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base64.cpp and base64.h

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Ren Nyffenegger rene.nyffenegger@adp-gmbh.ch

***** SHA1 Library (sha1/sha1.hpp) *****

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md5.hpp is a reformulation of the md5.h and md5.c code from
http://www.opensource.apple.com/source/cups/cups-59/cups/md5.c to allow it to
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- L. Peter Deutsch ghost@aladdin.com

***** UTF8 Validation logic (utf8_validation.hpp) *****
utf8_validation.hpp is adapted from code originally written by Bjoern Hoehrmann

bjoern@hoehrmann.de>. See http://bjoern.hoehrmann.de/utf-8/decoder/dfa/ for details.

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lib/gssapi/mechglue/g_accept_sec_context.c lib/gssapi/mechglue/g_acquire_cred.c lib/gssapi/mechglue/g_canon_name.c lib/gssapi/mechglue/g_compare_name.c lib/gssapi/mechglue/g_context_time.c lib/gssapi/mechglue/g_delete_sec_context.c lib/gssapi/mechglue/g_dsp_name.c lib/gssapi/mechglue/g_dsp_status.c lib/gssapi/mechglue/g_dup_name.c lib/gssapi/mechglue/g_exp_sec_context.c lib/gssapi/mechglue/g_export_name.c

lib/gssapi/generic/gssapi_err_generic.et

lib/gssapi/mechglue/g_glue.c

 $lib/gssapi/mechglue/g_imp_name.c$

lib/gssapi/mechglue/g_imp_sec_context.c

lib/gssapi/mechglue/g_init_sec_context.c

lib/gssapi/mechglue/g_initialize.c

lib/gssapi/mechglue/g_inquire_context.c

lib/gssapi/mechglue/g_inquire_cred.c

lib/gssapi/mechglue/g_inquire_names.c

lib/gssapi/mechglue/g_process_context.c

lib/gssapi/mechglue/g_rel_buffer.c

lib/gssapi/mechglue/g_rel_cred.c

lib/gssapi/mechglue/g_rel_name.c

lib/gssapi/mechglue/g_rel_oid_set.c

lib/gssapi/mechglue/g seal.c

lib/gssapi/mechglue/g_sign.c

lib/gssapi/mechglue/g_store_cred.c

lib/gssapi/mechglue/g_unseal.c

lib/gssapi/mechglue/g_userok.c

lib/gssapi/mechglue/g_utils.c

lib/gssapi/mechglue/g_verify.c

lib/gssapi/mechglue/gssd_pname_to_uid.c

lib/gssapi/mechglue/mglueP.h

lib/gssapi/mechglue/oid_ops.c

lib/gssapi/spnego/gssapiP_spnego.h

lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h

kadmin/server/ipropd_svc.c

lib/kdb/iprop.x

lib/kdb/kdb_convert.c

lib/kdb/kdb log.c

lib/kdb/kdb_log.h

lib/krb5/error_tables/kdb5_err.et

kprop/kpropd_rpc.c

kprop/kproplog.c

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lib/libgss/g_rel_oid_set.c

lib/libgss/g_seal.c

lib/libgss/g_sign.c

lib/libgss/g_store_cred.c

lib/libgss/g_unseal.c

lib/libgss/g_userok.c

lib/libgss/g_utils.c

lib/libgss/g_verify.c

lib/libgss/gssd_pname_to_uid.c

uts/common/gssapi/include/gssapi_err_generic.h

uts/common/gssapi/include/mechglueP.h

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1.13 icu 56

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1.15 nss 3.40.1

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1.23 gstreamer 0.10.35.1

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```
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```

That's all there is to it!

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*/

- /* GStreamer
- * Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
- * 2000 Wim Taymans <wim.taymans@chello.be>

*

* gstpadtemplate.h: Header for GstPadTemplate object

*

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*/
#ifndef __GST_PAD_TEMPLATE_H__
#define GST PAD TEMPLATE H
#include <gst/gstconfig.h>
#include <gst/gstobject.h>
#include <gst/gstbuffer.h>
#include <gst/gstcaps.h>
#include <gst/gstevent.h>
#include <gst/gstquery.h>
#include <gst/gsttask.h>
G BEGIN DECLS
/* FIXME: this awful circular dependency need to be resolved properly (see pad.h) */
/*typedef struct GstPadTemplate GstPadTemplate; */
typedef struct _GstPadTemplateClass GstPadTemplateClass;
typedef struct GstStaticPadTemplate GstStaticPadTemplate;
#define GST_TYPE_STATIC_PAD_TEMPLATE (gst_static_pad_template_get_type ())
#define GST_TYPE_PAD_TEMPLATE (gst_pad_template_get_type ())
#define GST_PAD_TEMPLATE(obj) (G_TYPE_CHECK_INSTANCE_CAST ((obj),
GST_TYPE_PAD_TEMPLATE,GstPadTemplate))
#define GST_PAD_TEMPLATE_CLASS(klass) (G_TYPE_CHECK_CLASS_CAST ((klass),
GST_TYPE_PAD_TEMPLATE,GstPadTemplateClass))
#define GST_IS_PAD_TEMPLATE(obj) (G_TYPE_CHECK_INSTANCE_TYPE ((obj),
GST_TYPE_PAD_TEMPLATE))
#define GST_IS_PAD_TEMPLATE_CLASS(klass) (G_TYPE_CHECK_CLASS_TYPE ((klass),
GST_TYPE_PAD_TEMPLATE))
/**
* GstPadPresence:
* @GST_PAD_ALWAYS: the pad is always available
* @GST_PAD_SOMETIMES: the pad will become available depending on the media stream
* @GST_PAD_REQUEST: the pad is only available on request with
* gst_element_get_request_pad().
* Indicates when this pad will become available.
```

