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1.4 icu 60

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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

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1.5 atk 2.28.1

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1.6 x-net 0.0.0-20190813141303-74dc4d7220e7

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1.7 goprotobuf 1.3.2

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1.8 libpcap 1.9.1

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1.9 go-systemd 0.0.0-20191104093116-d3cd4ed1dbcf

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1.11 go-yaml 2.2.2

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1.12 golang-protobuf-extensions 1.0.1

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```
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```
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Version 2, June 1991

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

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1.15 prometheus-procfs 0.0.2

1.15.1 Available under license :

procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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1.21 libpng 1.6.37

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1.23 libpng 1.2.59

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1.30 clockwork 0.1.0

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Clockwork - a scheduler process to replace cron

=====

Cron is non-ideal for running scheduled application tasks, especially in an app deployed to multiple machines. [More details.](http://adam.heroku.com/past/2010/4/13/rethinking_cron/)

Clockwork is a lightweight, long-running Ruby process which sits alongside your web processes (Mongrel/Thin) and your worker processes (DJ/Resque/Minion/Stalker) to schedule recurring work at particular times or dates. For example, refreshing feeds on an hourly basis, or send reminder emails on a nightly basis, or generating invoices once a month on the 1st.

Example

Create schedule.rb:


```

require 'clockwork'
include Clockwork

every('10s') { puts 'every 10 seconds' }
every('3m') { puts 'every 3 minutes' }
every('1h') { puts 'once an hour' }

every('1d', :at => '00:00') { puts 'every night at midnight' }

```

Run it with the clockwork binary:

```
$ clockwork schedule.rb
```

Or run directly with Ruby:

```
$ ruby -r schedule -e Clockwork.run
```

Use with queueing

Clockwork only makes sense as a place to schedule work to be done, not to do the work. It avoids locking by running as a single process, but this makes it impossible to parallelize. For doing the work, you should be using a job queueing system, such as

[Delayed Job](<http://www.therailsway.com/2009/7/22/do-it-later-with-delayed-job>),

[Beanstalk/Stalker](http://adam.heroku.com/past/2010/4/24/beanstalk_a_simple_and_fast_queueing_backend/),

[RabbitMQ/Minion](http://adamblog.heroku.com/past/2009/9/28/background_jobs_with_rabbitmq_and_minion/),

or

[Resque](<http://github.com/blog/542-introducing-resque>). This design allows

a simple scheduler process with no locks, but also offers near infinite horizontal scalability.

For example, if you're using Beanstalk/Staker:

```

require 'clockwork'
include Clockwork

require 'stalker'
include Stalker

every('1h') { enqueue('feeds.refresh' ) }
every('1d', :at => '01:30') { enqueue('reminders.send' ) }

```

Using a queueing system which doesn't require that your full application be loaded is preferable, because the scheduler process can keep a tiny memory footprint. If you're using DJ or Resque, however, you can go ahead and load your full application environment. For example, with DJ/Rails:

```
require 'config/boot'
require 'config/environment'

require 'clockwork'
include Clockwork

every('1h') { Feed.send_later(:refresh) }
every('1d', :at => '01:30') { Reminder.send_later(:send_reminders) }
```

In production

Only one scheduler process should ever be running across your whole application deployment. For example, if your app is running on three VPS machines (two app servers and one database), your app machines might have the following process topography:

- * Machine 1: 3 web (thin start), 3 workers (rake jobs:work), 1 scheduler (clockwork schedule.rb)
- * Machine 2: 3 web (thin start), 3 workers (rake jobs:work)

You should use Monit, God, Upstart, or Inittab to keep your scheduler process running the same way you keep your web and workers running.

Meta

Created by Adam Wiggins

Inspired by [rufus-scheduler](<http://rufus.rubyforge.org/rufus-scheduler/>) and [<http://github.com/bvandenbos/resque-scheduler>](resque-scheduler)

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<http://github.com/adamwiggins/clockwork>

Found in path(s):

```
* /opt/cola/permits/1212379238_1633816578.47/0/adamwiggins-clockwork-v0-1-0-0-g596af5c-1-tar-gz/adamwiggins-clockwork-596af5c/README.md
```

1.31 ipmi-tool 1.8.14

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1.32 libevent 2.1.12

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1.34 curl 7.69.1

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1.35 gogoprotobuf 1.2.1

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1.36 go.etcd.io-bbolt 1.3.3

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```

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1.39 yaml 1.1.0

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io.helidon.config.yaml.internal.YamlFileTypeDetector

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*/opt/cola/permits/1212202902_1633724936.34/0/helidon-config-yaml-1-1-0-sources-jar/META-INF/native-
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* /opt/cola/permits/1212202902_1633724936.34/0/helidon-config-yaml-1-1-0-sources-jar/io/helidon/config/yaml/YamlConfigParserBuilder.java

* /opt/cola/permits/1212202902_1633724936.34/0/helidon-config-yaml-1-1-0-sources-jar/io/helidon/config/yaml/package-info.java

* /opt/cola/permits/1212202902_1633724936.34/0/helidon-config-yaml-1-1-0-sources-jar/io/helidon/config/yaml/internal/YamlFileTypeDetector.java

* /opt/cola/permits/1212202902_1633724936.34/0/helidon-config-yaml-1-1-0-sources-jar/io/helidon/config/yaml/internal/package-info.java

1.40 x-text 0.3.3

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1.42 modern-go-concurrent 0.0.0-20180306012644-bacd9c7ef1dd

1.42.1 Available under license :

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1.43 jwt-go 3.2.0+incompatible

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1.44 7zip 18.06

1.44.1 Available under license :

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```
/* Bcj2Enc.c -- BCJ2 Encoder (Converter for x86 code)
2018-07-04 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Bcj2Enc.c
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```

```
/* Aes.c -- AES encryption / decryption
2017-01-24 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Aes.c
No license file was found, but licenses were detected in source scan.
```

```
/* Sha256.h -- SHA-256 Hash
2013-01-18 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Sha256.h
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```

```
/* Lzma86.h -- LZMA + x86 (BCJ) Filter
2013-01-18 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma86.h
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```

```
/* Sort.h -- Sort functions
2014-04-05 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Sort.h
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```

