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1.2 https-proxy-agent 5.0.0

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https-proxy-agent

=====

```
### An HTTP(s) proxy `http.Agent` implementation for HTTPS
[![Build Status](https://github.com/TooTallNate/node-https-proxy-agent/workflows/Node%20CI/badge.svg)](https://github.com/TooTallNate/node-https-proxy-agent/actions?workflow=Node+CI)
```

This module provides an `http.Agent` implementation that connects to a specified HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy" server and issues the [CONNECT HTTP method][CONNECT], which tells the proxy to open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other protocols that use this method when connecting over proxies (i.e. WebSockets). See the "Examples" section below for more.

Installation

Install with `npm`:

```
``` bash
$ npm install https-proxy-agent
```
```

Examples

####

`https` module example

```
``` js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
```

```

console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'https://graph.facebook.com/tootallnate';
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
 console.log('"response" event!', res.headers);
 res.pipe(process.stdout);
});
```



```

`ws` WebSocket connection example

``` js
var url = require('url');
var WebSocket = require('ws');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var
  proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// WebSocket endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'ws://echo.websocket.org';
var parsed = url.parse(endpoint);
console.log('attempting to connect to WebSocket %j', endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var options = url.parse(proxy);

var agent = new HttpsProxyAgent(options);

// finally, initiate the WebSocket connection
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
  console.log('"open" event!');
  socket.send('hello world');
});

socket.on('message', function (data, flags) {

```


```



```
console.log("message" event! %j %j', data, flags);
socket.close();
});
```
```

API

```
### new HttpsProxyAgent(Object options)
```

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:

- * `host` - String - Proxy host to connect to (may use `hostname` as well). Required.
- * `port` - Number - Proxy port to connect to. Required.
- * `protocol` - String - If `https:`, then use TLS to connect to the proxy.
- * `headers` - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
- * Any other options given are passed to the `net.connect()`/`tls.connect()` functions.

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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1063935529_1593103864.72/0/https-proxy-agent-5-0-0-1-tgz/package/README.md

1.3 is-stream 2.0.0

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1.17 p-limit 2.3.0

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1.19 abort-controller 3.0.0

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1.21 arrify 2.0.1

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1.22 fast-text-encoding 1.0.3

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1.23 bignumber 9.0.1

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1.25 protobufjs-pool 1.1.0

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1.38 types-long 4.0.1

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1.45 color-name 1.1.4

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1.46 color-convert 2.0.1

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1.51 yargs-parser 18.1.3

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1.52 google-auth-library 6.1.3