```
typedef enum {
GST_PAD_ALWAYS,
GST_PAD_SOMETIMES,
GST_PAD_REQUEST
} GstPadPresence;
* GST_PAD_TEMPLATE_NAME_TEMPLATE:
* @templ: the template to query
* Get the nametemplate of the padtemplate.
#define GST_PAD_TEMPLATE_NAME_TEMPLATE(templ) (((GstPadTemplate *)(templ))->name_template)
/**
* GST_PAD_TEMPLATE_DIRECTION:
* @templ: the template to query
* Get the #GstPadDirection of the padtemplate.
#define GST_PAD_TEMPLATE_DIRECTION(templ) (((GstPadTemplate *)(templ))->direction)
* GST PAD TEMPLATE PRESENCE:
* @templ: the template to query
* Get the #GstPadPresence of the padtemplate.
#define GST_PAD_TEMPLATE_PRESENCE(templ) (((GstPadTemplate *)(templ))->presence)
/**
* GST_PAD_TEMPLATE_CAPS:
* @templ: the template to query
* Get a handle to the padtemplate #GstCaps
#define GST_PAD_TEMPLATE_CAPS(templ) (((GstPadTemplate *)(templ))->caps)
* GstPadTemplateFlags:
* @GST_PAD_TEMPLATE_FIXED: the padtemplate has no variable properties
* @GST_PAD_TEMPLATE_FLAG_LAST: first flag that can be used by subclasses.
* Flags for the padtemplate
typedef enum {
/* FIXME0.11: this is not used and the purpose is unclear */
GST_PAD_TEMPLATE_FIXED
                                 = (GST_OBJECT_FLAG_LAST << 0),
```

```
/* padding */
GST_PAD_TEMPLATE\_FLAG\_LAST = (GST_OBJECT\_FLAG\_LAST << 4)
} GstPadTemplateFlags;
/**
* GST_PAD_TEMPLATE_IS_FIXED:
* @templ: the template to query
* Check if the properties of the padtemplate are fixed
#define GST_PAD_TEMPLATE_IS_FIXED(templ) (GST_OBJECT_FLAG_IS_SET(templ,
GST_PAD_TEMPLATE_FIXED))
/**
* GstPadTemplate:
* The padtemplate object.
struct _GstPadTemplate {
GstObject object;
gchar
           *name_template;
GstPadDirection direction;
GstPadPresence presence;
GstCaps *caps;
gpointer _gst_reserved[GST_PADDING];
};
struct _GstPadTemplateClass {
GstObjectClass parent_class;
/* signal callbacks */
void (*pad_created) (GstPadTemplate *templ, GstPad *pad);
gpointer _gst_reserved[GST_PADDING];
};
/**
* GstStaticPadTemplate:
* @name_template: the name of the template
* @direction: the direction of the template
* @presence: the presence of the template
* @static_caps: the caps of the template.
* Structure describing the #GstStaticPadTemplate.
struct _GstStaticPadTemplate {
```

