex/copy\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/shared\_mutex/assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/shared\_mutex/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/shared\_mutex/try\_lock\_until\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/shared\_mutex/try\_lock\_for\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/shared\_mutex/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/shared\_mutex/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/sync\_deque/multi\_thread\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/sync\_deque/single\_thread\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/queue\_views/single\_thread\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/sync\_bounded\_queue/multi\_thread\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/sync\_bounded\_queue/single\_thread\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/copy\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/assign\_fail.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/try\_lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/try\_lock\_until\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/try\_lock\_for\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/default\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/native\_handle\_pass.cpp

libs/thread/test/sync/mutual\_exclusion/recursive\_timed\_mutex/lock\_pass.cpp  
libs/thread/test/sync/mutual\_exclusion/deque\_views/single\_thread\_pass.cpp  
libs/thread/test/functional/invoke/invoke\_lvalue\_pass.cpp  
libs/thread/test/functional/invoke/invoke\_rvalue\_pass.cpp  
libs/thread/test/functional/invoke/invoke\_int\_0\_pass.cpp  
libs/thread/test/functional/invoke/invoke\_int\_0\_pass.cpp  
libs/thread/test/functional/invoke/invoke\_lvalue\_pass.cpp  
libs/thread/test/functional/invoke/invoke\_rvalue\_pass.cpp  
libs/thread/test/test\_8674.cpp  
libs/thread/test/test\_7571.cpp  
libs/thread/test/test\_3628.cpp  
libs/thread/test/test\_2741.cpp  
libs/thread/test/test\_5351.cpp  
libs/thread/test/test\_5542\_2.cpp  
libs/thread/test/test\_13561.cpp  
libs/thread/test/test\_5542\_1.cpp  
libs/thread/src/future.cpp  
libs/chrono/include/boost/chrono.hpp  
libs/chrono/include/boost/chrono/typeof/boost/ratio.hpp  
libs/chrono/include/boost/chrono/typeof/boost/chrono/chrono.hpp  
libs/chrono/include/boost/chrono/detail/no\_warning/signed\_unsigned\_cmp.hpp  
libs/chrono/include/boost/chrono/detail/is\_evenly\_divisible\_by.hpp  
libs/chrono/include/boost/chrono/detail/system.hpp  
libs/chrono/include/boost/chrono/detail/static\_assert.hpp  
libs/chrono/include/boost/chrono/detail/inlined/win/thread\_clock.hpp  
libs/chrono/include/boost/chrono/detail/inlined/thread\_clock.hpp  
libs/chrono/include/boost/chrono/detail/inlined/process\_cpu\_clocks.hpp  
libs/chrono/include/boost/chrono/detail/scan\_keyword.hpp  
libs/chrono/include/boost/chrono/io/utility/ios\_base\_state\_ptr.hpp  
libs/chrono/include/boost/chrono/io/utility/to\_string.hpp  
libs/chrono/include/boost/chrono/io/utility/manip\_base.hpp  
libs/chrono/include/boost/chrono/io/ios\_base\_state.hpp  
libs/chrono/include/boost/chrono/thread\_clock.hpp  
libs/chrono/include/boost/chrono/chrono.hpp  
libs/chrono/include/boost/chrono/include.hpp  
libs/chrono/include/boost/chrono/clock\_string.hpp  
libs/chrono/example/test\_minmax.cpp  
libs/chrono/example/test\_thread\_clock.cpp  
libs/chrono/example/clock\_name.cpp  
libs/chrono/doc/Jamfile.v2  
libs/chrono/test/test\_11012.cpp  
libs/chrono/test/another\_obj.cpp  
libs/chrono/test/io/duration\_input.cpp  
libs/chrono/test/io/duration\_output.cpp  
libs/chrono/test/clock/errored\_clock.hpp  
libs/chrono/test/time\_point/comparisons/less\_fail.cpp  
libs/chrono/test/time\_point/comparisons/equal\_fail.cpp  
libs/chrono/test/time\_point/arithmetic\_ext\_pass.cpp

