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\*

\* \$Id\$

\*/

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/\* \$NetBSD: base64.c,v 1.3 1997/07/13 19:57:30 christos Exp \$ \*/

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#### **README**

Curl is a command line tool for transferring data specified with URL syntax. Find out how to use curl by reading the curl.1 man page or the MANUAL document. Find out how to install Curl by reading the INSTALL document.

libcurl is the library curl is using to do its job. It is readily available to be used by your software. Read the libcurl.3 man page to learn how!

You find answers to the most frequent questions we get in the FAQ document.

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#### CONTACT

If you have problems, questions, ideas or suggestions, please contact us by posting to a suitable mailing list. See http://curl.haxx.se/mail/

All contributors to the project are listed in the THANKS document.

#### WEB SITE

Visit the curl web site for the latest news and downloads:

http://curl.haxx.se/

GIT

To download the very latest source off the GIT server do this:

git clone git://github.com/bagder/curl.git

(you'll get a directory named curl created, filled with the source code)

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# 1.7 dumpasn1 1

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/\* ASN.1 data display code, copyright Peter Gutmann

<pgut001@cs.auckland.ac.nz>, based on ASN.1 dump program by David Kemp, with contributions from various people including Matthew Hamrick, Bruno Couillard, Hallvard Furuseth, Geoff Thorpe, David Boyce, John Hughes, 'Life is hard, and then you die', Hans-Olof Hermansson, Tor Rustad, Kjetil Barvik, James Sweeny, Chris Ridd, David Lemley, John Tobey, James Manger and several other people whose names I've misplaced.

Available from http://www.cs.auckland.ac.nz/~pgut001/dumpasn1.c. Last updated 12 January 2013 (version 20130113, if you prefer it that way). To build under Windows, use 'cl /MD dumpasn1.c'. To build on OS390 or z/OS, use '/bin/c89 -D OS390 -o dumpasn1 dumpasn1.c'.

This code grew slowly over time without much design or planning, and with extra features being tacked on as required. It's not representative of my normal coding style. cryptlib,

http://www.cs.auckland.ac.nz/~pgut001/cryptlib/, does a much better job of checking ASN.1 than this does, since dumpasn1 is a display program written

to accept the widest possible range of input and not a compliance checker. In other words it will bend over backwards to accept even invalid data, since a common use for it is to try and locate encoding problems that lead to invalid encoded data. While it will warn about some types of common errors, the fact that dumpasn1 will display an ASN.1 data item doesn't mean that the item is valid.

dumpasn1 requires a config file dumpasn1.cfg to be present in the same location as the program itself or in a standard directory where binaries live (it will run without it but will display a warning message, you can configure the path either by hardcoding it in or using an environment variable as explained further down). The config file is available from http://www.cs.auckland.ac.nz/~pgut001/dumpasn1.cfg.

This code assumes that the input data is binary, having come from a MIME-aware mailer or been piped through a decoding utility if the original format used base64 encoding. If you need to decode it, it's recommended that you use a utility like undeview, which will strip virtually any kind of encoding (MIME, PEM, PGP, whatever) to recover the binary original.

You can use this code in whatever way you want, as long as you don't try to claim you wrote it.

Editing notes: Tabs to 4, phasers to malky (and in case anyone wants to complain about that, see "Program Indentation and Comprehensiblity", Richard Miara, Joyce Musselman, Juan Navarro, and Ben Shneiderman, Communications of the ACM, Vol.26, No.11 (November 1983), p.861) \*/

# 1.8 expat 2.1.0

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- \* @(#)queue.h 8.5 (Berkeley) 8/20/94
- \* \$FreeBSD: src/sys/sys/queue.h,v 1.38 2000/05/26 02:06:56 jake Exp \$

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FreeType font driver for BDF fonts

Francesco Zappa Nardelli <francesco.zappa.nardelli@ens.fr>

#### Introduction

\*\*\*\*\*\*

BDF (Bitmap Distribution Format) is a bitmap font format defined by Adobe, which is intended to be easily understood by both humans and computers. This code implements a BDF driver for the FreeType library, following the Adobe Specification V 2.2. The specification of the BDF font format is available from Adobe's web site:

http://partners.adobe.com/asn/developer/PDFS/TN/5005.BDF\_Spec.pdf

Many good bitmap fonts in bdf format come with XFree86 (www.XFree86.org). They do not define vertical metrics, because the X Consortium BDF specification has removed them.

### Encodings

\*\*\*\*\*\*

The variety of encodings that accompanies bdf fonts appears to encompass the small set defined in freetype.h. On the other hand, two properties that specify encoding and registry are usually defined in bdf fonts.