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1.53 gcp-metadata 4.2.1

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*/

; RUN: llc -march=hexagon < %s

; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.

```
target triple = "hexagon"
```

```
%struct.0 = type { i8*, i8, %union.anon.0 }
```

```
%union.anon.0 = type { i8* }
```

```
define hidden fastcc void @fred() unnamed_addr #0 {
```

```
entry:
```

```
br i1 undef, label %while.end, label %while.body.lr.ph
```

```
while.body.lr.ph:                ; preds = %entry
```

```
br label %while.body
```

```
while.body:                        ; preds = %exit.2, %while.body.lr.ph
```

```
%lshr.iv = phi %struct.0* [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
```

```
switch i32 undef, label %exit [
```

```
  i32 1, label %sw.bb.i
```

```
  i32 2, label %sw.bb3.i
```

```
]
```

```
sw.bb.i:                            ; preds = %while.body
```

```
unreachable
```

```
sw.bb3.i:                            ; preds = %while.body
```

```
unreachable
```

```
exit:
```

```
                ; preds = %while.body
```

```
switch i32 undef, label %exit.2 [
```

```
  i32 1, label %sw.bb.i17
```

```
  i32 2, label %sw.bb3.i20
```

```
]
```

```
sw.bb.i17:                            ; preds = %exit
```

```
%0 = bitcast %struct.0* %lshr.iv to i32*
```

```
%1 = load i32, i32* %0, align 4
```

```
unreachable
```

```
sw.bb3.i20:                            ; preds = %exit
```

```
%2 = bitcast %struct.0* %lshr.iv to i8**
```

```
%3 = load i8*, i8** %2, align 4
```

```
unreachable
```

```
exit.2:                                ; preds = %exit
```

```
%cgep22 = getelementptr %struct.0, %struct.0* %lsr.iv, i32 1
br label %while.body
```

```
while.end:                                ; preds = %entry
ret void
}
```

```
attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s
```

```
define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {
; CHECK-LABEL: test_sitofp_fixed:
```

```
; First, extend each i32 to i64
; CHECK-DAG: sshll2.2d [[BLOCK0_HI:v[0-9]+]], v0, #0
; CHECK-DAG: sshll2.2d [[BLOCK1_HI:v[0-9]+]], v1, #0
; CHECK-DAG: sshll2.2d [[BLOCK2_HI:v[0-9]+]], v2, #0
; CHECK-DAG: sshll2.2d [[BLOCK3_HI:v[0-9]+]], v3, #0
; CHECK-DAG: sshll.2d [[BLOCK0_LO:v[0-9]+]], v0, #0
; CHECK-DAG: sshll.2d [[BLOCK1_LO:v[0-9]+]], v1, #0
; CHECK-DAG: sshll.2d [[BLOCK2_LO:v[0-9]+]], v2, #0
; CHECK-DAG: sshll.2d [[BLOCK3_LO:v[0-9]+]], v3, #0
```

```
; Next, convert each to double.
; CHECK-DAG: scvtf.2d v0, [[BLOCK0_LO]]
; CHECK-DAG: scvtf.2d v1, [[BLOCK0_HI]]
; CHECK-DAG: scvtf.2d v2, [[BLOCK1_LO]]
; CHECK-DAG: scvtf.2d v3, [[BLOCK1_HI]]
; CHECK-DAG: scvtf.2d v4, [[BLOCK2_LO]]
; CHECK-DAG: scvtf.2d v5, [[BLOCK2_HI]]
; CHECK-DAG: scvtf.2d v6, [[BLOCK3_LO]]
; CHECK-DAG: scvtf.2d v7, [[BLOCK3_HI]]
```

```
; CHECK: ret
%flt = sitofp <16 x i32>
%in to <16 x double>
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0,
double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0,
double 64.0>
ret <16 x double> %res
}
```

```
; This one is small enough to satisfy isSimple, but still illegally large.
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
; CHECK-LABEL: test_sitofp_fixed_shortish:
```

```
; CHECK-DAG: scvtf.2d v0, v0
; CHECK-DAG: scvtf.2d v1, v1
```

```
; CHECK: ret
%flt = sitofp <4 x i64> %in to <4 x double>
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0>
ret <4 x double> %res
}
```

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13 June 2021 updated to match the new file structure.

David Anderson: December 2006

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1.62 json-bigint 1.0.0

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1.63 ecdsa-sig-formatter 1.0.11

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1.64 buffer-equal-constant-time 1.0.1

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1.65 @grpc/grpc-js 1.1.8

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OpenFlow Test Framework

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Packet Test Framework

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This product includes modifications done the following software:
OpenFlow Switch Test Framework (<https://github.com/floodlight/oftest>)

1.70 google-protobuf 3.19.4

1.70.1 Available under license :

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Protocol Buffers - Google's data interchange format

=====

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This directory contains the JavaScript Protocol Buffers runtime library.

The library is currently compatible with:

1. CommonJS-style imports (eg. ``var protos = require('my-protos');``)
2. Closure-style imports (eg. ``goog.require('my.package.MyProto');``)

Support for ES6-style imports is not implemented yet. Browsers can be supported by using Browserify, webpack, Closure Compiler, etc. to resolve imports at compile time.

To use Protocol Buffers with JavaScript, you need two main components:

1. The protobuf runtime library. You can install this with ``npm install google-protobuf``, or use the files in this directory. If npm is not being used, as of 3.3.0, the files needed are located in binary subdirectory; `arith.js`, `constants.js`, `decoder.js`, `encoder.js`, `map.js`, `message.js`, `reader.js`, `utils.js`, `writer.js`
2. The Protocol Compiler ``protoc``. This translates ``proto`` files into ``js`` files. The compiler is not currently available via npm, but you can download a pre-built binary [on GitHub](<https://github.com/protocolbuffers/protobuf/releases>) (look for the ``protoc-*.zip`` files under **Downloads**).