libs/chrono/test/time\_point/constructor\_pass.cpp  
libs/chrono/test/time\_point/time\_point\_cast\_int\_fail.cpp  
libs/chrono/test/time\_point/min\_max\_pass.cpp  
libs/chrono/test/time\_point/arithmetic\_pass.cpp  
libs/chrono/test/time\_point/duration.fail.cpp  
libs/chrono/test/time\_point/cons/implicit\_fail.cpp  
libs/chrono/test/time\_point/cons/non\_implicit\_convertible\_duration\_fail.cpp  
libs/chrono/test/time\_point/time\_point\_cast\_pass.cpp  
libs/chrono/test/time\_point/default\_duration\_pass.cpp  
libs/chrono/test/time\_point/comparisons\_pass.cpp  
libs/chrono/test/time\_point/not\_duration\_fail.cpp  
libs/chrono/test/time\_point/default\_duration.pass.cpp  
libs/chrono/test/test\_10631.cpp  
libs/chrono/test/intmax\_c.cpp  
libs/chrono/test/test\_12176.cpp  
libs/chrono/test/test\_11006.cpp  
libs/chrono/test/test\_7868.cpp  
libs/chrono/test/test\_10778.cpp  
libs/chrono/test/duration/constructor\_pass.cpp  
libs/chrono/test/duration/positive\_num\_fail.cpp  
libs/chrono/test/duration/ratio\_alias\_pass.cpp  
libs/chrono/test/duration/arithmetic\_pass.cpp  
libs/chrono/test/duration/types\_pass.cpp  
libs/chrono/test/duration/duration\_values\_pass.cpp  
libs/chrono/test/duration/cons/convert\_inexact\_fail.cpp  
libs/chrono/test/duration/cons/treat\_as\_floating\_point\_Rep2\_true\_fail.cpp  
libs/chrono/test/duration/cons/convert\_float\_to\_int\_fail.cpp  
libs/chrono/test/duration/cons/implicit\_constructot\_fail.cpp  
libs/chrono/test/duration/cons/non\_implicit\_convertible\_rep\_fail.cpp  
libs/chrono/test/duration/typedefs\_pass.cpp  
libs/chrono/test/duration/duration\_duration\_fail.cpp  
libs/chrono/test/duration/duration\_cast\_int\_fail.cpp  
libs/chrono/test/duration/duration\_cast\_pass.cpp  
libs/chrono/test/duration/comparisons\_pass.cpp  
libs/chrono/test/duration/ratio\_fail.cpp  
libs/chrono/test/duration/default\_ratio\_pass.cpp  
libs/chrono/test/duration/nonmember/times\_rep2\_lhs\_fail.cpp  
libs/chrono/test/duration/nonmember/divide\_rep2\_fail.cpp  
libs/chrono/test/duration/nonmember/times\_rep2\_rhs\_fail.cpp  
libs/chrono/test/duration/nonmember/modulus\_rep2\_fail.cpp  
libs/chrono/test/clock.h  
libs/chrono/test/traits/common\_type\_time\_point\_pass.cpp  
libs/chrono/test/traits/common\_type\_duration\_pass.cpp  
libs/chrono/test/traits/duration\_values\_pass.cpp  
libs/chrono/test/traits/treat\_as\_floating\_point\_pass.cpp  
libs/chrono/test/rep.h  
libs/chrono/test/win32\_test.cpp  
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Files:

libs/thread/include/boost/thread/detail/config.hpp  
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libs/beast/include/boost/beast/\_experimental/test/impl/error.hpp  
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libs/beast/include/boost/beast/\_experimental/test/impl/stream.hpp  
libs/beast/include/boost/beast/\_experimental/test/tcp.hpp  
libs/beast/include/boost/beast/\_experimental/test/error.hpp  
libs/beast/include/boost/beast/\_experimental/test/handler.hpp  
libs/beast/include/boost/beast/\_experimental/test/fail\_count.hpp  
libs/beast/include/boost/beast/\_experimental/test/stream.hpp  
libs/beast/include/boost/beast/\_experimental/http/icy\_stream.hpp  
libs/beast/include/boost/beast/\_experimental/http/impl/icy\_stream.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/detail/const\_container.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/suite\_list.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/dstream.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/amount.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/runner.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/main.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/global\_suites.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/suite\_info.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/recorder.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/results.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/reporter.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/suite.hpp  
libs/beast/include/boost/beast/\_experimental/unit\_test/match.hpp

libs/beast/include/boost/beast/ssl.hpp  
libs/beast/include/boost/beast/version.hpp  
libs/beast/include/boost/beast/src.hpp  
libs/beast/include/boost/beast/core.hpp  
libs/beast/include/boost/beast/core/role.hpp  
libs/beast/include/boost/beast/core/stream\_traits.hpp  
libs/beast/include/boost/beast/core/detail/stream\_traits.hpp  
libs/beast/include/boost/beast/core/detail/stream\_base.hpp  
libs/beast/include/boost/beast/core/detail/string.hpp  
libs/beast/include/boost/beast/core/detail/bind\_default\_executor.hpp  
libs/beast/include/boost/beast/core/detail/get\_io\_context.hpp  
libs/beast/include/boost/beast/core/detail/static\_string.hpp  
libs/beast/include/boost/beast/core/detail/ostream.hpp  
libs/beast/include/boost/beast/core/detail/sha1.hpp  
libs/beast/include/boost/beast/core/detail/variant.hpp  
libs/beast/include/boost/beast/core/detail/clamp.hpp  
libs/beast/include/boost/beast/core/detail/varint.hpp  
libs/beast/include/boost/beast/core/detail/type\_traits.hpp  
libs/beast/include/boost/beast/core/detail/impl/read.hpp  
libs/beast/include/boost/beast/core/detail/allocator.hpp  
libs/beast/include/boost/beast/core/detail/buffers\_range\_adaptor.hpp  
libs/beast/include/boost/beast/core/detail/buffer.hpp  
libs/beast/include/boost/beast/core/detail/base64.hpp  
libs/beast/include/boost/beast/core/detail/pcg.hpp  
libs/beast/include/boost/beast/core/detail/static\_ostream.hpp  
libs/beast/include/boost/beast/core/detail/service\_base.hpp  
libs/beast/include/boost/beast/core/detail/bind\_continuation.hpp  
libs/beast/include/boost/beast/core/detail/async\_base.hpp  
libs/beast/include/boost/beast/core/detail/remap\_post\_to\_defer.hpp  
libs/beast/include/boost/beast/core/detail/buffers\_ref.hpp  
libs/beast/include/boost/beast/core/detail/read.hpp  
libs/beast/include/boost/beast/core/detail/config.hpp  
libs/beast/include/boost/beast/core/detail/flat\_stream.hpp  
libs/beast/include/boost/beast/core/detail/buffer\_traits.hpp  
libs/beast/include/boost/beast/core/detail/bind\_handler.hpp  
libs/beast/include/boost/beast/core/detail/buffers\_pair.hpp  
libs/beast/include/boost/beast/core/detail/is\_invocable.hpp  
libs/beast/include/boost/beast/core/detail/sha1.hpp  
libs/beast/include/boost/beast/core/flat\_buffer.hpp  
libs/beast/include/boost/beast/core/buffers\_adaptor.hpp  
libs/beast/include/boost/beast/core/file\_stdio.hpp  
libs/beast/include/boost/beast/core/rate\_policy.hpp  
libs/beast/include/boost/beast/core/string.hpp  
libs/beast/include/boost/beast/core/string\_type.hpp  
libs/beast/include/boost/beast/core/buffers\_suffix.hpp  
libs/beast/include/boost/beast/core/static\_string.hpp  
libs/beast/include/boost/beast/core/ostream.hpp  
libs/beast/include/boost/beast/core/multi\_buffer.hpp