I decided to make these two properties directly accessible, leaving to the client application the work of interpreting them. For instance:

```
#include FT_INTERNAL_BDF_TYPES_H

FT_Face face;
BDF_Public_Face bdfface;

FT_New_Face( library, ..., &face );

bdfface = (BDF_Public_Face)face;

if (( bdfface->charset_registry == "ISO10646" ) && ( bdfface->charset_encoding == "1" ) )

[..]
```

Thus the driver always exports 'ft\_encoding\_none' as face->charmap.encoding. FT\_Get\_Char\_Index's behavior is unmodified, that is, it converts the ULong value given as argument into the corresponding glyph number.

If the two properties are not available, Adobe Standard Encoding should be assumed.

#### Anti-Aliased Bitmaps

\*\*\*\*\*\*

The driver supports an extension to the BDF format as used in Mark Leisher's xmbdfed bitmap font editor. Microsoft's SBIT tool expects bitmap fonts in that format for adding anti-aliased them to TrueType fonts. It introduces a fourth field to the 'SIZE' keyword which gives the bpp value (bits per pixel) of the glyph data in the font. Possible values are 1 (the default), 2 (four gray levels), 4 (16 gray levels), and 8 (256 gray levels). The driver returns either a bitmap with 1 bit per pixel or a pixmap with 8bits per pixel (using 4, 16, and 256 gray levels, respectively).

#### Known problems

\*\*\*\*\*\*

- A font is entirely loaded into memory. Obviously, this is not the Right Thing(TM). If you have big fonts I suggest you convert them into PCF format (using the bdftopcf utility): the PCF font drive of FreeType can perform incremental glyph loading.

When I have some time, I will implement on-demand glyph parsing.

- Except for encodings properties, client applications have no visibility of the PCF\_Face object. This means that applications cannot directly access font tables and must trust FreeType.
- Currently, glyph names are ignored.

I plan to give full visibility of the BDF\_Face object in an upcoming revision of the driver, thus implementing also glyph names.

- As I have never seen a BDF font that defines vertical metrics, vertical metrics are (parsed and) discarded. If you own a BDF font that defines vertical metrics, please let me know (I will implement them in 5-10 minutes).

License

\*\*\*\*\*

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\*\*\* Portions of the driver (that is, bdflib.c and bdf.h):

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Credits

\*\*\*\*\*

This driver is based on excellent Mark Leisher's bdf library. If you find something good in this driver you should probably thank him, not me

FreeType font driver for PCF fonts

Francesco Zappa Nardelli <francesco.zappa.nardelli@ens.fr>

Introduction

\*\*\*\*\*

PCF (Portable Compiled Format) is a binary bitmap font format, largely used in X world. This code implements a PCF driver for the FreeType library. Glyph images are loaded into memory only on demand, thus leading to a small memory footprint.

Information on the PCF font format can only be worked out from 'pcfread.c', and 'pcfwrite.c', to be found, for instance, in the XFree86 (www.xfree86.org) source tree (xc/lib/font/bitmap/).

Many good bitmap fonts in bdf format come with XFree86: they can be compiled into the pcf format using the 'bdftopcf' utility.

Supported hardware

\*\*\*\*\*\*

The driver has been tested on linux/x86 and sunos5.5/sparc. In both cases the compiler was gcc. When back in Paris, I will test it also on linux/alpha.

Encodings

\*\*\*\*\*

The variety of encodings that accompanies pcf fonts appears to encompass the small set defined in freetype.h. On the other hand, each pcf font defines two properties that specify encoding and registry.

I decided to make these two properties directly accessible, leaving to the client application the work of interpreting them. For instance:

```
#include "pcftypes.h" /* include/freetype/internal/pcftypes.h */
```

```
FT_Face face;
PCF_Public_Face pcfface;
FT_New_Face( library,..., &face );
```

pcfface = (PCF\_Public\_Face)face;

```
if ((pcfface->charset_registry == "ISO10646") && (pcfface->charset_encoding) == "1")) [..]
```

Thus the driver always export 'ft\_encoding\_none' as face->charmap.encoding. FT\_Get\_Char\_Index() behavior is unmodified, that is, it converts the ULong value given as argument into the corresponding glyph number.

#### Known problems

\*\*\*\*\*\*

- dealing explicitly with encodings breaks the uniformity of freetype2 api.
- except for encodings properties, client applications have no visibility of the PCF\_Face object. This means that applications cannot directly access font tables and are obliged to trust FreeType.
- currently, glyph names and ink\_metrics are ignored.