Setup

=====

First, obtain the Protocol Compiler. The easiest way is to download a pre-built binary from

<https://github.com/protocolbuffers/protobuf/releases>.

If you want, you can compile `protoc` from source instead. To do this follow the instructions in [the top-level README](<https://github.com/protocolbuffers/protobuf/blob/master/src/README.md>).

Once you have `protoc` compiled, you can run the tests provided along with our project to examine whether it can run successfully. In order to do this, you should download the Protocol Buffer source code from the release page with the link above.

Then extract the source code and navigate to the folder named `js` containing a `package.json` file and a series of test files. In this folder, you can run the commands below to run the tests automatically.

```
$ npm install
$ npm test
```

```
# If your protoc is somewhere else than ../src/protoc, instead do this.
# But make sure your protoc is the same version as this (or compatible)!
$ PROTOC=/usr/local/bin/protoc npm test
```

This will run two separate copies of the tests: one that uses Closure Compiler style imports and one that uses CommonJS imports. You can see all the CommonJS files in `commonjs_out/`. If all of these tests pass, you know you have a working setup.

Using Protocol Buffers in your own project

=====

To use Protocol Buffers in your own project, you need to integrate the Protocol Compiler into your build system. The details are a little different depending on whether you are using Closure imports or CommonJS imports:

Closure
Imports

If you want to use Closure imports, your build should run a command like this:

```
$ protoc --js_out=library=myproto_libs,binary:. messages.proto base.proto
```

For Closure imports, `protoc` will generate a single output file (`myproto_libs.js` in this example). The generated file will `goog.provide()` all of the types defined in your `.proto` files. For example, for the unit tests the generated files contain many `goog.provide` statements like:

```
goog.provide('proto.google.protobuf.DescriptorProto');
```

```
goog.provide('proto.google.protobuf.DescriptorProto.ExtensionRange');
goog.provide('proto.google.protobuf.DescriptorProto.ReservedRange');
goog.provide('proto.google.protobuf.EnumDescriptorProto');
goog.provide('proto.google.protobuf.EnumOptions');
```

The generated code will also `goog.require()` many types in the core library, and they will require many types in the Google Closure library. So make sure that your `goog.provide()` / `goog.require()` setup can find all of your generated code, the core library `.js` files in this directory, and the Google Closure library itself.

Once you've done this, you should be able to import your types with statements like:

```
goog.require('proto.my.package.MyMessage');

var message = proto.my.package.MyMessage();
```

If unfamiliar with Closure or its compiler, consider reviewing [Closure documentation](<https://developers.google.com/closure/library>).

CommonJS imports

If you want to use CommonJS imports, your build should run a command like this:

```
$ protoc --js_out=import_style=commonjs,binary:. messages.proto base.proto
```

For CommonJS imports, `protoc` will spit out one file per input file (so `messages_pb.js` and `base_pb.js` in this example). The generated code will depend on the core runtime, which should be in a file called `google-protobuf.js`. If you are installing from `npm`, this file should already be built and available. If you are running from GitHub, you need to build it first by running:

```
$ gulp dist
```

Once you've done this, you should be able to import your types with statements like:

```
var messages = require('./messages_pb');

var message = new messages.MyMessage();
```

The `--js_out` flag

The syntax of the `--js_out` flag is:

```
--js_out=[OPTIONS:]output_dir
```

Where `OPTIONS` are separated by commas. Options are either `opt=val` or just `opt` (for options that don't take a value). The available options are specified and documented in the `GeneratorOptions` struct in [src/google/protobuf/compiler/js/js_generator.h](https://github.com/protocolbuffers/protobuf/blob/master/src/google/protobuf/compiler/js/js_generator.h#L53).