```
const gchar *name_template;
GstPadDirection direction;
GstPadPresence presence;
GstStaticCaps static_caps;
};
/**
* GST_STATIC_PAD_TEMPLATE:
* @padname: the name template of the pad
* @dir: the GstPadDirection of the pad
* @pres: the GstPadPresence of the pad
* @caps: the GstStaticCaps of the pad
* Convenience macro to fill the values of a GstStaticPadTemplate
* structure.
*/
#define GST_STATIC_PAD_TEMPLATE(padname, dir, pres, caps) \
/* name_template */ padname, \
/* direction */
               dir, ∖
/* presence */
                  pres, \
/* caps */
              caps \
}
/* templates and factories */
GType gst_pad_template_get_type (void);
GType gst_static_pad_template_get_type (void);
GstPadTemplate* gst_pad_template_new (const gchar *name_template,
     GstPadDirection direction, GstPadPresence presence,
     GstCaps *caps) G_GNUC_MALLOC;
GstPadTemplate * gst_static_pad_template_get
                                                  (GstStaticPadTemplate *pad_template);
GstCaps* gst_static_pad_template_get_caps (GstStaticPadTemplate *templ);
GstCaps* gst_pad_template_get_caps (GstPadTemplate *templ);
void
               gst_pad_template_pad_created
                                                  (GstPadTemplate * templ, GstPad * pad);
G_END_DECLS
#endif /* __GST_PAD_TEMPLATE_H__ */
/* GStreamer
* Copyright (C) 1999,2000 Erik Walthinsen < omega@cse.ogi.edu>
            2000 Wim Taymans <wtay@chello.be>
            2005 Wim Taymans <wim@fluendo.com>
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* Boston, MA 02111-1307, USA.
*/
/**
* SECTION:element-capsfilter
* The element does not modify data as such, but can enforce limitations on the
* data format.
* <refsect2>
* <title>Example launch line</title>
* gst-launch videotestsrc! video/x-raw-gray! ffmpegcolorspace! autovideosink
* ] Limits acceptable video from videotestsrc to be grayscale.
* </refsect2>
*/
#ifdef HAVE CONFIG H
#include "config.h"
#endif
#include "../../gst/gst-i18n-lib.h"
#include "gstcapsfilter.h"
enum
PROP 0,
PROP_FILTER_CAPS
};
static GstStaticPadTemplate sinktemplate = GST_STATIC_PAD_TEMPLATE ("sink",
 GST_PAD_SINK,
 GST_PAD_ALWAYS,
 GST_STATIC_CAPS_ANY);
static GstStaticPadTemplate srctemplate = GST_STATIC_PAD_TEMPLATE ("src",
```

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```
GST_PAD_SRC,
 GST_PAD_ALWAYS,
 GST_STATIC_CAPS_ANY);
GST_DEBUG_CATEGORY_STATIC (gst_capsfilter_debug);
#define GST_CAT_DEFAULT gst_capsfilter_debug
#define _do_init(bla) \
 GST DEBUG CATEGORY INIT (gst capsfilter debug, "capsfilter", 0, \
 "capsfilter element");
GST_BOILERPLATE_FULL (GstCapsFilter, gst_capsfilter, GstBaseTransform,
 GST_TYPE_BASE_TRANSFORM, _do_init);
static void gst_capsfilter_set_property (GObject * object, guint prop_id,
 const GValue * value, GParamSpec * pspec);
static void gst_capsfilter_get_property (GObject * object, guint prop_id,
 GValue * value, GParamSpec * pspec);
static void gst_capsfilter_dispose (GObject * object);
static GstCaps *gst_capsfilter_transform_caps (GstBaseTransform * base,
 GstPadDirection direction, GstCaps * caps);
static gboolean gst_capsfilter_accept_caps (GstBaseTransform * base,
 GstPadDirection direction, GstCaps * caps);
static GstFlowReturn gst_capsfilter_transform_ip (GstBaseTransform * base,
 GstBuffer * buf);
static GstFlowReturn gst_capsfilter_prepare_buf (GstBaseTransform * trans,
 GstBuffer * input, gint size, GstCaps * caps, GstBuffer ** buf);
static void
gst_capsfilter_base_init (gpointer g_class)
GstElementClass *gstelement_class = GST_ELEMENT_CLASS (g_class);
gst_element_class_set_details_simple (gstelement_class,
  "CapsFilter",
  "Generic",
  "Pass data without modification, limiting formats",
  "David Schleef <ds@schleef.org>");
gst_element_class_add_pad_template (gstelement_class,
  gst_static_pad_template_get (&srctemplate));
gst_element_class_add_pad_template (gstelement_class,
  gst_static_pad_template_get (&sinktemplate));
static void
```

```
gst_capsfilter_class_init (GstCapsFilterClass * klass)
GObjectClass *gobject_class;
GstBaseTransformClass *trans_class;
gobject_class = G_OBJECT_CLASS (klass);
gobject_class->set_property = gst_capsfilter_set_property;
gobject_class->get_property = gst_capsfilter_get_property;
gobject_class->dispose = gst_capsfilter_dispose;
g_object_class_install_property (gobject_class, PROP_FILTER_CAPS,
  g_param_spec_boxed ("caps", _("Filter caps"),
     _("Restrict the possible allowed capabilities (NULL means ANY)."
       "Setting this property takes a reference to the supplied GstCaps"
       "object."), GST_TYPE_CAPS,
     G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));
trans class = GST BASE TRANSFORM CLASS (klass);
trans_class->transform_caps =
  GST_DEBUG_FUNCPTR (gst_capsfilter_transform_caps);
trans class->transform ip = GST DEBUG FUNCPTR (gst capsfilter transform ip);
trans_class->accept_caps = GST_DEBUG_FUNCPTR (gst_capsfilter_accept_caps);
trans_class->prepare_output_buffer =
  GST_DEBUG_FUNCPTR (gst_capsfilter_prepare_buf);
}
static void
gst_capsfilter_init (GstCapsFilter * filter, GstCapsFilterClass * g_class)
GstBaseTransform *trans = GST_BASE_TRANSFORM (filter);
gst_base_transform_set_gap_aware (trans, TRUE);
filter->filter_caps = gst_caps_new_any ();
static gboolean
copy_func (GQuark field_id, const GValue * value, GstStructure * dest)
gst_structure_id_set_value (dest, field_id, value);
return TRUE;
}
static void
gst_capsfilter_set_property (GObject * object, guint prop_id,
 const GValue * value, GParamSpec * pspec)
GstCapsFilter *capsfilter = GST_CAPSFILTER (object);
```

```
switch (prop_id) {
 case PROP_FILTER_CAPS:{
  GstCaps *new_caps;
  GstCaps *old_caps, *suggest, *nego;
  const GstCaps *new_caps_val = gst_value_get_caps (value);
  if (new caps val == NULL) {
   new_caps = gst_caps_new_any ();
  } else {
   new_caps = (GstCaps *) new_caps_val;
   gst_caps_ref (new_caps);
  GST_OBJECT_LOCK (capsfilter);
  old_caps = capsfilter->filter_caps;
  capsfilter->filter_caps = new_caps;
  GST_OBJECT_UNLOCK (capsfilter);
  gst_caps_unref (old_caps);
  GST_DEBUG_OBJECT (capsfilter, "set new caps %" GST_PTR_FORMAT, new_caps);
  /* filter the currently negotiated format against the new caps */
  GST OBJECT LOCK (GST BASE TRANSFORM SINK PAD (object));
  nego = GST_PAD_CAPS (GST_BASE_TRANSFORM_SINK_PAD (object));
  if (nego) {
   GST_DEBUG_OBJECT (capsfilter, "we had negotiated caps %" GST_PTR_FORMAT,
     nego);
   if (G_UNLIKELY (gst_caps_is_any (new_caps))) {
    GST_DEBUG_OBJECT (capsfilter, "not settings any suggestion");
    suggest = NULL;
   } else {
    GstStructure *s1, *s2;
    /* first check if the name is the same */
    s1 = gst_caps_get_structure (nego, 0);
    s2 = gst_caps_get_structure (new_caps, 0);
    if (gst_structure_get_name_id (s1) == gst_structure_get_name_id (s2)) {
     /* same name, copy all fields from the new caps into the previously
      * negotiated caps */
     suggest = gst_caps_copy (nego);
     s1 = gst_caps_get_structure (suggest, 0);
     gst_structure_foreach (s2, (GstStructureForeachFunc) copy_func, s1);
     GST_DEBUG_OBJECT (capsfilter, "copied structure fields");
    } else {
```

```
GST_DEBUG_OBJECT (capsfilter, "different structure names");
     /* different names, we can only suggest the complete caps */
      suggest = gst_caps_copy (new_caps);
     }
   }
  } else {
   GST DEBUG OBJECT (capsfilter, "no negotiated caps");
   /* Suggest the new caps, we can't just rely on _get_caps as this may
    * already be called at this point even though no buffer has been
    * pushed yet */
   suggest = gst_caps_copy (new_caps);
  GST_OBJECT_UNLOCK (GST_BASE_TRANSFORM_SINK_PAD (object));
  GST_DEBUG_OBJECT (capsfilter, "suggesting new caps %" GST_PTR_FORMAT,
     suggest);
  gst_base_transform_suggest (GST_BASE_TRANSFORM (object), suggest, 0);
  if (suggest)
   gst_caps_unref (suggest);
  break;
 }
 default:
  G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
  break;
}
static void
gst_capsfilter_get_property (GObject * object, guint prop_id, GValue * value,
 GParamSpec * pspec)
GstCapsFilter *capsfilter = GST_CAPSFILTER (object);
switch (prop_id) {
 case PROP_FILTER_CAPS:
  GST_OBJECT_LOCK (capsfilter);
  gst_value_set_caps (value, capsfilter->filter_caps);
  GST_OBJECT_UNLOCK (capsfilter);
  break;
 default:
  G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
  break;
}
static void
gst_capsfilter_dispose (GObject * object)
```