I plan to give full visibility of the PCF\_Face object in the next release of the driver, thus implementing also glyph names and ink\_metrics.

- height is defined as (ascent descent). Is this correct?
- if unable to read size information from the font, PCF\_Init\_Face sets available\_size->width and available\_size->height to 12.
- too many english grammar errors in the readme file :-(

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\*\*\*\*\*

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Credits

\*\*\*\*\*

Keith Packard wrote the pcf driver found in XFree86. His work is at the same time the specification and the sample implementation of the PCF format. Undoubtedly, this driver is inspired from his work.

/\* zlib.h -- interface of the 'zlib' general purpose compression library version 1.1.4, March 11th, 2002

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Jean-loup Gailly Mark Adler

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

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files ftp://ds.internic.net/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).

\*/

# 1.11 icu 51.2 :r0

## 1.11.1 Available under license:

```
## -*-makefile-*-
## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
## Copyright (c) 1999-2009, International Business Machines Corporation and
## others. All Rights Reserved.
## 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 $(MIDDLE_SO_TARGET))
## Shared library options
LD_SOOPTIONS= -W1,-Bsymbolic
## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC O = ao
## Compilation rules
%.$(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) $< \
     | \text{sed } ''' \text{s} \land (\$*) \land [:]* \land 1.0 \$@ : /g' \land '' > \$@; \land ''' > \$@; `'' > \$@; \land ''' > \$@; \land '' > \$@; \land '' > \$@; \land '' > \$@; \land ''' > \$@; \land '' > \$@; \land '
     [-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) $@ && In -s ${*F}.$(SO).$(SO TARGET VERSION) $@
```

#### ## End FreeBSD-specific setup

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# 1.12 jpeg 8d

## 1.12.1 Notifications:

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## 1.12.2 Available under license:

The Independent JPEG Group's JPEG software

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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.

ACKNOWLEDGMENTS Special thanks.

FILE FORMAT WARS Software \*not\* to get.

TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.txt How to configure and install the IJG software.

usage.txt Usage instructions for cjpeg, djpeg, jpegtran,

rdjpgcom, and wrjpgcom.

\*.1 Unix-style man pages for programs (same info as usage.txt).

wizard.txt Advanced usage instructions for JPEG wizards only.

change.log Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.txt How to use the JPEG library in your own programs.

example.c Sample code for calling the JPEG library.

structure.txt Overview of the JPEG library's internal structure.

filelist.txt Road map of IJG files.

coderules.txt Coding style rules --- please read if you contribute code.

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

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

#### **OVERVIEW**

=======

This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

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

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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 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 http://www.ijg.org/files/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 currently available description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2).

Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.

If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.

The original JPEG standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

IJG JPEG 8 introduces an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.

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. JFIF 1.02 has been adopted as an Ecma International Technical Report and thus received a formal publication status. It is available as a free

download in PDF format from

http://www.ecma-international.org/publications/techreports/E-TR-098.htm. A PostScript version of the JFIF document is available at http://www.ijg.org/files/jfif.ps.gz. There is also a plain text version at http://www.ijg.org/files/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 http://www.ijg.org/files/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note.

#### ARCHIVE LOCATIONS

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The "official" archive site for this software is www.ijg.org.

The most recent released version can always be found there in directory "files". This particular version will be archived as http://www.ijg.org/files/jpegsrc.v8d.tar.gz, and in Windows-compatible "zip" archive format as http://www.ijg.org/files/jpegsr8d.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.

It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/. If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

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## ACKNOWLEDGMENTS

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Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (also known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

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Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful communication about JPEG configuration in Sigma Photo Pro software.

Thank to Andrew Finkenstadt for hosting the ijg.org site.

Last but not least special thank to Thomas G. Lane for the original design and development of this singular software package.

## FILE FORMAT WARS

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The ISO/IEC JTC1/SC29/WG1 standards committee (also known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies.

IJG therefore does not and will not support such momentary mistakes (see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files. Don't use an incompatible file format!

(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

Furthermore, the ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to

actual requirements for the maintenance of the original JPEG specification.

There are currently distributions in circulation containing the name "libjpeg" which claim to be a "derivative" or "fork" of the original libjpeg, but don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. Furthermore, they violate the license conditions as described under LEGAL ISSUES above. We have no sympathy for the release of misleading and illegal distributions derived from obsolete code bases.

Don't use an obsolete code base!

#### TO DO

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Version 8 is the first release of a new generation JPEG standard to overcome the limitations of the original JPEG specification. More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org. /\* Portions of this code are based on the PBMPLUS library, which is:

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

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# 1.31 zlib 1.1.4

# 1.31.1 Available under license:

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