Some examples:

```
- `--js_out=library=myprotos_lib.js,binary:.`: this contains the options  
  `library=myprotos.lib.js` and `binary` and outputs to the current directory.  
  The `import_style` option is left to the default, which is `closure`.  
- `--js_out=import_style=commonjs,binary:protos`:  
  this contains the options  
  `import_style=commonjs` and `binary` and outputs to the directory `protos`.  
  `import_style=commonjs_strict` doesn't expose the output on the global scope.
```

API

===

The API is not well-documented yet. Here is a quick example to give you an idea of how the library generally works:

```
var message = new MyMessage();  
  
message.setName("John Doe");  
message.setAge(25);  
message.setPhoneNumbers(["800-555-1212", "800-555-0000"]);  
  
// Serializes to a Uint8Array.  
var bytes = message.serializeBinary();  
  
var message2 = MyMessage.deserializeBinary(bytes);
```

For more examples, see the tests. You can also look at the generated code to see what methods are defined for your generated messages.

Found in path(s):

```
* /opt/cola/permits/1841830379_1699370616.0774875/0/google-protobuf-3-19-4-tgz/package/README.md
```

1.71 @grpc/proto-loader 0.5.5

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1.72 gtoken 5.0.5

1.72.1 Available under license :

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1.73 google-protobuf 3.13.0

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Protocol Buffers - Google's data interchange format

=====

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This directory contains the JavaScript Protocol Buffers runtime library.

The library is currently compatible with:

1. CommonJS-style imports (eg. `var protos = require('my-protos');`)
2. Closure-style imports (eg. `goog.require('my.package.MyProto');`)

Support for ES6-style imports is not implemented yet. Browsers can be supported by using Browserify, webpack, Closure Compiler, etc. to resolve imports at compile time.

To use Protocol Buffers with JavaScript, you need two main components:

1. The protobuf runtime library. You can install this with `npm install google-protobuf`, or use the files in this directory. If npm is not being used, as of 3.3.0, the files needed are located in binary subdirectory; `arith.js`, `constants.js`, `decoder.js`, `encoder.js`, `map.js`, `message.js`, `reader.js`, `utils.js`, `writer.js`
2. The Protocol Compiler `protoc`. This translates `.proto` files into `.js` files. The compiler is not currently available via npm, but you can download a pre-built binary [on GitHub](https://github.com/protocolbuffers/protobuf/releases) (look for the `protoc-*.zip` files under `**Downloads**`).

Setup

=====

First, obtain the Protocol Compiler. The easiest way is to download a pre-built binary from [\[https://github.com/protocolbuffers/protobuf/releases\]](https://github.com/protocolbuffers/protobuf/releases)(<https://github.com/protocolbuffers/protobuf/releases>).

If you want, you can compile `protoc` from source instead. To do this follow the instructions in [\[the top-level README\]](https://github.com/protocolbuffers/protobuf/blob/master/src/README.md)(<https://github.com/protocolbuffers/protobuf/blob/master/src/README.md>).

Once you have `protoc` compiled, you can run the tests by typing:

```
$ cd js
$ npm install
$ npm test

# If your protoc is somewhere else than ../src/protoc, instead do this.
# But make sure your protoc is the same version as this (or compatible)!
$ PROTOC=/usr/local/bin/protoc npm test
```

This will run two separate copies of the tests: one that uses Closure Compiler style imports and one that uses CommonJS imports. You can see all the CommonJS files in `commonjs_out/`. If all of these tests pass, you know you have a working setup.

Using Protocol Buffers in your own project

=====

To use Protocol Buffers in your own project, you need to integrate the Protocol Compiler into your build system. The details are a little different depending on whether you are using Closure imports or CommonJS imports:

Closure Imports

If you want to use Closure imports, your build should run a command like this:

```
$ protoc --js_out=library=myproto_libs,binary:. messages.proto base.proto
```

For Closure imports, `protoc` will generate a single output file (`myproto_libs.js` in this example). The generated file will `goog.provide()` all of the types defined in your .proto files. For example, for the unit tests the generated files contain many `goog.provide` statements like:


```
goog.provide('proto.google.protobuf.DescriptorProto');
goog.provide('proto.google.protobuf.DescriptorProto.ExtensionRange');
goog.provide('proto.google.protobuf.DescriptorProto.ReservedRange');
goog.provide('proto.google.protobuf.EnumDescriptorProto');
goog.provide('proto.google.protobuf.EnumOptions');
```

The generated code will also `goog.require()` many types in the core library, and they will require many types in the Google Closure library. So make sure that your `goog.provide()` / `goog.require()` setup can find all of your generated code, the core library `.js` files in this directory, and the Google Closure library itself.