}

```
GstCapsFilter *filter = GST_CAPSFILTER (object);
gst_caps_replace (&filter->filter_caps, NULL);
G_OBJECT_CLASS (parent_class)->dispose (object);
}
static GstCaps *
gst_capsfilter_transform_caps (GstBaseTransform * base,
 GstPadDirection direction, GstCaps * caps)
GstCapsFilter *capsfilter = GST_CAPSFILTER (base);
GstCaps *ret, *filter_caps;
GST_OBJECT_LOCK (capsfilter);
filter_caps = gst_caps_ref (capsfilter->filter_caps);
GST_OBJECT_UNLOCK (capsfilter);
ret = gst_caps_intersect (caps, filter_caps);
GST DEBUG OBJECT (capsfilter, "input: %" GST PTR FORMAT, caps);
GST_DEBUG_OBJECT (capsfilter, "filter: %" GST_PTR_FORMAT, filter_caps);
GST_DEBUG_OBJECT (capsfilter, "intersect: %" GST_PTR_FORMAT, ret);
gst_caps_unref (filter_caps);
return ret;
}
static gboolean
gst_capsfilter_accept_caps (GstBaseTransform * base,
 GstPadDirection direction, GstCaps * caps)
GstCapsFilter *capsfilter = GST_CAPSFILTER (base);
GstCaps *filter_caps;
gboolean ret;
GST_OBJECT_LOCK (capsfilter);
filter_caps = gst_caps_ref (capsfilter->filter_caps);
GST_OBJECT_UNLOCK (capsfilter);
ret = gst_caps_can_intersect (caps, filter_caps);
GST_DEBUG_OBJECT (capsfilter, "can intersect: %d", ret);
if (ret) {
 /* if we can intersect, see if the other end also accepts */
 if (direction == GST_PAD_SRC)
  ret = gst_pad_peer_accept_caps (GST_BASE_TRANSFORM_SINK_PAD (base), caps);
 else
```

```
ret = gst_pad_peer_accept_caps (GST_BASE_TRANSFORM_SRC_PAD (base), caps);
  GST_DEBUG_OBJECT (capsfilter, "peer accept: %d", ret);
gst_caps_unref (filter_caps);
return ret;
}
static GstFlowReturn
gst_capsfilter_transform_ip (GstBaseTransform * base, GstBuffer * buf)
/* No actual work here. It's all done in the prepare output buffer
 * func. */
return GST_FLOW_OK;
}
/* Output buffer preparation... if the buffer has no caps, and
* our allowed output caps is fixed, then give the caps to the
* buffer.
* This ensures that outgoing buffers have caps if we can, so
* that pipelines like:
* gst-launch filesrc location=rawsamples.raw!
     audio/x-raw-int,width=16,depth=16,rate=48000,channels=2,
     endianness=4321,signed='(boolean)'true! alsasink
* will work.
static GstFlowReturn
gst_capsfilter_prepare_buf (GstBaseTransform * trans, GstBuffer * input,
  gint size, GstCaps * caps, GstBuffer ** buf)
GstFlowReturn ret = GST_FLOW_OK;
if (GST_BUFFER_CAPS (input) != NULL) {
  /* Output buffer already has caps */
  GST_LOG_OBJECT (trans, "Input buffer already has caps (implicitly fixed)");
  /* FIXME : Move this behaviour to basetransform. The given caps are the ones
  * of the source pad, therefore our outgoing buffers should always have
  * those caps. */
  if (GST_BUFFER_CAPS (input) != caps) {
   /* caps are different, make a metadata writable output buffer to set
   * caps */
   if (gst_buffer_is_metadata_writable (input)) {
    /* input is writable, just set caps and use this as the output */
    *buf = input;
    gst_buffer_set_caps (*buf, caps);
    gst_buffer_ref (input);
   } else {
```

```
GST_DEBUG_OBJECT (trans, "Creating sub-buffer and setting caps");
   *buf = gst_buffer_create_sub (input, 0, GST_BUFFER_SIZE (input));
   gst_buffer_set_caps (*buf, caps);
  }
 } else {
  /* caps are right, just use a ref of the input as the outbuf */
  *buf = input;
  gst_buffer_ref (input);
} else {
 /* Buffer has no caps. See if the output pad only supports fixed caps */
 GstCaps *out_caps;
 out_caps = GST_PAD_CAPS (trans->srcpad);
if (out_caps != NULL) {
  gst_caps_ref (out_caps);
 } else {
  out_caps = gst_pad_get_allowed_caps (trans->srcpad);
  g_return_val_if_fail (out_caps != NULL, GST_FLOW_ERROR);
 out_caps = gst_caps_make_writable (out_caps);
 gst_caps_do_simplify (out_caps);
 if (gst_caps_is_fixed (out_caps) && !gst_caps_is_empty (out_caps)) {
  GST_DEBUG_OBJECT (trans, "Have fixed output caps %"
    GST_PTR_FORMAT " to apply to buffer with no caps", out_caps);
  if (gst_buffer_is_metadata_writable (input)) {
   gst_buffer_ref (input);
   *buf = input;
  } else {
   GST_DEBUG_OBJECT (trans, "Creating sub-buffer and setting caps");
   *buf = gst_buffer_create_sub (input, 0, GST_BUFFER_SIZE (input));
  GST_BUFFER_CAPS (*buf) = out_caps;
  if (GST_PAD_CAPS (trans->srcpad) == NULL)
   gst_pad_set_caps (trans->srcpad, out_caps);
 } else {
  gchar *caps_str = gst_caps_to_string (out_caps);
  GST_DEBUG_OBJECT (trans, "Cannot choose caps. Have unfixed output caps %"
    GST_PTR_FORMAT, out_caps);
  gst_caps_unref (out_caps);
  ret = GST_FLOW_ERROR;
  GST_ELEMENT_ERROR (trans, STREAM, FORMAT,
```

```
("Filter caps do not completely specify the output format"),
     ("Output caps are unfixed: %s", caps_str));
   g_free (caps_str);
  }
}
return ret;
<sect1 id="chapter-legal">
<title id="title-legal">GStreamer Legal Issues</title>
This part of the FAQ is based on a series of questions we asked the FSF
to understand how the GPL works and how patents affects the GPL. These
questions were answered by the <ulink url="http://www.fsf.org/">
FSF lawyers</ulink>, so we view them as the
final interpretation on how the GPL and LGPL interact with patents in our
opinion. This consultancy was paid for by
<ulink url="http://www.fluendo.com/">Fluendo</ulink>
in order to obtain clear and quotable answers. These answers were certified
by the FSF lawyer team and verified by FSF lawyer and law professor Eben Moglen.
</para>
<qandaset defaultlabel="qanda">
 <qandaentry>
   <question id="legal-distribute-three">
Can someone distribute the combination of
<itemizedlist>
listitem><para>GStreamer, the LGPL library</para></listitem>
listitem><para>MyPlayer, a GPL playback application/para></listitem>
listitem><para>The binary-only Sorenson decoder</para></listitem>
</itemizedlist>
together in one distribution/operating system? If not, what
needs to be changed to make this possible?
    </para>
   </question>
   <answer>
    <para>
This would be a problem, because the GStreamer and MyPlayer licenses would
forbid it. In order to link GStreamer to MyPlayer, you need to use section
3 of the LGPL to convert GStreamer to GPL. The GPL version of GStreamer
forbids linking to the Sorenson decoder. Anyway, the MyPlayer GPL
license forbids this.
    </para>
    <para>
```

```
If the authors of MyPlayer want to permit this, we have an
exception for them: the controlled interface exception from the FAQ.
The idea of this is that you can't get around the GPL just by including
a LGPL bit in the middle.
    </para>
    <para>
Note: MyPlayer is a completely fictituous application at the time of writing.
   </answer>
  </qandaentry>
  <qandaentry>
   <question id="legal-binary-plugin">
    <para>
Suppose Apple wants to write a binary-only proprietary
plugin for GStreamer to decode Sorenson video, which will be shipped
stand-alone, not part of a package like in the question above.
Can Apple distribute this binary-only plugin?
    </para>
   </question>
   <answer>
    <para>
Yes, modulo certain reverse engineering requirements in section 6 of
the LGPL.
    </para>
   </answer>
  </qandaentry>
  <qandaentry>
   <question id="legal-gpl-program">
    <para>
If a program released under the GPL uses a library that
is LGPL, and this library can dlopen plug-ins at runtime, what are the
requirements for the license of the plug-in?
    </para>
   </question>
```