libs/beast/include/boost/beast/core/file\_base.hpp  
libs/beast/include/boost/beast/core/buffers\_to\_string.hpp  
libs/beast/include/boost/beast/core/flat\_static\_buffer.hpp  
libs/beast/include/boost/beast/core/impl/file\_stdio.hpp  
libs/beast/include/boost/beast/core/impl/flat\_buffer.hpp  
libs/beast/include/boost/beast/core/impl/buffers\_adaptor.hpp  
libs/beast/include/boost/beast/core/impl/saved\_handler.hpp  
libs/beast/include/boost/beast/core/impl/buffers\_suffix.hpp  
libs/beast/include/boost/beast/core/impl/static\_string.hpp  
libs/beast/include/boost/beast/core/impl/multi\_buffer.hpp  
libs/beast/include/boost/beast/core/impl/string.hpp  
libs/beast/include/boost/beast/core/impl/flat\_static\_buffer.hpp  
libs/beast/include/boost/beast/core/impl/saved\_handler.hpp  
libs/beast/include/boost/beast/core/impl/buffers\_cat.hpp  
libs/beast/include/boost/beast/core/impl/read\_size.hpp  
libs/beast/include/boost/beast/core/impl/static\_buffer.hpp  
libs/beast/include/boost/beast/core/impl/file\_win32.hpp  
libs/beast/include/boost/beast/core/impl/buffers\_prefix.hpp  
libs/beast/include/boost/beast/core/impl/string\_param.hpp  
libs/beast/include/boost/beast/core/impl/flat\_static\_buffer.hpp  
libs/beast/include/boost/beast/core/impl/error.hpp  
libs/beast/include/boost/beast/core/impl/async\_base.hpp  
libs/beast/include/boost/beast/core/impl/file\_posix.hpp  
libs/beast/include/boost/beast/core/impl/basic\_stream.hpp  
libs/beast/include/boost/beast/core/impl/buffered\_read\_stream.hpp  
libs/beast/include/boost/beast/core/impl/static\_buffer.hpp  
libs/beast/include/boost/beast/core/impl/error.hpp  
libs/beast/include/boost/beast/core/impl/flat\_stream.hpp  
libs/beast/include/boost/beast/core/saved\_handler.hpp  
libs/beast/include/boost/beast/core/buffers\_cat.hpp  
libs/beast/include/boost/beast/core/read\_size.hpp  
libs/beast/include/boost/beast/core/file.hpp  
libs/beast/include/boost/beast/core/buffers\_prefix.hpp  
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libs/beast/test/beast/\_experimental/CMakeLists.txt  
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libs/beast/test/beast/core/error.cpp  
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libs/beast/test/beast/core/flat\_static\_buffer.cpp  
libs/beast/test/beast/core/buffers\_cat.cpp  
libs/beast/test/beast/core/buffer\_traits.cpp  
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libs/beast/test/beast/core/\_detail\_variant.cpp  
libs/beast/test/beast/core/buffers\_prefix.cpp  
libs/beast/test/beast/core/\_detail\_varint.cpp  
libs/beast/test/beast/core/role.cpp  
libs/beast/test/beast/core/file\_test.hpp  
libs/beast/test/beast/core/flat\_stream.cpp  
libs/beast/test/beast/core/make\_printable.cpp  
libs/beast/test/beast/core/test\_handler.hpp  
libs/beast/test/beast/core/detect\_ssl.cpp  
libs/beast/test/beast/core/\_detail\_clamp.cpp  
libs/beast/test/beast/core/zlib.cpp  
libs/beast/test/beast/core/buffers\_adaptor.cpp