```
/* MtCoder.h -- Multi-thread Coder
2018-07-04 : Igor Pavlov : Public domain */
```


Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/MtCoder.h

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/* 7z.h -- 7z interface

2017-04-03 : Igor Pavlov : Public domain */

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* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7z.h

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/* MtDec.c -- Multi-thread Decoder

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/MtDec.c

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/* LzmaLibExports.c -- LZMA library DLL Entry point

2015-11-08 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/LzmaLib/LzmaLibExports.c

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/* Ppmd7Dec.c -- PPMdH Decoder

2018-07-04 : Igor Pavlov : Public domain

This code is based on PPMd var.H (2001): Dmitry Shkarin : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Ppmd7Dec.c

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/* Aes.h -- AES encryption / decryption

2013-01-18 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Aes.h

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/* Ppmd7.h -- PPMdH compression codec

2018-07-04 : Igor Pavlov : Public domain

This code is based on PPMd var.H (2001): Dmitry Shkarin : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Ppmd7.h

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/* 7zFile.h -- File IO

2017-04-03 : Igor Pavlov : Public domain */

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* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zFile.h

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/* Bcj2.c -- BCJ2 Decoder (Converter for x86 code)

2018-04-28 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Bcj2.c

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/* LzFindMt.h -- multithreaded Match finder for LZ algorithms

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzFindMt.h

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/* 7zAlloc.h -- Allocation functions

2017-04-03 : Igor Pavlov : Public domain */

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* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zAlloc.h

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/* LzmaUtil.c -- Test application for LZMA compression

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/Lzma/LzmaUtil.c

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/* LzFind.c -- Match finder for LZ algorithms

2018-07-08 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzFind.c

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

/* 7zBuf2.c -- Byte Buffer

2017-04-03 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zBuf2.c

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/* LzFind.h -- Match finder for LZ algorithms

2017-06-10 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzFind.h

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

/* XzEnc.c -- Xz Encode

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/XzEnc.c

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/* Lzma2Enc.h -- LZMA2 Encoder

2017-07-27 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma2Enc.h

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/* 7zCrcOpt.c -- CRC32 calculation

2017-04-03 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zCrcOpt.c

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/* LzFindMt.c -- multithreaded Match finder for LZ algorithms

2018-12-29 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzFindMt.c

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/* MtDec.h -- Multi-thread Decoder

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/MtDec.h

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/* LzHash.h -- HASH functions for LZ algorithms

2015-04-12 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzHash.h

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/* LzmaEnc.h -- LZMA Encoder

2017-07-27 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzmaEnc.h

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/* Crypto/Sha256.c -- SHA-256 Hash

2017-04-03 : Igor Pavlov : Public domain

This code is based on public domain code from Wei Dai's Crypto++ library. */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Sha256.c

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LZMA SDK 18.06

LZMA SDK provides the documentation, samples, header files, libraries, and tools you need to develop applications that use 7z / LZMA / LZMA2 / XZ compression.

LZMA is an improved version of famous LZ77 compression algorithm. It was improved in way of maximum increasing of compression ratio, keeping high decompression speed and low memory requirements for decompressing.

LZMA2 is a LZMA based compression method. LZMA2 provides better multithreading support for compression than LZMA and some other improvements.

7z is a file format for data compression and file archiving.

7z is a main file format for 7-Zip compression program (www.7-zip.org).

7z format supports different compression methods: LZMA, LZMA2 and others.

7z also supports AES-256 based encryption.

XZ is a file format for data compression that uses LZMA2 compression.

XZ format provides additional features: SHA/CRC check, filters for improved compression ratio, splitting to blocks and streams,

LICENSE

LZMA SDK is written and placed in the public domain by Igor Pavlov.

Some code in LZMA SDK is based on public domain code from another developers:

- 1) PPMd var.H (2001): Dmitry Shkarin
- 2) SHA-256: Wei Dai (Crypto++ library)

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LZMA SDK Contents

Source code:

- C / C++ / C# / Java - LZMA compression and decompression
- C / C++ - LZMA2 compression and decompression
- C / C++ - XZ compression and decompression
- C - 7z decompression
- C++ - 7z compression and decompression
- C - small SFXs for installers (7z decompression)
- C++ - SFXs and SFXs for installers (7z decompression)

Precompiled binaries:

- console programs for lzma / 7z / xz compression and decompression
- SFX modules for installers.

UNIX/Linux version

To compile C++ version of file->file LZMA encoding, go to directory
CPP/7zip/Bundles/LzmaCon
and call make to recompile it:
make -f makefile.gcc clean all

In some UNIX/Linux versions you must compile LZMA with static libraries.

To compile with static libraries, you can use

LIB = -lm -static

Also you can use p7zip (part of 7-Zip for POSIX systems like Unix or Linux):

<http://p7zip.sourceforge.net/>

Files

DOC/7zC.txt - 7z ANSI-C Decoder description
DOC/7zFormat.txt - 7z Format description
DOC/installer.txt - information about 7-Zip for installers
DOC/lzma.txt - LZMA compression description
DOC/lzma-sdk.txt - LZMA SDK description (this file)
DOC/lzma-history.txt - history of LZMA SDK
DOC/lzma-specification.txt - Specification of LZMA
DOC/Methods.txt - Compression method IDs for .7z

bin/installer/ - example script to create installer that uses SFX module,

bin/7zdec.exe - simplified 7z archive decoder
bin/7zr.exe - 7-Zip console program (reduced version)
bin/x64/7zr.exe - 7-Zip console program (reduced version) (x64 version)
bin/lzma.exe - file->file LZMA encoder/decoder for Windows
bin/7zS2.sfx - small SFX module for installers (GUI version)
bin/7zS2con.sfx - small SFX module for installers (Console version)
bin/7zSD.sfx - SFX module for installers.

7zDec.exe

7zDec.exe is simplified 7z archive decoder.
It supports only LZMA, LZMA2, and PPMd methods.
7zDec decodes whole solid block from 7z archive to RAM.
The RAM consumption can be high.

Source code structure

Asm/ - asm files (optimized code for CRC calculation and Intel-AES encryption)

C/ - C files (compression / decompression and other)

Util/

7z - 7z decoder program (decoding 7z files)
Lzma - LZMA program (file->file LZMA encoder/decoder).
LzmaLib - LZMA library (.DLL for Windows)
SfxSetup - small SFX module for installers

CPP/ -- CPP files

Common - common files for C++ projects
Windows - common files for Windows related code

7zip - files related to 7-Zip

Archive - files related to archiving

Common - common files for archive handling
7z - 7z C++ Encoder/Decoder

Bundles - Modules that are bundles of other modules (files)

Alone7z - 7zr.exe: Standalone 7-Zip console program (reduced version)
Format7zExtractR - 7zxr.dll: Reduced version of 7z DLL: extracting from 7z/LZMA/BCJ/BCJ2.
Format7zR - 7zr.dll: Reduced version of 7z DLL: extracting/compressing to 7z/LZMA/BCJ/BCJ2
LzmaCon - lzma.exe: LZMA compression/decompression
LzmaSpec - example code for LZMA Specification
SFXCon - 7zCon.sfx: Console 7z SFX module
SFXSetup - 7zS.sfx: 7z SFX module for installers
SFXWin - 7z.sfx: GUI 7z SFX module

Common - common files for 7-Zip

Compress - files for compression/decompression

Crypto - files for encryption / decompression

UI - User Interface files

Client7z - Test application for 7za.dll, 7zr.dll, 7zxr.dll
Common - Common UI files
Console - Code for console program (7z.exe)
Explorer - Some code from 7-Zip Shell extension
FileManager - Some GUI code from 7-Zip File Manager
GUI - Some GUI code from 7-Zip

CS/ - C# files

7zip

Common - some common files for 7-Zip
Compress - files related to compression/decompression
LZ - files related to LZ (Lempel-Ziv) compression algorithm
LZMA - LZMA compression/decompression
LzmaAlone - file->file LZMA compression/decompression
RangeCoder - Range Coder (special code of compression/decompression)

Java/ - Java files

SevenZip

- Compression - files related to compression/decompression
- LZ - files related to LZ (Lempel-Ziv) compression algorithm
- LZMA - LZMA compression/decompression
- RangeCoder - Range Coder (special code of compression/decompression)

Note:

Asm / C / C++ source code of LZMA SDK is part of 7-Zip's source code.

7-Zip's source code can be downloaded from 7-Zip's SourceForge page:

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

LZMA features

- Variable dictionary size (up to 1 GB)
- Estimated compressing speed: about 2 MB/s on 2 GHz CPU
- Estimated decompressing speed:
 - 20-30 MB/s on modern 2 GHz cpu
 - 1-2 MB/s on 200 MHz simple RISC cpu: (ARM, MIPS, PowerPC)
- Small memory requirements for decompressing (16 KB + DictionarySize)
- Small code size for decompressing: 5-8 KB

LZMA decoder uses only integer operations and can be implemented in any modern 32-bit CPU (or on 16-bit CPU with some conditions).

Some critical operations that affect the speed of LZMA decompression:

- 1) 32*16 bit integer multiply
- 2) Mispredicted branches (penalty mostly depends from pipeline length)
- 3) 32-bit shift and arithmetic operations

The speed of LZMA decompressing mostly depends from CPU speed. Memory speed has no big meaning. But if your CPU has small data cache, overall weight of memory speed will slightly increase.

How To Use

Using LZMA encoder/decoder executable

Usage: LZMA <e|d> inputFile outputFile [<switches>...]

e: encode file

d: decode file

b: Benchmark. There are two tests: compressing and decompressing with LZMA method. Benchmark shows rating in MIPS (million instructions per second). Rating value is calculated from measured speed and it is normalized with Intel's Core 2 results. Also Benchmark checks possible hardware errors (RAM errors in most cases). Benchmark uses these settings: (-a1, -d21, -fb32, -mfbt4). You can change only -d parameter. Also you can change the number of iterations. Example for 30 iterations:
LZMA b 30
Default number of iterations is 10.

<Switches>

-a{N}: set compression mode 0 = fast, 1 = normal
default: 1 (normal)

d{N}: Sets Dictionary size - [0, 30], default: 23 (8MB)
The maximum value for dictionary size is 1 GB = 2^{30} bytes.
Dictionary size is calculated as $\text{DictionarySize} = 2^N$ bytes.
For decompressing file compressed by LZMA method with dictionary size $D = 2^N$ you need about D bytes of memory (RAM).

-fb{N}: set number of fast bytes - [5, 273], default: 128
Usually big number gives a little bit better compression ratio and slower compression process.

-lc{N}: set number of literal context bits - [0, 8], default: 3
Sometimes $lc=4$ gives gain for big files.

-lp{N}: set number of literal pos bits - [0, 4], default: 0
lp switch is intended for periodical data when period is equal 2^N . For example, for 32-bit (4 bytes) periodical data you can use $lp=2$. Often it's better to set $lc=0$, if you change lp switch.

-pb{N}: set number of pos bits - [0, 4], default: 2
pb switch is intended for periodical data when period is equal 2^N .

-mf{MF_ID}: set Match Finder. Default: bt4.
Algorithms from hc* group doesn't provide good compression ratio, but they often works pretty fast in combination with fast mode (-a0).

Memory requirements depend from dictionary size

(parameter "d" in table below).

MF_ID	Memory	Description
bt2	d * 9.5 + 4MB	Binary Tree with 2 bytes hashing.
bt3	d * 11.5 + 4MB	Binary Tree with 3 bytes hashing.
bt4	d * 11.5 + 4MB	Binary Tree with 4 bytes hashing.
hc4	d * 7.5 + 4MB	Hash Chain with 4 bytes hashing.

-eos: write End Of Stream marker. By default LZMA doesn't write eos marker, since LZMA decoder knows uncompressed size stored in .lzma file header.

-si: Read data from stdin (it will write End Of Stream marker).

-so: Write data to stdout

Examples:

1) LZMA e file.bin file.lzma -d16 -lc0

compresses file.bin to file.lzma with 64 KB dictionary ($2^{16}=64K$) and 0 literal context bits. -lc0 allows to reduce memory requirements for decompression.

2) LZMA e file.bin file.lzma -lc0 -lp2

compresses file.bin to file.lzma with settings suitable for 32-bit periodical data (for example, ARM or MIPS code).

3) LZMA d file.lzma file.bin

decompresses file.lzma to file.bin.

Compression ratio hints

Recommendations

To increase the compression ratio for LZMA compressing it's desirable to have aligned data (if it's possible) and also it's desirable to locate data in such order, where code is grouped in one place and data is grouped in other place (it's better than such mixing: code, data, code, data, ...).

Filters

You can increase the compression ratio for some data types, using special filters before compressing. For example, it's possible to increase the compression ratio on 5-10% for code for those CPU ISAs: x86, IA-64, ARM, ARM-Thumb, PowerPC, SPARC.

You can find C source code of such filters in C/Bra*.* files

You can check the compression ratio gain of these filters with such 7-Zip commands (example for ARM code):

No filter:

```
7z a a1.7z a.bin -m0=lzma
```

With filter for little-endian ARM code:

```
7z a a2.7z a.bin -m0=arm -m1=lzma
```

It works in such manner:

Compressing = Filter_encoding + LZMA_encoding

Decompressing = LZMA_decoding + Filter_decoding

Compressing and decompressing speed of such filters is very high, so it will not increase decompressing time too much.

Moreover, it reduces decompression time for LZMA_decoding, since compression ratio with filtering is higher.

These filters convert CALL (calling procedure) instructions from relative offsets to absolute addresses, so such data becomes more compressible.

For some ISAs (for example, for MIPS) it's impossible to get gain from such filter.

<http://www.7-zip.org>

<http://www.7-zip.org/sdk.html>

<http://www.7-zip.org/support.html>

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/DOC/lzma-sdk.txt
```

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

```
/* BraIA64.c -- Converter for IA-64 code
```

```
2017-01-26 : Igor Pavlov : Public domain */
```

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/BraIA64.c

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

/* Alloc.h -- Memory allocation functions

2018-02-19 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Alloc.h

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

/* Precomp.h -- StdAfx

2013-06-16 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/SfxSetup/Precomp.h

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/7z/Precomp.h

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

/* Precomp.c -- StdAfx

2013-01-21 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/7z/Precomp.c

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/SfxSetup/Precomp.c

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

/* Xz.h - Xz interface

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Xz.h

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

/* LzmaLib.c -- LZMA library wrapper

2015-06-13 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzmaLib.c

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

/* Ppmd.h -- PPMd codec common code

2017-04-03 : Igor Pavlov : Public domain

This code is based on PPMd var.H (2001): Dmitry Shkarin : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Ppmd.h

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

```
/* LzmaEnc.c -- LZMA Encoder
2018-12-29: Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzmaEnc.c
No license file was found, but licenses were detected in source scan.
```

```
/* 7zArcIn.c -- 7z Input functions
2018-07-04 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zArcIn.c
No license file was found, but licenses were detected in source scan.
```

```
/* AesOpt.c -- Intel's AES
2017-06-08 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/AesOpt.c
No license file was found, but licenses were detected in source scan.
```

```
/* Alloc.c -- Memory allocation functions
2018-04-27 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Alloc.c
No license file was found, but licenses were detected in source scan.
```

```
// 2009-03-11 : Igor Pavlov : Public domain
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/CPP/7zip/Compress/PpmdDecoder.cpp
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/CPP/7zip/Compress/PpmdDecoder.h
No license file was found, but licenses were detected in source scan.
```

```
/* Delta.c -- Delta converter
2009-05-26 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Delta.c
No license file was found, but licenses were detected in source scan.
```

```
/* Lzma2Enc.c -- LZMA2 Encoder
2018-07-04 : Igor Pavlov : Public domain */
```

Found in path(s):

**/opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma2Enc.c*

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

/ Bra.c -- Converters for RISC code*

*2017-04-04 : Igor Pavlov : Public domain */*

Found in path(s):

**/opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Bra.c*

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

/ 7zAlloc.c -- Allocation functions*

*2017-04-03 : Igor Pavlov : Public domain */*

Found in path(s):

**/opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zAlloc.c*

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

/ 7zBuf.h -- Byte Buffer*

*2017-04-03 : Igor Pavlov : Public domain */*

Found in path(s):

**/opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zBuf.h*

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

/ Lzma2DecMt.c -- LZMA2 Decoder Multi-thread*

*2018-07-04 : Igor Pavlov : Public domain */*

Found in path(s):

**/opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma2DecMt.c*

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

/ 7zCrc.c -- CRC32 init*

*2017-06-06 : Igor Pavlov : Public domain */*

Found in path(s):

**/opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zCrc.c*

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

/ LzmaSpec.cpp -- LZMA Reference Decoder*

*2015-06-14 : Igor Pavlov : Public domain */*

Found in path(s):

**/opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/ZIP/7zip/Bundles/LzmaSpec/LzmaSpec.cpp*

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

/ 7zBuf.c -- Byte Buffer*

*2017-04-03 : Igor Pavlov : Public domain */*

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zBuf.c

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

/* Bcj2.h -- BCJ2 Converter for x86 code

2014-11-10 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Bcj2.h

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

/* Lzma2DecMt.h -- LZMA2 Decoder Multi-thread

2018-02-17 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma2DecMt.h

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

; 2018-02-03 : Igor Pavlov : Public domain

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/Asm/x86/7zAsm.asm

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

/* Bra.h -- Branch converters for executables

2013-01-18 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Bra.h

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

/* Precomp.h -- StdAfx

2013-11-12 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Precomp.h

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

/* XzIn.c - Xz input

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/XzIn.c

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

; 2011-06-28 : Igor Pavlov : Public domain

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/Asm/x86/XzCrc64Opt.asm
```

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

```
/* LzmaDec.c -- LZMA Decoder
```

```
2018-07-04 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzmaDec.c
```

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

7-Zip for installers 9.38

7-Zip is a file archiver for Windows NT/2000/2003/2008/XP/Vista/7/8/10.

7-Zip for installers is part of LZMA SDK.

LZMA SDK is written and placed in the public domain by Igor Pavlov.

It's allowed to join 7-Zip SFX module with another software.

It's allowed to change resources of 7-Zip's SFX modules.

HOW to use

7zr.exe is reduced version of 7za.exe of 7-Zip.

7zr.exe supports only format with these codecs: LZMA, LZMA2, BCJ, BCJ2, ARM, Copy.

Example of compressing command for installation packages:

7zr a archive.7z files

7zSD.sfx is SFX module for installers. 7zSD.sfx uses msvcrt.dll.

SFX modules for installers allow to create installation program.

Such module extracts archive to temp folder and then runs specified program and removes temp files after program finishing. Self-extract archive for installers must be created as joining 3 files: SFX_Module, Installer_Config, 7z_Archive.

Installer_Config is optional file. You can use the following command to create installer self-extract archive:

```
copy /b 7zSD.sfx + config.txt + archive.7z archive.exe
```

The smallest installation package size can be achieved, if installation files was uncompressed before including to 7z archive.

-y switch for installer module (at runtime) specifies quiet mode for extracting.

Installer Config file format

~~~~~

Config file contains commands for Installer. File begins from string ;!@Install@!UTF-8! and ends with ;!@InstallEnd@!. File must be written in UTF-8 encoding. File contains string pairs:

ID\_String="Value"

ID\_String      Description

Title          Title for messages

BeginPrompt    Begin Prompt message

Progress       Value can be "yes" or "no". Default value is "yes".

