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Contents

- 1.1 rsamd5c++implementation 1.02**
 - 1.1.1 Available under license
- 1.2 tinythread 1.1**
 - 1.2.1 Available under license
- 1.3 libjson 7.6.1**
 - 1.3.1 Available under license
- 1.4 openssl 1.0.1u**
 - 1.4.1 Available under license
- 1.5 qt 5.12.4**
 - 1.5.1 Available under license
- 1.6 libsrtp 2.2.0**
 - 1.6.1 Available under license
- 1.7 curl 7.51.0**
 - 1.7.1 Available under license
- 1.8 tufao 0.6**
 - 1.8.1 Available under license
- 1.9 breakpad 0.1**
 - 1.9.1 Available under license
- 1.10 opus 1.1.3**
 - 1.10.1 Available under license
- 1.11 libwebp 0.5.2**
 - 1.11.1 Available under license
- 1.12 qca 2.0.3**
 - 1.12.1 Available under license
- 1.13 blowfishc++encryptionalgorithm 1.0**
 - 1.13.1 Available under license

- 1.14 libvpx 1.6.1-1352-g3ba9a2c8b**
 - 1.14.1 Available under license
- 1.15 openssl 1.0.2s**
 - 1.15.1 Available under license
- 1.16 easywsclient 1.0**
 - 1.16.1 Available under license
- 1.17 protobuf 3.0.0-beta-3**
 - 1.17.1 Available under license
- 1.18openh264 1.7**
 - 1.18.1 Available under license
- 1.19 libjpeg 6b**
 - 1.19.1 Notifications
 - 1.19.2 Available under license
- 1.20 log4cxx 0.10.0**
 - 1.20.1 Available under license
- 1.21 stackwalker 34912.0**
 - 1.21.1 Available under license
- 1.22 sql-cipher 3.4.0**
 - 1.22.1 Available under license
- 1.23 webrtc 55**
 - 1.23.1 Available under license
- 1.24 ff-mpeg 2.8**
 - 1.24.1 Available under license
- 1.25 rfc4122 1**
 - 1.25.1 Available under license
- 1.26 picojson 1.3.1**
 - 1.26.1 Available under license
- 1.27 open-ldap 2.4.48**
- 1.28 lib-jpeg-turbo 1.4.90**
 - 1.28.1 Available under license
- 1.29 gettcp6table-from-msdn 2018-08-05**
 - 1.29.1 Available under license
- 1.30 visual-studio-runtime 12.00.21005.1**
 - 1.30.1 Available under license
- 1.31 uiacomwrapper 1.1.0.14**
 - 1.31.1 Available under license
- 1.32 hunspell 1.6.1**
 - 1.32.1 Available under license

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MDDRIVER.C - test driver for MD2, MD4 and MD5

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Ty Coon, President of Vice

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1.5 qt 5.12.4

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1.6 libsrtp 2.2.0

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1.7 curl 7.51.0

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1.8 tufao 0.6

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1.9 breakpad 0.1

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1.11 libwebp 0.5.2

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```

1.12 qca 2.0.3

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1.13 blowfish++encryptionalgorithm 1.0

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1.15 openssl 1.0.2s

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```
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```

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```
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```

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```
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```

```
<signature of Ty Coon>, 1 April 1989  
Ty Coon, President of Vice
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1.16 easywsclient 1.0

1.16.1 Available under license :

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1.17 protobuf 3.0.0-beta-3

1.17.1 Available under license :

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* Small optimizations to Python serialization.

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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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* 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.

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* 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.

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* 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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1.18openh264 1.7

1.18.1 Available under license :