<para>
You may not distribute the plug-in with the GPL application.
Distributing the plug-in alone, with the knowledge that it will be used primarily by GPL software is a bit of an edge case. We will not advise you that it would be safe to do so, but we also will not advise you that it would be absolutely forbidden.

</para>

<answer>

```
</answer>
  </qandaentry>
  <qandaentry>
   <question id="legal-safe-countries">
    <para>
Can someone in a country that does not have software patents distribute
code covered by US patents under the GPL to people in, for example, Norway?
If he/she visits the US, can he/she be arrested?
    </para>
   </question>
   <answer>
    <para>
Yes, he can.
No, there are no criminal penalties for patent infringement in the US.
    </para>
   </answer>
  </qandaentry>
  <qandaentry>
   <question id="legal-unsafe-countries">
    <para>
Can someone from the US distribute software covered by
US patents under the GPL to people in Norway? To people in the US?
    </para>
   </question>
   <answer>
    <para>
This might infringe some patents, but the GPL would not forbid it
absent some actual restriction, such as a court judgement or agreement.
The US government is empowered to refuse importation of patent
infringing devices, including software.
    </para>
   </answer>
  </qandaentry>
  <qandaentry>
   <question id="legal-gpl-library-patents">
There are a lot of GPL- or LGPL-licensed libraries that
handle media codecs which have patents. Take mad, an mp3 decoding library,
as an example. It is licensed under the GPL. In countries where patents
are valid, does this invalidate the GPL license for this project?
    </para>
   </question>
```

```
<answer>
    <para>
The mere existence of a patent which might read on the program does not
change anything. However, if a court judgement or other agreement
prevents you from distributing libmad under GPL terms, you can not
distribute it at all.
    </para>
    <para>
The GPL and LGPL say (sections 7 and 11):
<quote>If you cannot distribute so as to satisfy simultaneously your
obligations under this License and any other pertinent obligations, then
as a consequence you may not distribute the Library at all.</quote>
    </para>
   </answer>
  </qandaentry>
  <qandaentry>
   <question id="legal-gpl-court-judgment">
So let's say there is a court judgement. Does this mean that the GPL license is
invalid for the project everywhere, or only in the countries where it conflicts
with the applicable patents?
    </para>
   </question>
   <answer>
    <para>
The GPL operates on a per-action, not per-program basis. That is, if
you are in a country which has software patents, and a court tells you
that you cannot distribute (say) libmad in source code form, then you
cannot distribute libmad at all. This doesn't affect anyone else.
    </para>
   </answer>
  </qandaentry>
  <qandaentry>
   <question id="legal-gpl-and-binary">
Patented decoding can be implemented in GStreamer either by
having a binary-only plugin do the decoding, or by writing a plugin
(with any applicable license) that links to a binary-only library.
Does this affect the licensing issues involved in regards to GPL/LGPL?
    </para>
```