RunProgram     Command for executing. Default value is "setup.exe".  
                Substring %%T will be replaced with path to temporary  
                folder, where files were extracted

Directory      Directory prefix for "RunProgram". Default value is ".\\"

ExecuteFile    Name of file for executing

ExecuteParameters Parameters for "ExecuteFile"

You can omit any string pair.

There are two ways to run program: RunProgram and ExecuteFile.

Use RunProgram, if you want to run some program from .7z archive.

Use ExecuteFile, if you want to open some document from .7z archive or if you want to execute some command from Windows.

If you use RunProgram and if you specify empty directory prefix: Directory="", the system searches for the executable file in the following sequence:

1. The directory from which the application (installer) loaded.
2. The temporary folder, where files were extracted.
3. The Windows system directory.

## Config file Examples

~~~~~

```
;!@Install@!UTF-8!
```

```
Title="7-Zip 4.00"
```

```
BeginPrompt="Do you want to install the 7-Zip 4.00?"
```

```
RunProgram="setup.exe"
```

```
;!@InstallEnd@!
```

```
;!@Install@!UTF-8!  
Title="7-Zip 4.00"  
BeginPrompt="Do you want to install the 7-Zip 4.00?"  
ExecuteFile="7zip.msi"  
;!@InstallEnd@!
```

```
;!@Install@!UTF-8!  
Title="7-Zip 4.01 Update"  
BeginPrompt="Do you want to install the 7-Zip 4.01 Update?"  
ExecuteFile="msiexec.exe"  
ExecuteParameters="/i 7zip.msi REINSTALL=ALL REINSTALLMODE=vomus"  
;!@InstallEnd@!
```

Small SFX modules for installers

7zS2.sfx - small SFX module (GUI version)
7zS2con.sfx - small SFX module (Console version)

Small SFX modules support this codecs: LZMA, LZMA2, BCJ, BCJ2, ARM, COPY

Small SFX module is similar to common SFX module for installers.

The difference (what's new in small version):

- Smaller size (30 KB vs 100 KB)
- C source code instead of ++
- No installer Configuration file
- No extracting progress window
- It decompresses solid 7z blocks (it can be whole 7z archive) to RAM.
So user that calls SFX installer must have free RAM of size of largest solid 7z block (size of 7z archive at simplest case).

How to use

```
copy /b 7zS2.sfx + archive.7z sfx.exe
```

When you run installer sfx module (sfx.exe)

- 1) It creates "7zNNNNNNNN" temp folder in system temp folder.
- 2) It extracts .7z archive to that folder
- 3) It executes one file from "7zNNNNNNNN" temp folder.
- 4) It removes "7zNNNNNNNN" temp folder

You can send parameters to installer, and installer will transfer them to extracted .exe file.

Small SFX uses 3 levels of priorities to select file to execute:

- 1) Files in root folder have higher priority than files in subfolders.
- 2) File extension priorities (from high to low priority order):
bat, cmd, exe, inf, msi, cab (under Windows CE), html, htm
- 3) File name priorities (from high to low priority order):
setup, install, run, start

Windows CE (ARM) version of 7zS2.sfx is included to 7-Zip for Windows Mobile package.

Examples

- 1) To create compressed console 7-Zip:

```
7zr a c.7z 7z.exe 7z.dll -mx
copy /b 7zS2con.sfx + c.7z 7zCompr.exe
7zCompr.exe b -md22
```

- 2) To create compressed GUI 7-Zip:

```
7zr a g.7z 7zg.exe 7z.dll -mx
copy /b 7zS2.sfx + g.7z 7zgCompr.exe
7zgCompr.exe b -md22
```

- 3) To open some file:

```
7zr a h.7z readme.txt -mx
copy /b 7zS2.sfx + h.7z 7zTxt.exe
7zTxt.exe
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/DOC/installer.txt
```

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

```
/* CpuArch.h -- CPU specific code
```

```
2018-07-04 : Igor Pavlov : Public domain */
```

Found in path(s):

```
* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/CpuArch.h
```

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

```
/* SfxSetup.c - 7z SFX Setup
```

```
2018-08-04 : Igor Pavlov : Public domain */
```

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/SfxSetup/SfxSetup.c

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

/* XzCrc64Opt.c -- CRC64 calculation

2017-06-30 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/XzCrc64Opt.c

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

/* 7zCrc.h -- CRC32 calculation

2013-01-18 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/7zCrc.h

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

/* XzEnc.h -- Xz Encode

2017-06-27 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/XzEnc.h

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

/* Lzma2Dec.h -- LZMA2 Decoder

2018-02-19 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma2Dec.h

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

/* LzmaDec.h -- LZMA Decoder

2018-04-21 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/LzmaDec.h

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

/* Delta.h -- Delta converter

2013-01-18 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Delta.h

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

/* XzDec.c -- Xz Decode

2018-12-29 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/XzDec.c

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

; 2009-12-12 : Igor Pavlov : Public domain

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/Asm/x86/AesOpt.asm

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/Asm/x86/7zCrcOpt.asm

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

/* Bra86.c -- Converter for x86 code (BCJ)

2017-04-03 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Bra86.c

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

/* Lzma86Enc.c -- LZMA + x86 (BCJ) Filter Encoder

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma86Enc.c

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

/* RotateDefs.h -- Rotate functions

2015-03-25 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/RotateDefs.h

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

/* Threads.c -- multithreading library

2017-06-26 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Threads.c

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

/* Lzma2Dec.c -- LZMA2 Decoder

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma2Dec.c

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

/* Threads.h -- multithreading library

2017-06-18 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Threads.h

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

/* Xz.c - Xz

2017-05-12 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Xz.c

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

; 2018-02-06: Igor Pavlov : Public domain

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/Asm/x86/LzmaDecOpt.asm

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

/* MtCoder.c -- Multi-thread Coder

2018-07-04 : Igor Pavlov : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/MtCoder.c

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

/* Ppmd7Enc.c -- PPMdH Encoder

2017-04-03 : Igor Pavlov : Public domain

This code is based on PPMd var.H (2001): Dmitry Shkarin : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Ppmd7Enc.c

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

/* Ppmd7.c -- PPMdH codec

2018-07-04 : Igor Pavlov : Public domain

This code is based on PPMd var.H (2001): Dmitry Shkarin : Public domain */

Found in path(s):

* /opt/cola/permits/1066442428_1628108684.1/0/lzma1806-zip/lzma1806/C/Ppmd7.c

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

7z ANSI-C Decoder 9.35

7z ANSI-C provides 7z/LZMA decoding.

7z ANSI-C version is simplified version ported from C++ code.

LZMA is default and general compression method of 7z format in 7-Zip compression program (www.7-zip.org). LZMA provides high compression ratio and very fast decompression.

LICENSE

7z ANSI-C Decoder is part of the LZMA SDK.

LZMA SDK is written and placed in the public domain by Igor Pavlov.

Files

7zDecode.* - Low level 7z decoding

7zExtract.* - High level 7z decoding

7zHeader.* - .7z format constants

7zIn.* - .7z archive opening

7zItem.* - .7z structures

7zMain.c - Test application

How To Use

You can create .7z archive with 7z.exe, 7za.exe or 7zr.exe:

```
7z.exe a archive.7z *.htm -r -mx -m0fb=255
```

If you have big number of files in archive, and you need fast extracting, you can use partly-solid archives:

```
7za.exe a archive.7z *.htm -ms=512K -r -mx -m0fb=255 -m0d=512K
```

In that example 7-Zip will use 512KB solid blocks. So it needs to decompress only 512KB for extracting one file from such archive.

Limitations of current version of 7z ANSI-C Decoder

- It reads only "FileName", "Size", "LastWriteTime" and "CRC" information for each file in archive.
- It supports only LZMA and Copy (no compression) methods with BCJ or BCJ2 filters.
- It converts original UTF-16 Unicode file names to UTF-8 Unicode file names.

These limitations will be fixed in future versions.

Using 7z ANSI-C Decoder Test application:

Usage: 7zDec <command> <archive_name>

<Command>:

- e: Extract files from archive
- l: List contents of archive
- t: Test integrity of archive

Example:

7zDec l archive.7z

lists contents of archive.7z

7zDec e archive.7z

extracts files from archive.7z to current folder.

How to use .7z Decoder

Memory allocation

~~~~~

7z Decoder uses two memory pools:

- 1) Temporary pool
- 2) Main pool

Such scheme can allow you to avoid fragmentation of allocated blocks.