```
include $(SRC_PATH)build/arch.mk
SHAREDLIBSUFFIX = so
SHAREDLIBSUFFIXFULLVER=$(SHAREDLIBSUFFIX).$(FULL_VERSION)
SHAREDLIBSUFFIXMAJORVER=$(SHAREDLIBSUFFIX).$(SHAREDLIB_MAJORVERSION)
SHLDFLAGS = -Wl,-soname,$(LIBPREFIX)$(PROJECT_NAME).$(SHAREDLIBSUFFIXMAJORVER)
CFLAGS += -fPIC -fstack-protector-all
LDFLAGS += -lpthread
STATIC_LDFLAGS += -lpthread -lm
ifeq ($(ASM_ARCH), x86)
ifeq ($(ARCH), x86_64)
ASMFLAGS += -f elf64
else
ASMFLAGS += -f elf
endif
endif
# Contributors to the OpenH264 project
```

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1.19 libjpeg 6b

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1.19.2 Available under license :

The Independent JPEG Group's JPEG software

=====

README for release 6b of 27-Mar-1998

=====

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DOCUMENTATION ROADMAP

=====

This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
 rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW

=====

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images

are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

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

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

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

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

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

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

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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REFERENCES

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

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

and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

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

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

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

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

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

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

A PostScript version of this document is available by FTP at

<ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

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

ARCHIVE LOCATIONS

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The "official" archive site for this software is <ftp.uu.net> (Internet address 192.48.96.9). The most recent released version can always be found there in directory <graphics/jpeg>. This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

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

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

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

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

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

RELATED SOFTWARE

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

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

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

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

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

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an

official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

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

TO DO

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

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

As always, speeding things up is of great interest.

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

1.20 log4cxx 0.10.0

1.20.1 Available under license :

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1.21 stackwalker 34912.0

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1.22 sql-cipher 3.4.0

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1.23 webrtc 55

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base/sha1.h
base/sigslot.cc
base/sigslot.h
common_audio/fft4g.c
common_audio/signal_processing/spl_sqrt_floor.c
common_audio/signal_processing/spl_sqrt_floor_arm.S
modules/audio_coding/codecs/g711/main/source/g711.c
modules/audio_coding/codecs/g711/main/source/g711.h
modules/audio_coding/codecs/g722/main/source/g722_decode.c
modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h
modules/audio_coding/codecs/g722/main/source/g722_encode.c
modules/audio_coding/codecs/isac/main/source/fft.c
modules/audio_device/mac/portaudio/pa_memorybarrier.h
modules/audio_device/mac/portaudio/pa_ringbuffer.c
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modules/audio_processing/aec/aec_rdfc.c
system_wrappers/source/condition_variable_event_win.cc
system_wrappers/source/set_thread_name_win.h
system_wrappers/source/spreadsortlib/constants.hpp
system_wrappers/source/spreadsortlib/spreadsort.hpp
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```

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/**/
```

```
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/*
/* Enhancements by Stanley Yamane:
/* o reverse lookup table for the decode function
/* o reserve string buffer space in advance
/*
/******
```

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```
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base/md5.h
```

License:

```
/*
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* The algorithm is due to Ron Rivest. This code was
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Files:

```
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```

License:

```
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* By Steve Reid <sreid@sea-to-sky.net>
* 100% Public Domain
*
* -----
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```

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common_audio/signal_processing/spl_sqrt_floor_arm.S
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* license.  
*  
* From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>  
* Date: Fri, Jun 24, 2011 at 3:20 AM  
* Subject: Re: sqrt routine  
* To: Kevin Ma <kma@google.com>  
* Hi Kevin,  
* Thanks for asking. Those routines are public domain (originally posted to  
* comp.sys.arm a long time ago), so you can use them freely for any purpose.  
* Cheers,  
* Wilco  
*  
* ----- Original Message -----  
* From: "Kevin Ma" <kma@google.com>  
* To: <Wilco.Dijkstra@ntlworld.com>  
* Sent: Thursday, June 23, 2011 11:44 PM  
* Subject: Fwd: sqrt routine  
* Hi Wilco,  
* I saw your sqrt routine from several web sites, including  
* http://www.finesse.demon.co.uk/steven/sqrt.html.  
* Just wonder if there's any copyright information with your Successive  
* approximation routines, or if I can freely use it for any purpose.  
* Thanks.  
* Kevin  
*/
```

Files:

```
modules/audio_coding/codecs/g711/main/source/g711.c  
modules/audio_coding/codecs/g711/main/source/g711.h
```

License:

```
/*  
* SpanDSP - a series of DSP components for telephony  
*  
*/
```


* g711.h - In line A-law and u-law conversion routines

*

* Written by Steve Underwood <steveu@coppice.org>

*

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*

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* public domain for the benefit of all mankind - even the slimy

* ones who might try to proprieteze my work and use it to my

* detriment.

*/

Files:

modules/audio_coding/codecs/g722/main/source/g722_decode.c

modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h

modules/audio_coding/codecs/g722/main/source/g722_encode.c

License:

/*

* SpanDSP - a series of DSP components for telephony

*

* g722_decode.c - The ITU G.722 codec, decode part.

*

* Written by Steve Underwood <steveu@coppice.org>

*

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*

* Based in part on a single channel G.722 codec which is:

*

* Copyright (c) CMU 1993

* Computer Science, Speech Group

* Chengxiang Lu and Alex Hauptmann

*/

Files:

modules/audio_coding/codecs/isac/main/source/fft.c

License:

/*

* Copyright(c)1995,97 Mark Olesen <olesen@me.QueensU.CA>

* Queen's Univ at Kingston (Canada)

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*
* It is also implicitly understood that bug fixes and improvements
* should make their way back to the general Internet community so
* that everyone benefits.
*/

Files:

modules/audio_device/mac/portaudio/pa_memorybarrier.h
modules/audio_device/mac/portaudio/pa_ringbuffer.c
modules/audio_device/mac/portaudio/pa_ringbuffer.h

License:

/*
* \$Id: pa_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche \$
* Portable Audio I/O Library
* Memory barrier utilities
*
* Author: Bjorn Roche, XO Audio, LLC
*
* This program uses the PortAudio Portable Audio Library.
* For more information see: <http://www.portaudio.com>
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*/

/*

* \$Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche \$

* Portable Audio I/O Library

* Ring Buffer utility.

*

* Author: Phil Burk, <http://www.softsynth.com>

* modified for SMP safety on Mac OS X by Bjorn Roche

* modified for SMP safety on Linux by Leland Lucius

* also, allowed for const where possible

* modified for multiple-byte-sized data elements by Sven Fischer

*

* Note that this is safe only for a single-thread reader and a

* single-thread writer.

*

* This program uses the PortAudio Portable Audio Library.

* For more information see: <http://www.portaudio.com>

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Files:

common_audio/fft4g.c
modules/audio_processing/aec/aec_rdfc.c

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/*

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Files:

system_wrappers/source/condition_variable_event_win.cc

Source:

<http://www1.cse.wustl.edu/~schmidt/ACE-copying.html>

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Files:

system_wrappers/source/set_thread_name_win.h

Source:

<http://msdn.microsoft.com/en-us/cc300389.aspx#P>

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Files:

system_wrappers/source/spreadsortlib/constants.hpp
system_wrappers/source/spreadsortlib/spreadsort.hpp

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*.pnm -diff -text

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Version 3, 29 June 2007

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

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

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

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

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

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

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

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You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

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- e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

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```
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```

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#FFmpeg:

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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimizations in the files
 - `libavcodec/x86/flac_dsp_gpl.asm`
 - `libavcodec/x86/idct_mmx.c`
 - `libavfilter/x86/vf_removegrain.asm`
- libutvideo encoding/decoding wrappers in `libavcodec/libutvideo*.cpp`
- the X11 grabber in `libavdevice/x11grab.c`
- the swresample test app in `libswresample/swresample-test.c`
- the `texi2pod.pl` tool
- the following filters in libavfilter:
 - `f_ebur128.c`
 - `vf_blackframe.c`
 - `vf_boxblur.c`
 - `vf_colormatrix.c`
 - `vf_cover_rect.c`
 - `vf_croptdetect.c`
 - `vf_delogo.c`
 - `vf_eq.c`
 - `vf_find_rect.c`
 - `vf_fspp.c`
 - `vf_geq.c`
 - `vf_histeq.c`
 - `vf_hqdn3d.c`
 - `vf_interlace.c`
 - `vf_kerndeint.c`
 - `vf_mcdeint.c`
 - `vf_mpdecimate.c`
 - `vf_owdenoise.c`
 - `vf_perspective.c`
 - `vf_phase.c`
 - `vf_pp.c`
 - `vf_pp7.c`
 - `vf_pullup.c`
 - `vf_sab.c`
 - `vf_smartblur.c`
 - `vf_repeatfields.c`
 - `vf_spp.c`

- `vf_stereo3d.c`
- `vf_super2xsai.c`
- `vf_tinterlace.c`
- `vf_uspp.c`
- `vsrc_mptestsrc.c`

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

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

external libraries

=====

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

compatible libraries

The following libraries are under GPL:

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

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

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

incompatible libraries

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If you wish to enable these libraries, pass `--enable-nonfree` to configure.

But note that if you enable any of these libraries the resulting binary will be under a complex license mix that is more restrictive than the LGPL and that may result in additional obligations. It is possible that these restrictions cause the resulting binary to be unredistributable.

1.25 rfc4122 1

1.25.1 Available under license :

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1.26 picojson 1.3.1

1.26.1 Available under license :

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1.27 open-ldap 2.4.48

1.28 lib-jpeg-turbo 1.4.90

1.28.1 Available under license :

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=====

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- The zlib License, which is listed in simd/jsimdext.inc

This license is a subset of the other two, and it covers the libjpeg-turbo SIMD extensions.

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=====

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1.29 gettcp6table-from-msdn 2018-08-05

1.29.1 Available under license :

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1.30 visual-studio-runtime 12.00.21005.1

1.30.1 Available under license :

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*

* An almost complete rewrite of MySpell for use by
* the Mozilla project has been developed by David Einstein
* (Deinst@world.std.com). David and I are now
* working on parallel development tracks to help
* our respective projects (Mozilla and OpenOffice.org
* and we will maintain full affix file and dictionary
* file compatibility and work on merging our versions
* of MySpell back into a single tree. David has been
* a significant help in improving MySpell.
*
* Special thanks also go to La'szlo' Ne'meth
* <nemethl@gyorsposta.hu> who is the author of the
* Hungarian dictionary and who developed and contributed
* the code to support compound words in MySpell
* and fixed numerous problems with the encoding
* case conversion tables.
*
*/

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