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libs/beast/test/beast/core/buffers\_range.cpp  
libs/beast/test/beast/core/basic\_stream.cpp  
libs/beast/test/beast/core/multi\_buffer.cpp  
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libs/beast/test/beast/core/file\_posix.cpp  
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libs/beast/test/beast/core/close\_socket.cpp  
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libs/beast/test/beast/core/file\_win32.cpp  
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libs/beast/test/beast/zlib/CMakeLists.txt  
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libs/beast/test/beast/http/test\_parser.hpp  
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libs/convert/doc/getting\_started.qbk  
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libs/convert/doc/converters\_detail.qbk  
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libs/program\_options/include/boost/program\_options/detail/parsers.hpp  
libs/program\_options/include/boost/program\_options/variables\_map.hpp  
libs/program\_options/include/boost/program\_options/eof\_iterator.hpp  
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libs/program\_options/include/boost/program\_options/positional\_options.hpp  
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libs/program\_options/example/options\_description.cpp  
libs/program\_options/example/custom\_syntax.cpp  
libs/program\_options/example/real.cpp  
libs/program\_options/example/first.cpp  
libs/program\_options/example/regex.cpp  
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libs/program\_options/test/parsers\_test.cpp  
libs/program\_options/test/options\_description\_test.cpp  
libs/program\_options/test/unicode\_test.cpp  
libs/program\_options/test/variable\_map\_test.cpp  
libs/program\_options/test/positional\_options\_test.cpp  
libs/program\_options/test/test\_convert.cpp  
libs/program\_options/test/winmain.cpp  
libs/program\_options/test/cmdline\_test.cpp  
libs/program\_options/src/convert.cpp  
libs/program\_options/src/value\_semantic.cpp  
libs/program\_options/src/cmdline.cpp  
libs/program\_options/src/parsers.cpp  
libs/program\_options/src/variables\_map.cpp  
libs/program\_options/src/winmain.cpp  
libs/program\_options/src/positional\_options.cpp  
libs/program\_options/src/utf8\_codecvt\_facet.cpp  
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tools/build/example/customization/verbatim.jam  
tools/build/example/customization/jamroot.jam  
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tools/build/example/qt/qt3/hello/jamroot.jam  
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tools/build/example/qt/qt4/hello/main.cpp  
tools/build/example/qt/qt4/hello/arrow.cpp  
tools/build/example/qt/qt4/hello/arrow.h  
tools/build/example/qt/qt4/mocable-cpp/main.cpp  
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tools/build/example/python\_modules/python\_helpers.py  
tools/build/example/python\_modules/jamroot.jam  
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tools/build/example/variant/libs/jamfile.jam  
tools/build/example/variant/a.cpp  
tools/build/example/variant/jamroot.jam  
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tools/build/test/build\_hooks.py  
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tools/build/test/ordered\_properties.py  
tools/build/test/double\_loading.py  
tools/build/test/library\_order.py