Steps for using 7z decoder

-----

Use code at 7zMain.c as example.

1) Declare variables:

```
inStream          /* implements ILookInStream interface */
CSzArEx db;       /* 7z archive database structure */
ISzAlloc allocImp; /* memory functions for main pool */
ISzAlloc allocTempImp; /* memory functions for temporary pool */
```

2) call CrcGenerateTable(); function to initialize CRC structures.

3) call SzArEx\_Init(&db); function to initialize db structures.



4) call SzArEx\_Open(&db, inStream, &allocMain, &allocTemp) to open archive

This function opens archive "inStream" and reads headers to "db".

All items in "db" will be allocated with "allocMain" functions.

SzArEx\_Open function allocates and frees temporary structures by "allocTemp" functions.

5) List items or Extract items

Listing code:

~~~~~

Use SzArEx_GetFileNameUtf16 function. Look example code in C\Util\7z\7zMain.c file.

Extracting code:

~~~~~

```
SZ_RESULT SzAr_Extract(  
    CArchiveDatabaseEx *db,  
    ILookInStream *inStream,  
    UInt32 fileIndex,      /* index of file */  
    UInt32 *blockIndex,   /* index of solid block */  
    Byte **outBuffer,     /* pointer to pointer to output buffer (allocated with allocMain) */  
    size_t *outBufferSize, /* buffer size for output buffer */  
    size_t *offset,       /* offset of stream for required file in *outBuffer */  
    size_t *outSizeProcessed, /* size of file in *outBuffer */  
    ISzAlloc *allocMain,  
    ISzAlloc *allocTemp);
```

If you need to decompress more than one file, you can send these values from previous call:

blockIndex,  
outBuffer,  
outBufferSize,

You can consider "outBuffer" as cache of solid block. If your archive is solid,  
it will increase decompression speed.

After decompressing you must free "outBuffer":

```
allocImp.Free(outBuffer);
```

6) call SzArEx\_Free(&db, allocImp.Free) to free allocated items in "db".

Memory requirements for .7z decoding

-----

Memory usage for Archive opening:

- Temporary pool:
  - Memory for uncompressed .7z headers
  - some other temporary blocks
- Main pool:
  - Memory for database:
    - Estimated size of one file structures in solid archive:
      - Size (4 or 8 Bytes)
      - CRC32 (4 bytes)
      - LastWriteTime (8 bytes)
      - Some file information (4 bytes)
      - File Name (variable length) + pointer + allocation structures

Memory usage for archive Decompressing:

- Temporary pool:
  - Memory for LZMA decompressing structures
- Main pool:
  - Memory for decompressed solid block
  - Memory for temporary buffers, if BCJ2 filter is used. Usually these temporary buffers can be about 15% of solid block size.

7z Decoder doesn't allocate memory for compressed blocks.

Instead of this, you must allocate buffer with desired size before calling 7z Decoder. Use 7zMain.c as example.

Defines

-----

`_SZ_ALLOC_DEBUG` - define it if you want to debug alloc/free operations to stderr.

---

<http://www.7-zip.org>

<http://www.7-zip.org/sdk.html>

<http://www.7-zip.org/support.html>

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/DOC/7zC.txt

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

/\* DllSecur.c -- DLL loading security

2016-10-04 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/DllSecur.c

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

/\* 7zDec.c -- Decoding from 7z folder  
2018-07-04 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/7zDec.c  
No license file was found, but licenses were detected in source scan.

/\* XzCrc64.c -- CRC64 calculation  
2017-05-23 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/XzCrc64.c  
No license file was found, but licenses were detected in source scan.

/\* Lzma86Dec.c -- LZMA + x86 (BCJ) Filter Decoder  
2016-05-16 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/Lzma86Dec.c  
No license file was found, but licenses were detected in source scan.

/\* 7zFile.c -- File IO  
2017-04-03 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/7zFile.c  
No license file was found, but licenses were detected in source scan.

/\* LzmaLib.h -- LZMA library interface  
2013-01-18 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/LzmaLib.h  
No license file was found, but licenses were detected in source scan.

/\* XzCrc64.h -- CRC64 calculation  
2013-01-18 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/XzCrc64.h  
No license file was found, but licenses were detected in source scan.

/\* Sort.c -- Sort functions  
2014-04-05 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/Sort.c

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

/\* Compiler.h

2017-04-03 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/Compiler.h

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

## HISTORY of the LZMA SDK

-----

18.06      2018-12-30

-----

- The speed for LZMA/LZMA2 compressing was increased by 3-10%, and there are minor changes in compression ratio.
- Some bugs were fixed.
- The bug in 7-Zip 18.02-18.05 was fixed:  
There was memory leak in multithreading xz decoder - XzDecMt\_Decode(), if xz stream contains only one block.
- The changes for MSVS compiler makefiles:
  - the makefiles now use "PLATFORM" macroname with values (x64, x86, arm64) instead of "CPU" macroname with values (AMD64, ARM64).
  - the makefiles by default now use static version of the run-time library.

18.05      2018-04-30

-----

- The speed for LZMA/LZMA2 compressing was increased by 8% for fastest/fast compression levels and by 3% for normal/maximum compression levels.
- Previous versions of 7-Zip could work incorrectly in "Large memory pages" mode in Windows 10 because of some BUG with "Large Pages" in Windows 10. Now 7-Zip doesn't use "Large Pages" on Windows 10 up to revision 1709 (16299).
- The BUG was fixed in Lzma2Enc.c  
Lzma2Enc\_Encode2() function worked incorretly, if (inStream == NULL) and the number of block threads is more than 1.

18.03 beta    2018-03-04

-----

- Asm\x86\LzmaDecOpt.asm: new optimized LZMA decoder written in asm for x64 with about 30% higher speed than main version of LZMA decoder written in C.
- The speed for single-thread LZMA/LZMA2 decoder written in C was increased by 3%.
- 7-Zip now can use multi-threading for 7z/LZMA2 decoding, if there are multiple independent data chunks in LZMA2 stream.
- 7-Zip now can use multi-threading for xz decoding,

if there are multiple blocks in xz stream.

18.01 2019-01-28

-----

- The BUG in 17.01 - 18.00 beta was fixed:  
XzDec.c : random block unpacking and XzUnpacker\_IsBlockFinished()  
didn't work correctly for xz archives without checksum (CRC).

18.00 beta 2019-01-10

-----

- The BUG in xz encoder was fixed:  
There was memory leak of 16 KB for each file compressed with  
xz compression method, if additional filter was used.

17.01 beta 2017-08-28

-----

- Minor speed optimization for LZMA2 (xz and 7z) multi-threading compression.  
7-Zip now uses additional memory buffers for multi-block LZMA2 compression.  
CPU utilization was slightly improved.
- 7-zip now creates multi-block xz archives by default. Block size can be  
specified with -ms[Size]{m|g} switch.
- xz decoder now can unpack random block from multi-block xz archives.
- 7-Zip command line: @listfile now doesn't work after -- switch.  
Use -i@listfile before -- switch instead.
- The BUGs were fixed:  
7-Zip 17.00 beta crashed for commands that write anti-item to 7z archive.