Once you've done this, you should be able to import your types with statements like:

```
goog.require('proto.my.package.MyMessage');

var message = proto.my.package.MyMessage();
```

If unfamiliar with Closure or its compiler, consider reviewing Closure documentation

<https://developers.google.com/closure/library/docs/tutorial>

<https://developers.google.com/closure/library/docs/closurebuilder>

<https://developers.google.com/closure/library/docs/depswriter>

At a high level, `closurebuilder.py` can walk dependencies, and compile your code, and all dependencies for Protobuf into a single `.js` file. Using `depsbuilder.py` to generate a dependency file can also be considered for non-production dev environments.

CommonJS imports

If you want to use

CommonJS imports, your build should run a command like this:

```
$ protoc --js_out=import_style=commonjs,binary:. messages.proto base.proto
```

For CommonJS imports, `protoc` will spit out one file per input file (so `messages_pb.js` and `base_pb.js` in this example). The generated code will depend on the core runtime, which should be in a file called `google-protobuf.js`. If you are installing from `npm`, this file should already be built and available. If you are running from GitHub, you need to build it first by running:

```
$ gulp dist
```

Once you've done this, you should be able to import your types with statements like:

```
var messages = require('./messages_pb');

var message = new messages.MyMessage();
```

The `--js_out` flag

The syntax of the `--js_out` flag is:

```
--js_out=[OPTIONS:]output_dir
```

Where `OPTIONS` are separated by commas. Options are either `opt=val` or just `opt` (for options that don't take a value). The available options are specified

and documented in the `GeneratorOptions` struct in

[src/google/protobuf/compiler/js/js_generator.h](https://github.com/protocolbuffers/protobuf/blob/master/src/google/protobuf/compiler/js/js_generator.h#L53).

Some examples:

- `--js_out=library=myprotos_lib.js,binary:.`: this contains the options `library=myprotos.lib.js` and `binary` and outputs to the current directory. The `import_style` option is left to the default, which is `closure`.
- `--js_out=import_style=commonjs,binary:protos`: this contains the options `import_style=commonjs` and `binary` and outputs to the directory `protos`. `import_style=commonjs_strict` doesn't expose the output on the global scope.

API

===

The API is not well-documented yet. Here is a quick example to give you an idea of how the library generally works:

```
var message = new MyMessage();

message.setName("John Doe");
message.setAge(25);
message.setPhoneNumbers(["800-555-1212", "800-555-0000"]);

// Serializes to a Uint8Array.
var bytes = message.serializeBinary();

var message2 = MyMessage.deserializeBinary(bytes);
```

For more examples, see the tests. You can also look at the generated code to see what methods are defined for your generated messages.

Found in path(s):

* /opt/cola/permits/1841830377_1699370616.4629242/0/google-protobuf-3-13-0-2-tgz/package/README.md

1.74 gaxios 4.0.1

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* Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>

* Slicing support for repeated scalar fields for the Python API.

Oleg Smolsky <oleg.smolsky@gmail.com>

* MS Visual Studio error format option.

* Detect unordered_map in stl_hash.m4.

Brian Olson <brianolson@google.com>

* gzip/zlib I/O support.

Michael Poole <mdpoole@troilus.org>

* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).

* Added generation of field number constants.

Wink Saville <wink@google.com>

* Fixed initialization ordering problem in logging code.

Will Pierce <willp@nuclei.com>

* Small patch improving performance of in Python serialization.

Alexandre Vassalotti <alexandre@peadrop.com>

* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>

* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>

* HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>

* Detect whether zlib is new enough in configure script.

* Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>

* Optimize Java serialization code when writing a small message to a stream.

* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.

* Clean up some Java warnings.

* Fix bug with permanent callbacks that delete themselves when run.

Michael Kucharski <m.kucharski@gmail.com>

* Added CodedInputStream.getTotalBytesRead().

Kacper Kowalik <xarthisius.kk@gmail.com>

* Fixed m4/acx_pthread.m4 problem for some Linux distributions.