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tools/build/test/indirect\_conditional.py  
tools/build/test/notfile.py  
tools/build/test/dll\_path.py  
tools/build/test/load\_order.py  
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tools/build/test/default\_features.py  
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tools/build/test/project-test4/jamroot.jam  
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tools/build/test/disambiguation.py  
tools/build/test/gcc\_runtime.py  
tools/build/test/example\_gettext.py  
tools/build/test/core\_typecheck.py  
tools/build/test/conditionals3.py  
tools/build/test/resolution.py  
tools/build/test/suffix.py  
tools/build/test/core\_modifiers.py  
tools/build/test/project\_glob.py  
tools/build/test/boostbook.py  
tools/build/test/ndebug.py  
tools/build/test/expansion.py  
tools/build/test/core\_dependencies.py  
tools/build/test/conditionals2.py  
tools/build/test/unit\_tests.py  
tools/build/test/example\_qt4.py  
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tools/build/test/prebuilt/jamroot.jam  
tools/build/test/prebuilt/jamfile.jam  
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tools/build/test/wrong\_project.py  
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tools/build/src/util/order.jam  
tools/build/src/build/alias.py  
tools/build/src/build/configure.py  
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tools/build/src/build/errors.py  
tools/build/src/tools/cast.py  
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libs/thread/tutorial/factorial3.cpp  
libs/thread/tutorial/helloworld3.cpp  
libs/thread/tutorial/helloworld.cpp  
libs/thread/tutorial/tss.cpp  
libs/thread/tutorial/counter.cpp  
libs/thread/tutorial/once.cpp  
libs/thread/tutorial/bounded\_buffer.cpp  
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# * Implementation derived from LibTomCrypt (Tom St Denis)
# *
# * LibTomCrypt is a library that provides various cryptographic
# * algorithms in a highly modular and flexible manner.
# *
# * The library is free for all purposes without any express
# * guarantee it works.
# *
# * Tom St Denis, tomstdenis@gmail.com, http://libtomcrypt.org
# */
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## 1.566 python-favicon 0.7.0

## 1.566.1 Available under license :

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## 1.567 bash 3.2.57

### 1.567.1 Available under license :

From spcedt@armory.com Wed May 10 10:21:11 1995

Flags: 10

Return-Path: spcedt@armory.com

Received: from po.cwru.edu (root@po.CWRU.Edu [129.22.4.2]) by odin.INS.CWRU.Edu with ESMTP (8.6.10+cwru/CWRU-2.1-ins)

id KAA22876; Wed, 10 May 1995 10:21:10 -0400 (from spcedt@armory.com for <chet@odin.INS.CWRU.Edu>)

Received: from deepthought.armory.com (mmdf@deepthought.armory.com [192.122.209.42]) by po.cwru.edu with SMTP (8.6.10+cwru/CWRU-2.3)

id BAA16354; Wed, 10 May 1995 01:33:22 -0400 (from spcedt@armory.com for <chet@po.cwru.edu>)

From: John DuBois <spcedt@armory.com>

Date: Tue, 9 May 1995 22:33:12 -0700

In-Reply-To: Chet Ramey <chet@odin.ins.cwru.edu>

"ksh scripts" (May 9, 1:36pm)

X-Www: <http://www.armory.com/~spcedt/>

X-Mailer: Mail User's Shell (7.2.5 10/14/92)

To: chet@po.cwru.edu

Subject: Re: ksh scripts

Message-ID: <9505092233.aa13001@deepthought.armory.com>

Sure. The canonical versions are available on <ftp.armory.com>; you might want to pick up the latest versions before modifying them.

John

On May 9, 1:36pm, Chet Ramey wrote:

```
} Subject: ksh scripts
} From odin.ins.cwru.edu!chet Tue May 9 10:39:51 1995
} Received: from odin.INS.CWRU.Edu by deepthought.armory.com id aa22336;
} 9 May 95 10:39 PDT
} Received: (chet@localhost) by odin.INS.CWRU.Edu (8.6.10+cwru/CWRU-2.1-ins)
} id NAA20487; Tue, 9 May 1995 13:39:24 -0400 (from chet)
} Date: Tue, 9 May 1995 13:36:54 -0400
} From: Chet Ramey <chet@odin.ins.cwru.edu>
} To: john@armory.com
} Subject: ksh scripts
} Cc: chet@odin.ins.cwru.edu
} Reply-To: chet@po.cwru.edu
} Message-ID: <9505091736.AA20411.SM@odin.INS.CWRU.Edu>
} Read-Receipt-To: chet@po.CWRU.Edu
} MIME-Version: 1.0
} Content-Type: text/plain; charset=us-ascii
} Status: OR
}
```

```
} Hi. I'm the maintainer of bash (the GNU `Bourne Again shell') for
} the FSF.
```

```
} I picked up a tar file of ksh scripts you wrote from an anon FTP site
} a while back. I'd like your permission to include modified versions
} of some of them in the next major bash distribution (with proper credit
} given, of course). Is it OK if I do that?
```

```
} Chet Ramey
```

```
} --
```

```
} ``The lyf so short, the craft so long to lerne." - Chaucer
```

```
} Chet Ramey, Case Western Reserve University Internet: chet@po.CWRU.Edu
```

```
}-- End of excerpt from Chet Ramey
```