17.00 beta 2017-04-29

-----

- NewHandler.h / NewHandler.cpp:  
now it redefines operator new() only for old MSVC compilers (\_MSC\_VER < 1900).
- C/7zTypes.h : the names of variables in interface structures were changed (vt).
- Some bugs were fixed. 7-Zip could crash in some cases.
- Some internal changes in code.

16.04 2016-10-04

-----

- The bug was fixed in DllSecur.c.

16.03 2016-09-28

-----

- SFX modules now use some protection against DLL preloading attack.

- Some bugs in 7z code were fixed.

16.02      2016-05-21

-----

- The BUG in 16.00 - 16.01 was fixed:  
Split Handler (SplitHandler.cpp) returned incorrect  
total size value (kpidSize) for split archives.

16.01      2016-05-19

-----

- Some internal changes to reduce the number of compiler warnings.

16.00      2016-05-10

-----

- Some bugs were fixed.

15.12      2015-11-19

-----

- The BUG in C version of 7z decoder was fixed:  
7zDec.c : SzDecodeLzma2()  
7z decoder could mistakenly report about decoding error for some 7z archives  
that use LZMA2 compression method.  
The probability to get that mistaken decoding error report was about  
one error per 16384 solid blocks for solid blocks larger than 16 KB (compressed size).  
- The BUG (in 9.26-15.11) in C version of 7z decoder was fixed:  
7zArcIn.c : SzReadHeader2()  
7z decoder worked incorrectly for 7z archives that contain  
empty solid blocks, that can be placed to 7z archive, if some file is  
unavailable for reading during archive creation.

15.09 beta    2015-10-16

-----

- The BUG in LZMA / LZMA2 encoding code was fixed.  
The BUG in LzFind.c::MatchFinder\_ReadBlock() function.  
If input data size is larger than (4 GiB - dictionary\_size),  
the following code worked incorrectly:  
- LZMA : LzmaEnc\_MemEncode(), LzmaEncode() : LZMA encoding functions  
for compressing from memory to memory.  
That BUG is not related to LZMA encoder version that works via streams.  
- LZMA2 : multi-threaded version of LZMA2 encoder worked incorrectly, if  
default value of chunk size (CLzma2EncProps::blockSize) is changed  
to value larger than (4 GiB - dictionary\_size).

9.38 beta 2015-01-03

-----

- The BUG in 9.31-9.37 was fixed:  
IArchiveGetRawProps interface was disabled for 7z archives.
- The BUG in 9.26-9.36 was fixed:  
Some code in CPP\7zip\Archive\7z\ worked correctly only under Windows.

9.36 beta 2014-12-26

-----

- The BUG in command line version was fixed:  
7-Zip created temporary archive in current folder during update archive operation, if -w{Path} switch was not specified.  
The fixed 7-Zip creates temporary archive in folder that contains updated archive.
- The BUG in 9.33-9.35 was fixed:  
7-Zip silently ignored file reading errors during 7z or gz archive creation, and the created archive contained only part of file that was read before error.  
The fixed 7-Zip stops archive creation and it reports about error.

9.35 beta 2014-12-07

-----

- 7zr.exe now support AES encryption.
- SFX mudules were added to LZMA SDK
- Some bugs were fixed.

9.21 beta 2011-04-11

-----

- New class FString for file names at file systems.
- Speed optimization in CRC code for big-endian CPUs.
- The BUG in Lzma2Dec.c was fixed:  
Lzma2Decode function didn't work.

9.18 beta 2010-11-02

-----

- New small SFX module for installers (SfxSetup).

9.12 beta 2010-03-24

-----

- The BUG in LZMA SDK 9.\* was fixed: LZMA2 codec didn't work, if more than 10 threads were used (or more than 20 threads in some modes).

9.11 beta 2010-03-15

-----  
- PPMd compression method support

9.09 2009-12-12

-----  
- The bug was fixed:  
Utf16\_To\_Utf8 functions in UTFConvert.cpp and 7zMain.c  
incorrectly converted surrogate characters (the code  $\geq 0x10000$ ) to UTF-8.  
- Some bugs were fixed

9.06 2009-08-17

-----  
- Some changes in ANSI-C 7z Decoder interfaces.

9.04 2009-05-30

-----  
- LZMA2 compression method support  
- xz format support

4.65 2009-02-03

-----  
- Some minor fixes

4.63 2008-12-31

-----  
- Some minor fixes

4.61 beta 2008-11-23

-----  
- The bug in ANSI-C LZMA Decoder was fixed:  
If encoded stream was corrupted, decoder could access memory  
outside of allocated range.  
- Some changes in ANSI-C 7z Decoder interfaces.  
- LZMA SDK is placed in the public domain.

4.60 beta 2008-08-19

-----  
- Some minor fixes.

4.59 beta 2008-08-13



- 
- The bug was fixed:  
LZMA Encoder in fast compression mode could access memory outside of allocated range in some rare cases.

4.58 beta 2008-05-05

- 
- ANSI-C LZMA Decoder was rewritten for speed optimizations.
  - ANSI-C LZMA Encoder was included to LZMA SDK.
  - C++ LZMA code now is just wrapper over ANSI-C code.

4.57 2007-12-12

- 
- Speed optimizations in ++ LZMA Decoder.
  - Small changes for more compatibility with some C/C++ compilers.

4.49 beta 2007-07-05

- 
- .7z ANSI-C Decoder:
    - now it supports BCJ and BCJ2 filters
    - now it supports files larger than 4 GB.
    - now it supports "Last Write Time" field for files.
  - C++ code for .7z archives compressing/decompressing from 7-zip was included to LZMA SDK.

4.43 2006-06-04

- 
- Small changes for more compatibility with some C/C++ compilers.

4.42 2006-05-15

- 
- Small changes in .h files in ANSI-C version.

4.39 beta 2006-04-14

- 
- The bug in versions 4.33b:4.38b was fixed:  
C++ version of LZMA encoder could not correctly compress files larger than 2 GB with HC4 match finder (-mfhc4).

4.37 beta 2005-04-06

- Fixes in C++ code: code could no be compiled if `_NO_EXCEPTIONS` was defined.

4.35 beta 2005-03-02

-----

- The bug was fixed in C++ version of LZMA Decoder:  
If encoded stream was corrupted, decoder could access memory  
outside of allocated range.

4.34 beta 2006-02-27

-----

- Compressing speed and memory requirements for compressing were increased  
- LZMA now can use only these match finders: HC4, BT2, BT3, BT4

4.32 2005-12-09

-----

- Java version of LZMA SDK was included

4.30 2005-11-20

-----

- Compression ratio was improved in -a2 mode  
- Speed optimizations for compressing in -a2 mode  
- -fb switch now supports values up to 273  
- The bug in `7z_C (7zIn.c)` was fixed:  
It used Alloc/Free functions from different memory pools.  
So if program used two memory pools, it worked incorrectly.  
- `7z_C: .7z` format supporting was improved  
- LZMA# SDK (C#.NET version) was included

4.27 (Updated) 2005-09-21

-----

- Some GUIDs/interfaces in C++ were changed.  
IStream.h:  
  ISequentialInStream::Read now works as old ReadPart  
  ISequentialOutStream::Write now works as old WritePart

4.27 2005-08-07

-----

- The bug in `LzmaDecodeSize.c` was fixed:  
if `_LZMA_IN_CB` and `_LZMA_OUT_READ` were defined,  
decompressing worked incorrectly.