</question>

<answer>

```
No.
    </para>
   </answer>
 </qandaentry>
  <qandaentry>
   <question id="legal-gpl-patent-distribution">
Is it correct that you cannot distribute the GPL mad library to
decode mp3's, *even* in the case where you have obtained a valid license
for decoding mp3?
    </para>
   </question>
   <answer>
    <para>
The only GPL-compatible patent licenses are those which are open to
all parties posessing copies of GPL software which practices the
teachings of the patent.
    </para>
    <para>
If you take a license which doesn't allow others to distribute
original or modified versions of libmad practicing the same patent
claims as the version you distribute, then you may not distribute at
all.
    </para>
   </answer>
 </qandaentry>
</qandaset>
</sect1>
/* GStreamer
* Copyright (C) 1999,2000 Erik Walthinsen < omega@cse.ogi.edu>
             2000 Wim Taymans <wtay@chello.be>
* gstpadtemplate.c: Templates for pad creation
* This library is free software; you can redistribute it and/or
* modify it under the terms of the GNU Library General Public
* License as published by the Free Software Foundation; either
* version 2 of the License, or (at your option) any later version.
* This library is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
* Library General Public License for more details.
* You should have received a copy of the GNU Library General Public
```

```
* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/
* SECTION: gstpadtemplate
* @short description: Describe the media type of a pad.
* @see_also: #GstPad, #GstElementFactory
* Padtemplates describe the possible media types a pad or an elementfactory can
* handle. This allows for both inspection of handled types before loading the
* element plugin as well as identifying pads on elements that are not yet
* created (request or sometimes pads).
* Pad and PadTemplates have #GstCaps attached to it to describe the media type
* they are capable of dealing with. gst_pad_template_get_caps() or
* GST PAD TEMPLATE CAPS() are used to get the caps of a padtemplate. It's not
* possible to modify the caps of a padtemplate after creation.
* PadTemplates have a #GstPadPresence property which identifies the lifetime
* of the pad and that can be retrieved with GST_PAD_TEMPLATE_PRESENCE(). Also
* the direction of the pad can be retrieved from the #GstPadTemplate with
* GST PAD TEMPLATE DIRECTION().
* The GST PAD TEMPLATE NAME TEMPLATE () is important for GST PAD REQUEST pads
* because it has to be used as the name in the gst_element_get_request_pad()
* call to instantiate a pad from this template.
* Padtemplates can be created with gst_pad_template_new() or with
* gst_static_pad_template_get (), which creates a #GstPadTemplate from a
* #GstStaticPadTemplate that can be filled with the
* convenient GST STATIC PAD TEMPLATE() macro.
* A padtemplate can be used to create a pad (see gst_pad_new_from_template()
* or gst_pad_new_from_static_template ()) or to add to an element class
* (see gst_element_class_add_pad_template ()).
* The following code example shows the code to create a pad from a padtemplate.
* <example>
* <title>Create a pad from a padtemplate</title>
*  *  cprogramlisting>
* GstStaticPadTemplate my_template =
* GST_STATIC_PAD_TEMPLATE(
               // the name of the pad
* GST_PAD_SINK, // the direction of the pad
   GST_PAD_ALWAYS, // when this pad will be present
                              // the capabilities of the padtemplate
   GST_STATIC_CAPS (
```

```
"audio/x-raw-int, "
      "channels = (int) [ 1, 6 ]"
* );
 void
  my_method (void)
   GstPad *pad;
   pad = gst_pad_new_from_static_template (&my_template, "sink");
  * </example>
* The following example shows you how to add the padtemplate to an
* element class, this is usually done in the base_init of the class:
* <informalexample>
  cprogramlisting>
* static void
  my_element_base_init (gpointer g_class)
   GstElementClass *gstelement_class = GST_ELEMENT_CLASS (g_class);
   gst_element_class_add_pad_template (gstelement_class,
      gst_static_pad_template_get (&my_template));
  * </informalexample>
* Last reviewed on 2006-02-14 (0.10.3)
#include "gst_private.h"
#include "gstpad.h"
#include "gstpadtemplate.h"
#include "gstenumtypes.h"
#include "gstmarshal.h"
#include "gstutils.h"
#include "gstinfo.h"
#include "gsterror.h"
#include "gstvalue.h"
#define GST_CAT_DEFAULT GST_CAT_PADS
enum
PROP_NAME_TEMPLATE = 1,
```

```
PROP_DIRECTION,
PROP_PRESENCE,
PROP_CAPS
};
enum
TEMPL_PAD_CREATED,
/* FILL ME */
LAST SIGNAL
};
static GstObject *parent_class = NULL;
static guint gst_pad_template_signals[LAST_SIGNAL] = { 0 };
static void gst_pad_template_dispose (GObject * object);
static void gst_pad_template_set_property (GObject * object, guint prop_id,
 const GValue * value, GParamSpec * pspec);
static void gst_pad_template_get_property (GObject * object, guint prop_id,
 GValue * value, GParamSpec * pspec);