William Orr <will@worrbase.com>

* Fixed detection of sched_yield on Solaris.

* Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>

* Fixed minor IBM xLC compiler build issues

* Added atomicops for AIX (POWER)

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* Fix compiler to not make output executable.

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* Heuristic detection of sub-messages when printing unknown fields in text format.

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* Added @Override annotation to generated Java code where appropriate.

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* Slicing support for repeated scalar fields for the Python API.

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* MS Visual Studio error format option.

* Detect unordered_map in stl_hash.m4.

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* gzip/zlib I/O support.

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- * Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
- * Added generation of field number constants.

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- * Fixed initialization ordering problem in logging code.

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- * Small patch improving performance of in Python serialization.

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- * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

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- * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>

- * HPUX support.

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- * Detect whether zlib is new enough in configure script.
- * Fixes for Solaris 10 32/64-bit confusion.

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- * Optimize Java serialization code when writing a small message to a stream.
- * Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
- * Clean up some Java warnings.
- * Fix bug with permanent callbacks that delete themselves when run.

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- * Added CodedInputStream.getTotalBytesRead().

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- * Fixed m4/acx_pthread.m4 problem for some Linux distributions.

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- * Fixed detection of sched_yield on Solaris.
- * Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>

- * Fixed minor IBM x1C compiler build issues
- * Added atomicops for AIX (POWER)

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- * Small patch to fix Python CallMethod().

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- * Fix compiler to not make output executable.

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- * Heuristic detection of sub-messages when printing unknown fields in text format.

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- * Tru64 support.

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- * Solaris 10 + Sun Studio fixes.

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- * Slicing support for repeated scalar fields for the Python API.

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- * MS Visual Studio error format option.
- * Detect unordered_map in stl_hash.m4.

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- * gzip/zlib I/O support.

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- * Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
- * Added generation of field number constants.

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- * Fixed initialization ordering problem in logging code.

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- * Small patch improving performance of in Python serialization.

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- * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

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- * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

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- * HPUX support.

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- * Detect whether zlib is new enough in configure script.
- * Fixes for Solaris 10 32/64-bit confusion.

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- * Optimize Java serialization code when writing a small message to a stream.
- * Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
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- * Fix bug with permanent callbacks that delete themselves when run.

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- * Fixed m4/acx_pthread.m4 problem for some Linux distributions.

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- * Fixed detection of sched_yield on Solaris.
- * Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>

- * Fixed minor IBM xLC compiler build issues
- * Added atomicops for AIX (POWER)

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* Fixes for Solaris 10 32/64-bit confusion.

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* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
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* Fixed detection of sched_yield on Solaris.

* Added atomicops for Solaris

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* Fixed minor IBM xLC compiler build issues

* Added atomicops for AIX (POWER)

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* The implementation
was written so as to conform with Netscapes SSL.

*

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Brian Atkinson <nairb774@gmail.com>
* Added @Override annotation to generated Java code where appropriate.

Vincent Choinire <Choiniere.Vincent@hydro.qc.ca>
* Tru64 support.

Monty Taylor <monty.taylor@gmail.com>
* Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>

* Slicing support for repeated scalar fields for the Python API.

Oleg Smolsky <oleg.smolsky@gmail.com>
* MS Visual Studio error format option.
* Detect unordered_map in stl_hash.m4.

Brian Olson <brianolson@google.com>
* gzip/zlib I/O support.

Michael Poole <mdpoole@troilus.org>
* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
* Added generation of field number constants.

Wink Saville <wink@google.com>
* Fixed initialization ordering problem in logging code.

Will Pierce <willp@nuclei.com>
* Small patch improving performance of in Python serialization.

Alexandre Vassalotti <alexandre@peadrop.com>
* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>
* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>
* HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>
* Detect whether zlib is new enough in configure script.
* Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.

Michael Kucharski <m.kucharski@gmail.com>
* Added CodedInputStream.getTotalBytesRead().

Kacper Kowalik <xarthisius.kk@gmail.com>
* Fixed m4/acx_pthread.m4 problem for some Linux distributions.

William Orr <will@worrbase.com>
* Fixed detection of sched_yield on Solaris.
* Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xLC compiler build issues
* Added atomicops for AIX (POWER)

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