From friedman@cli.com Thu May 25 12:19:06 1995

Flags: 10

Return-Path: friedman@cli.com

Received: from po.cwru.edu (root@po.CWRU.Edu [129.22.4.2]) by odin.INS.CWRU.Edu with ESMTP (8.6.10+cwru/CWRU-2.1-ins)

id MAA08685; Thu, 25 May 1995 12:19:05 -0400 (from friedman@cli.com for <chet@odin.INS.CWRU.Edu>)

Received: from cli.com (cli.com [192.31.85.1]) by po.cwru.edu with SMTP (8.6.10+cwru/CWRU-2.3)

id MAA11299; Thu, 25 May 1995 12:19:00 -0400 (from friedman@cli.com for <chet@po.cwru.edu>)

Received: from tepui.cli.com by cli.com (4.1/SMI-4.1)

id AA27213; Thu, 25 May 95 11:18:25 CDT

Received: by tepui.cli.com (4.1) id AA16031; Thu, 25 May 95 11:18:23 CDT

Message-Id: <9505251618.AA16031@tepui.cli.com>  
From: friedman@gnu.ai.mit.edu (Noah Friedman)  
To: chet@po.cwru.edu  
Subject: Bash scripts  
Reply-To: friedman@gnu.ai.mit.edu  
In-Reply-To: <chet@odin.ins.cwru.edu> Thu, 25 May 1995 11:19:59 -0400  
References: <9505251519.AA06424.SM@odin.INS.CWRU.Edu>  
Date: Thu, 25 May 95 11:18:21 CST

>Hi. I snagged some of your bash functions from your home directory on  
>the FSF machines (naughty, I know), and I was wondering if you'd let  
>me distribute them with bash-2.0. Thanks.

Sure. I think there's a later copy in  
~ftp/friedman/shell-inits/init-4.89.tar.gz. There are also some elisp and  
es frobs in that file.

It should serve as a pretty good example of how to get carried away. :-)

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Version 2, June 1991

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Flags: 10

Return-Path: mikel@ora.com

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(8.6.12+cwru/CWRU-2.1-ins)

id MAA01565; Tue, 1 Aug 1995 12:13:18 -0400 (from mikel@ora.com for <chet@odin.INS.CWRU.Edu>)

Received: (from fax@localhost) by ruby.ora.com (8.6.12/8.6.11) with UUCP id MAA23251; Tue, 1 Aug 1995  
12:07:51 -0400

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id AA00672; Tue, 1 Aug 95 08:57:32 EDT

Date: Tue, 1 Aug 95 08:57:32 EDT

From: mikel@ora.com (Michael Loukides)

Message-Id: <9508011257.AA00672@los.ora.com>

Subject: Re: Ksh debugger from Rosenblatt's book [for bash]

To: Chet Ramey <chet@odin.INS.CWRU.Edu>

Cc: cmarie@ora.com, cam@iinet.com.au, brosenblatt@tm.com

In-Reply-To: Chet Ramey <chet@odin.INS.CWRU.Edu>, Mon, 31 Jul 1995 16:22:48 -0400

I've modified a (modified) version of Bill Rosenblatt's ksh debugger  
to work with bash-2.0. Does ORA have any problem with me distributing  
it with bash-2.0?

That's great!

Go ahead and circulate it; in fact, we should probably grab it and  
stick it in our ftp archive, and put a reference to it in the book.  
(Too late to actually discuss the thing, at least for this edition).

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