G_DEFINE_TYPE (GstPadTemplate, gst_pad_template, GST_TYPE_OBJECT);
static void
gst_pad_template_class_init (GstPadTemplateClass * klass)
GObjectClass *gobject_class;
GstObjectClass *gstobject_class;
gobject_class = (GObjectClass *) klass;
gstobject_class = (GstObjectClass *) klass;
parent_class = g_type_class_peek_parent (klass);
 * GstPadTemplate::pad-created:
 * @pad_template: the object which received the signal.
 * @pad: the pad that was created.
 * This signal is fired when an element creates a pad from this template.
gst_pad_template_signals[TEMPL_PAD_CREATED] =
  g_signal_new ("pad-created", G_TYPE_FROM_CLASS (klass), G_SIGNAL_RUN_LAST,
  G_STRUCT_OFFSET (GstPadTemplateClass, pad_created),
  NULL, NULL, gst_marshal_VOID_OBJECT, G_TYPE_NONE, 1, GST_TYPE_PAD);
gobject_class->dispose = gst_pad_template_dispose;
```

```
gobject_class->get_property = gst_pad_template_get_property;
gobject_class->set_property = gst_pad_template_set_property;
* GstPadTemplate:name-template
* The name template of the pad template.
* Since: 0.10.21
g_object_class_install_property (gobject_class, PROP_NAME_TEMPLATE,
  g_param_spec_string ("name-template", "Name template",
    "The name template of the pad template", NULL,
    G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));
/**
* GstPadTemplate:direction
* The direction of the pad described by the pad template.
* Since: 0.10.21
g_object_class_install_property (gobject_class, PROP_DIRECTION,
  g_param_spec_enum ("direction", "Direction",
    "The direction of the pad described by the pad template",
    GST TYPE PAD DIRECTION, GST PAD UNKNOWN,
    G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));
* GstPadTemplate:presence
* When the pad described by the pad template will become available.
* Since: 0.10.21
g_object_class_install_property (gobject_class, PROP_PRESENCE,
  g_param_spec_enum ("presence", "Presence",
    "When the pad described by the pad template will become available",
    GST_TYPE_PAD_PRESENCE, GST_PAD_ALWAYS,
    G\_PARAM\_READWRITE \mid G\_PARAM\_CONSTRUCT\_ONLY \mid G\_PARAM\_STATIC\_STRINGS));
/**
* GstPadTemplate:caps
* The capabilities of the pad described by the pad template.
* Since: 0.10.21
```

```
g_object_class_install_property (gobject_class, PROP_CAPS,
  g_param_spec_boxed ("caps", "Caps",
     "The capabilities of the pad described by the pad template",
     GST_TYPE_CAPS,
     G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));
gstobject_class->path_string_separator = "*";
}
static void
gst_pad_template_init (GstPadTemplate * templ)
/* FIXME 0.11: Does anybody remember why this is here? If not, let's
 * change it for 0.11 and let gst_element_class_add_pad_template() for
 * example ref/sink the pad templates.
 */
/* We ensure that the pad template we're creating has a sunken reference.
 * Inconsistencies in pad templates being floating or sunken has caused
 * problems in the past with leaks, etc.
 * For consistency, then, we only produce them with sunken references
 * owned by the creator of the object
if (GST_OBJECT_IS_FLOATING (templ)) {
 gst_object_ref_sink (templ);
}
}
static void
gst_pad_template_dispose (GObject * object)
GstPadTemplate *templ = GST_PAD_TEMPLATE (object);
g_free (GST_PAD_TEMPLATE_NAME_TEMPLATE (templ));
if (GST_PAD_TEMPLATE_CAPS (templ)) {
 gst_caps_unref (GST_PAD_TEMPLATE_CAPS (templ));
}
G_OBJECT_CLASS (parent_class)->dispose (object);
}
/* ALWAYS padtemplates cannot have conversion specifications (like src_%d),
* since it doesn't make sense.
* SOMETIMES padtemplates can do whatever they want, they are provided by the
* element.
* REQUEST padtemplates can be reverse-parsed (the user asks for 'sink1', the
* 'sink%d' template is automatically selected), so we need to restrict their
* naming.
```

```
static gboolean
name_is_valid (const gchar * name, GstPadPresence presence)
const gchar *str;
if (presence == GST_PAD_ALWAYS) {
 if (strchr (name, '%')) {
  g_warning ("invalid name template %s: conversion specifications are not"
     " allowed for GST PAD ALWAYS padtemplates", name);
  return FALSE;
 }
} else if (presence == GST_PAD_REQUEST) {
 if ((str = strchr (name, '%')) && strchr (str + 1, '%')) {
  g_warning ("invalid name template %s: only one conversion specification"
     " allowed in GST_PAD_REQUEST padtemplate", name);
  return FALSE;
 }
 if (str && (*(str + 1) != 's' && *(str + 1) != 'd' && *(str + 1) != 'u')) {
  g_warning ("invalid name template %s: conversion specification must be of"
     "type '%%d', '%%u' or '%%s' for GST_PAD_REQUEST padtemplate", name);
  return FALSE;
 if (str && (*(str + 2) != '\0')) {
  g_warning ("invalid name template %s: conversion specification must"
     " appear at the end of the GST_PAD_REQUEST padtemplate name", name);
  return FALSE;
 }
return TRUE;
}
GType
gst_static_pad_template_get_type (void)
static GType staticpadtemplate_type = 0;