4.26 2005-08-05

-----

- Fixes in 7z\_C code and LzmaTest.c:  
previous versions could work incorrectly,  
if malloc(0) returns 0

4.23 2005-06-29

-----

- Small fixes in C++ code

4.22 2005-06-10

-----

- Small fixes

4.21 2005-06-08

-----

- Interfaces for ANSI-C LZMA Decoder (LzmaDecode.c) were changed
- New additional version of ANSI-C LZMA Decoder with zlib-like interface:
  - LzmaStateDecode.h
  - LzmaStateDecode.c
  - LzmaStateTest.c
- ANSI-C LZMA Decoder now can decompress files larger than 4 GB

4.17 2005-04-18

-----

- New example for RAM->RAM compressing/decompressing:  
LZMA + BCJ (filter for x86 code):
  - LzmaRam.h
  - LzmaRam.cpp
  - LzmaRamDecode.h
  - LzmaRamDecode.c
  - -f86 switch for lzma.exe

4.16 2005-03-29

-----

- The bug was fixed in LzmaDecode.c (ANSI-C LZMA Decoder):  
If `_LZMA_OUT_READ` was defined, and if encoded stream was corrupted,  
decoder could access memory outside of allocated range.
- Speed optimization of ANSI-C LZMA Decoder (now it's about 20% faster).  
Old version of LZMA Decoder now is in file LzmaDecodeSize.c.  
LzmaDecodeSize.c can provide slightly smaller code than LzmaDecode.c
- Small speed optimization in LZMA C++ code
- filter for SPARC's code was added

- Simplified version of .7z ANSI-C Decoder was included

4.06 2004-09-05

-----

- The bug in v4.05 was fixed:  
LZMA-Encoder didn't release output stream in some cases.

4.05 2004-08-25

-----

- Source code of filters for x86, IA-64, ARM, ARM-Thumb  
and PowerPC code was included to SDK  
- Some internal minor changes

4.04 2004-07-28

-----

- More compatibility with some C++ compilers

4.03 2004-06-18

-----

- "Benchmark" command was added. It measures compressing  
and decompressing speed and shows rating values.  
Also it checks hardware errors.

4.02 2004-06-10

-----

- C++ LZMA Encoder/Decoder code now is more portable  
and it can be compiled by GCC on Linux.

4.01 2004-02-15

-----

- Some detection of data corruption was enabled.

LzmaDecode.c / RangeDecoderReadByte

.....

```
{  
    rd->ExtraBytes = 1;  
    return 0xFF;  
}
```

4.00 2004-02-13

-----

- Original version of LZMA SDK

## HISTORY of the LZMA

-----

2001-2008: Improvements to LZMA compressing/decompressing code,  
keeping compatibility with original LZMA format

1996-2001: Development of LZMA compression format

Some milestones:

2001-08-30: LZMA compression was added to 7-Zip

1999-01-02: First version of 7-Zip was released

End of document

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/DOC/lzma-history.txt

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

/\* 7zStream.c -- 7z Stream functions

2017-04-03 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/7zStream.c

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

/\* DllSecur.h -- DLL loading for security

2016-06-08 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/DllSecur.h

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

#define MY\_COPYRIGHT\_PD "Igor Pavlov : Public domain"

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/7zVersion.h

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

/\* CpuArch.c -- CPU specific code

2018-07-04: Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/CpuArch.c

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

/\* 7zTypes.h -- Basic types  
2018-08-04 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/7zTypes.h  
No license file was found, but licenses were detected in source scan.

/\* 7zMain.c - Test application for 7z Decoder  
2018-08-04 : Igor Pavlov : Public domain \*/

Found in path(s):

\* /opt/cola/permits/1066442428\_1628108684.1/0/lzma1806-zip/lzma1806/C/Util/7z/7zMain.c

## 1.45 grpc-ecosystem-go-grpc-middleware

### 1.0.1-0.20190118093823-f849b5445de4

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@(#) \$RCSfile: certdata.txt,v \$ \$Revision: 1.80 \$ \$Date: 2011/11/03 15:11:58 \$

## 1.51 gogoprotobuf 1.3.1

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Protocol Buffers for Go with Gadgets

Go support for Protocol Buffers - Google's data interchange format

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## 1.52 go-uber-org-multierr 1.1.0

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## 1.53 chardet 3.0.4

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Support for streaming Protocol Buffer messages for the Go language (golang).

[https://github.com/matttproud/golang\\_protobuf\\_extensions](https://github.com/matttproud/golang_protobuf_extensions)

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## 1.55 ipmi-tool 1.8.15

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## 1.58 go.uber.org/atomi 1.4.0

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## 1.64 go-yaml 2.2.5

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gSOAP XML Web services tools

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## 1.73 thrift 0.11.0

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compiler/cpp/src/generate/t\_ocaml\_generator.cc  
compiler/cpp/src/generate/t\_perl\_generator.cc



compiler/cpp/src/generate/t\_php\_generator.cc  
compiler/cpp/src/generate/t\_py\_generator.cc  
compiler/cpp/src/generate/t\_rb\_generator.cc  
compiler/cpp/src/generate/t\_st\_generator.cc  
compiler/cpp/src/generate/t\_xsd\_generator.cc  
compiler/cpp/src/main.cc  
compiler/cpp/src/parse/t\_field.h  
compiler/cpp/src/parse/t\_program.h  
compiler/cpp/src/platform.h  
compiler/cpp/src/thrift.ll  
compiler/cpp/src/thrift.yy  
lib/csharp/src/Protocol/TBinaryProtocol.cs  
lib/csharp/src/Protocol/TField.cs  
lib/csharp/src/Protocol/TList.cs  
lib/csharp/src/Protocol/TMap.cs  
lib/csharp/src/Protocol/TMessage.cs  
lib/csharp/src/Protocol/TMessageType.cs  
lib/csharp/src/Protocol/TProtocol.cs  
lib/csharp/src/Protocol/TProtocolException.cs  
lib/csharp/src/Protocol/TProtocolFactory.cs  
lib/csharp/src/Protocol/TProtocolUtil.cs  
lib/csharp/src/Protocol/TSet.cs  
lib/csharp/src/Protocol/TStruct.cs  
lib/csharp/src/Protocol/TType.cs  
lib/csharp/src/Server/TServer.cs  
lib/csharp/src/Server/TSimpleServer.cs  
lib/csharp/src/Server/TThreadPoolServer.cs  
lib/csharp/src/TApplicationException.cs  
lib/csharp/src/Thrift.csproj  
lib/csharp/src/Thrift.sln  
lib/csharp/src/TProcessor.cs  
lib/csharp/src/Transport/TServerSocket.cs  
lib/csharp/src/Transport/TServerTransport.cs  
lib/csharp/src/Transport/TSocket.cs  
lib/csharp/src/Transport/TStreamTransport.cs  
lib/csharp/src/Transport/TTransport.cs  
lib/csharp/src/Transport/TTransportException.cs  
lib/csharp/src/Transport/TTransportFactory.cs  
lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs  
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs  
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj  
lib/rb/lib/thrift.rb  
lib/st/README  
lib/st/thrift.st  
test/OptionalRequiredTest.cpp  
test/OptionalRequiredTest.thrift  
test/ThriftTest.thrift

-----  
For the aclocal/ax\_boost\_base.m4 and contrib/fb303/aclocal/ax\_boost\_base.m4 components:

```
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For the compiler/cpp/src/md5.[ch] components:

/\*

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## 1.77 pcre 8.44

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-----

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THE BASIC LIBRARY FUNCTIONS

-----

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## 1.78 pflag 1.0.1

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## 1.79 urllib3 1.21.1

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- \* HTTPS patch (which inspired HTTPSConnectionPool)
  
- \* erikcederstrand <<http://code.google.com/u/erikcederstrand/>>
- \* NTLM-authenticated HTTPSConnectionPool
- \* Basic-authenticated HTTPSConnectionPool (merged into make\_headers)
  
- \* niphlod <niphlod@gmail.com>
- \* Client-verified SSL certificates for HTTPSConnectionPool
- \* Response gzip and deflate encoding support
- \* Better unicode support for filepost using StringIO buffers
  
- \* btoconnor <brian@btoconnor.net>
- \* Non-multipart encoding for POST requests
  
- \* p.dobrogost <<http://code.google.com/u/@WBRSRIBZDhBFXQB6/>>
- \* Code review, PEP8 compliance, benchmark fix
  
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- \* georgemarshall <<http://github.com/georgemarshall>>
- \* Bugfixes, Improvements and Test coverage
  
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- \* Python 3 support
  
- \* brandon-rhodes <<http://rhodesmill.org/brandon>>



- \* Design review, bugfixes, test coverage.
  
- \* studer <theo.studer@gmail.com>
- \* IPv6 url support and test coverage
  
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- \* Support for explicitly closing pooled connections
  
- \* hartator <hartator@gmail.com>
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- \* API unification of ssl\_version/cert\_reqs
- \* SSL fingerprint and alternative hostname verification
- \* Bugfixes in testsuite
  
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- \* Fixed pickle support of some exceptions
  
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- \* Allowed to skip SSL hostname verification
  
- \* Cory Benfield <<http://lukasa.co.uk/about/>>
- \* Stream method for Response objects.
- \* Return native strings in header values.
- \* Generate 'Host' header when using proxies.
  
- \* Jason Robinson <jaywink@basshero.org>
- \* Add missing WrappedSocket.fileno method in PyOpenSSL
  
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- \* Stephen Holsapple <sholsapp@gmail.com>
- \* Added abstraction for granular control of request fields
  
- \* Martin von Gagern <Martin.vGagern@gmx.net>

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- \* Support for separate connect and request timeouts
  
- \* Peter Waller <p@pwaller.net>
- \* HTTPResponse.tell() for determining amount received over the wire
  
- \* Nipunn Koorapati <nipunn1313@gmail.com>
- \* Ignore default ports when comparing hosts for equality
  
- \* Danilo @dbrgn <http://dbrgn.ch/>
- \* Disabled TLS compression by default on Python 3.2+
- \* Disabled TLS compression in pyopenssl contrib module
- \* Configurable cipher suites in pyopenssl contrib module
  
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- \* Nicolas Delaby <nicolas.delaby@ezeep.com>
- \* Use the platform-specific CA certificate locations
  
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- \* HTTPHeaderDict and associated tests and docs
- \* Bugfixes, docs, test coverage
  
- \* Tahia Khan <http://tahia.tk/>
- \* Added Timeout examples in docs
  
- \* Arthur Grunseid <http://grunseid.com>
- \* source\_address support and tests (with https://github.com/bui)
  
- \* Ian Cordasco <graffatcolmingov@gmail.com>
- \* PEP8 Compliance and Linting
- \* Add ability to pass socket options to an HTTP Connection
  
- \* Erik Tollerud <erik.tollerud@gmail.com>
- \* Support for standard library io module.
  
- \* Krishna Prasad <kprasad.iitd@gmail.com>
- \* Google App Engine documentation
  
- \* Aaron Meurer <asmeurer@gmail.com>
- \* Added Url.url, which unparses a Url
  
- \* Evgeny Kapun <abacabadabacaba@gmail.com>
- \* Bugfixes

- \* Benjamin Meyer <bm\_witness@yahoo.com>
- \* Security Warning Documentation update for proper capture
  
- \* Shivan Sornarajah <github@sornars.com>
- \* Support for using ConnectionPool and PoolManager as context managers.
  
- \* Alex Gaynor <alex.gaynor@gmail.com>
- \* Updates to the default SSL configuration
  
- \* Tomas Tomecek <ttomecek@redhat.com>
- \* Implemented generator for getting chunks from chunked responses.
  
- \* tlynn <https://github.com/tlynn>
- \* Respect the warning preferences at import.
  
- \* David D. Riddle <ddriddle@illinois.edu>
- \* IPv6 bugfixes in testsuite
  
- \* Jon Wayne Parrott <jonwayne@google.com>
- \* App Engine environment tests.
  
- \* John Krauss <https://github.com/talos>
- \* Clues to debugging problems with `cryptography` dependency in docs
  
- \* Disassem <https://github.com/Disassem>
- \* Fix pool-default headers not applying for url-encoded requests like GET.
  
- \* James Atherfold <jlatherfold@hotmail.com>
- \* Bugfixes relating to cleanup of connections during errors.
  
- \* Christian Pedersen <https://github.com/chripede>
- \* IPv6 HTTPS proxy bugfix
  
- \* Jordan Moldow <https://github.com/jmoldow>
- \* Fix low-level exceptions leaking from ``HTTPResponse.stream()``.
- \* Bugfix for ``ConnectionPool.urlopen(release\_conn=False)``.
- \* Creation of ``HTTPConnectionPool.ResponseCls``.
  
- \* Predrag Gruevski <https://github.com/obi1kenobi>
- \* Made cert digest comparison use a constant-time algorithm.
  
- \* Adam Talsma <https://github.com/a-tal>
- \* Bugfix to ca\_cert file paths.
  
- \* Evan Meagher <https://evanmeagher.net>
- \* Bugfix related to `memoryview` usage in PyOpenSSL adapter
  
- \* John Vandenberg <jayvdb@gmail.com>

- \* Python 2.6 fixes; pyflakes and pep8 compliance
  
- \* Andy Caldwell <andy.m.caldwell@googlemail.com>
- \* Bugfix related to reusing connections in indeterminate states.
  
- \* Ville Skytt <ville.skytta@iki.fi>
- \* Logging efficiency improvements, spelling fixes, Travis config.
  
- \* Shige Takeda <smtakeda@gmail.com>
- \* Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response
  
- \* Jesse Shapiro <jesse@jesseshapiro.net>
- \* Various character-encoding fixes/tweaks
- \* Disabling IPv6 DNS when IPv6 connections not supported
  
- \* David Foster <http://dafoster.net/>
- \* Ensure order of request and response headers are preserved.
  
- \* Jeremy Cline <jeremy@jcline.org>
- \* Added connection pool keys by scheme
  
- \* Aviv Palivoda <palaviv@gmail.com>
- \* History list to Retry object.
- \* HTTPResponse contains the last Retry object.
  
- \* Nate Prewitt <nate.prewitt@gmail.com>
- \* Ensure timeouts are not booleans and greater than zero.
- \* Fixed infinite loop in ``stream`` when amt=None.
- \* Added length\_remaining to determine remaining data to be read.
- \* Added enforce\_content\_length to raise exception when incorrect content-length received.
  
- \* Seth Michael Larson <sethmichaellarson@protonmail.com>
- \* Created selectors backport that supports PEP 475.
  
- \* Alexandre Dias <alex.dias@smarkets.com>
- \* Don't retry on timeout if method not in whitelist
  
- \* Moinuddin Quadri <moin18@gmail.com>
- \* Lazily load idna package
  
- \* Tom White <s6yg1ez3@mail2tor.com>
- \* Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.
  
- \* Tim Burke <tim.burke@gmail.com>
- \* Stop buffering entire deflate-encoded responses.
  
- \* Tuukka Mustonen <tuukka.mustonen@gmail.com>
- \* Add counter for status\_forcelist retries.

\* [Your name or handle] <[email or website]>

\* [Brief summary of your changes]

## 1.80 kerberos 1.17

## 1.81 cobra 0.0.3

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```
func initBsdClause2() {
    Licenses["freebsd"] = License{
        Name: "Simplified BSD License",
        PossibleMatches: []string{"freebsd", "simpbsd", "simple bsd", "2-clause bsd",
            "2 clause bsd", "simplified bsd license"},
        Header: `All rights reserved.`
    }
}
```

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package cmd

```
func initBsdClause3() {  
    Licenses["bsd"] = License{  
        Name:      "NewBSD",  
        PossibleMatches: []string{"bsd", "newbsd", "3 clause bsd", "3-clause bsd"},  
        Header: `All rights reserved.
```

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```

```
package cmd
```

```
func initGpl2() {  
    Licenses["gpl2"] = License{  
        Name: "GNU General Public License 2.0",  
        PossibleMatches: []string{"gpl2", "gnu gpl2", "gplv2"},  
        Header: `  
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```
`  
}  
}  
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// limitations under the License.  
  
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```

```
package cmd
```

```
func initGpl3() {  
    Licenses["gpl3"] = License{  
        Name: "GNU General Public License 3.0",  
        PossibleMatches: []string{"gpl3", "gplv3", "gpl", "gnu gpl3", "gnu gpl"},  
        Header: `  
This program is free software: you can redistribute it and/or modify  
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```

```
`  
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```

```
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```
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```

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```
`  
}  
}
```

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```
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```

```
package cmd
```

```
func initApache2() {
```

```
Licenses["apache"] = License{
  Name:      "Apache 2.0",
  PossibleMatches: []string{"apache", "apache20", "apache 2.0", "apache2.0", "apache-2.0"},
  Header: `
```

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```
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```

```
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```

```
package cmd
```

```
func initMit() {  
    Licenses["mit"] = License{  
        Name: "MIT License",
```

PossibleMatches: []string{"mit"},

Header: `

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## 1.88 python-requests 2.17.3

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# 1.89 xerces-c 3.1.1-10.el7\_7

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# 1.90 icu 44

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```
## *-makefile-*-
```

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## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
```

```
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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} $@

```



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