if (G_UNLIKELY (staticpadtemplate_type == 0)) {
 staticpadtemplate_type =
    g_pointer_type_register_static ("GstStaticPadTemplate");
return staticpadtemplate_type;
}
* gst_static_pad_template_get:
* @pad_template: the static pad template
```

```
* Converts a #GstStaticPadTemplate into a #GstPadTemplate.
* Returns: (transfer full): a new #GstPadTemplate.
/* FIXME0.11: rename to gst_pad_template_new_from_static_pad_template() */
GstPadTemplate *
gst_static_pad_template_get (GstStaticPadTemplate * pad_template)
GstPadTemplate *new;
GstCaps *caps;
if (!name_is_valid (pad_template->name_template, pad_template->presence))
 return NULL;
caps = gst_static_caps_get (&pad_template->static_caps);
new = g_object_new (gst_pad_template_get_type (),
  "name", pad_template->name_template,
  "name-template", pad_template->name_template,
  "direction", pad template->direction,
  "presence", pad_template->presence, "caps", caps, NULL);
gst_caps_unref (caps);
return new;
/**
* gst_pad_template_new:
* @name_template: the name template.
* @direction: the #GstPadDirection of the template.
* @presence: the #GstPadPresence of the pad.
* @caps: (transfer full): a #GstCaps set for the template. The caps are
   taken ownership of.
* Creates a new pad template with a name according to the given template
* and with the given arguments. This functions takes ownership of the provided
* caps, so be sure to not use them afterwards.
* Returns: (transfer full): a new #GstPadTemplate.
GstPadTemplate *
gst_pad_template_new (const gchar * name_template,
 GstPadDirection direction, GstPadPresence presence, GstCaps * caps)
{
GstPadTemplate *new;
```

```
g_return_val_if_fail (name_template != NULL, NULL);
g_return_val_if_fail (caps != NULL, NULL);
g_return_val_if_fail (direction == GST_PAD_SRC
   || direction == GST_PAD_SINK, NULL);
g_return_val_if_fail (presence == GST_PAD_ALWAYS
   || presence == GST_PAD_SOMETIMES || presence == GST_PAD_REQUEST, NULL);
if (!name_is_valid (name_template, presence)) {
 gst_caps_unref (caps);
 return NULL:
}
new = g_object_new (gst_pad_template_get_type (),
   "name", name_template, "name-template", name_template,
   "direction", direction, "presence", presence, "caps", caps, NULL);
gst_caps_unref (caps);
return new;
}
* gst_static_pad_template_get_caps:
* @templ: a #GstStaticPadTemplate to get capabilities of.
* Gets the capabilities of the static pad template.
* Returns: (transfer full): the #GstCaps of the static pad template.
* Unref after usage. Since the core holds an additional
* ref to the returned caps, use gst_caps_make_writable()
* on the returned caps to modify it.
*/
GstCaps *
gst_static_pad_template_get_caps (GstStaticPadTemplate * templ)
g_return_val_if_fail (templ, NULL);
return (GstCaps *) gst_static_caps_get (&templ->static_caps);
* gst_pad_template_get_caps:
* @templ: a #GstPadTemplate to get capabilities of.
* Gets the capabilities of the pad template.
* Returns: (transfer none): the #GstCaps of the pad template. If you need to
   keep a reference to the caps, take a ref (see gst_caps_ref ()).
```

```
*/
GstCaps *
gst_pad_template_get_caps (GstPadTemplate * templ)
g_return_val_if_fail (GST_IS_PAD_TEMPLATE (templ), NULL);
return GST PAD TEMPLATE CAPS (templ);
}
/**
* gst_pad_template_pad_created:
* @templ: a #GstPadTemplate that has been created
* @pad: the #GstPad that created it
* Emit the pad-created signal for this template when created by this pad.
*/
void
gst_pad_template_pad_created (GstPadTemplate * templ, GstPad * pad)
g_signal_emit (templ, gst_pad_template_signals[TEMPL_PAD_CREATED], 0, pad);
static void
gst_pad_template_set_property (GObject * object, guint prop_id,
 const GValue * value, GParamSpec * pspec)
/* these properties are all construct-only */
switch (prop_id) {
 case PROP_NAME_TEMPLATE:
  GST_PAD_TEMPLATE_NAME_TEMPLATE (object) = g_value_dup_string (value);
  break:
 case PROP_DIRECTION:
  GST_PAD_TEMPLATE_DIRECTION (object) =
     (GstPadDirection) g_value_get_enum (value);
  break;
 case PROP PRESENCE:
  GST_PAD_TEMPLATE_PRESENCE (object) =
     (GstPadPresence) g_value_get_enum (value);
  break;
 case PROP_CAPS:
  /* allow caps == NULL for backwards compatibility (ie. g_object_new()
   * called without any of the new properties) (FIXME 0.11) */
  if (g_value_get_boxed (value) != NULL) {
   GST_PAD_TEMPLATE_CAPS (object) =
      gst_caps_copy (g_value_get_boxed (value));
  }
  break;
 default:
```

```
G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
  break:
}
}
static void
gst_pad_template_get_property (GObject * object, guint prop_id, GValue * value,
 GParamSpec * pspec)
/* these properties are all construct-only */
switch (prop_id) {
 case PROP_NAME_TEMPLATE:
  g_value_set_string (value, GST_PAD_TEMPLATE_NAME_TEMPLATE (object));
  break;
 case PROP_DIRECTION:
  g_value_set_enum (value, GST_PAD_TEMPLATE_DIRECTION (object));
  break;
 case PROP PRESENCE:
  g_value_set_enum (value, GST_PAD_TEMPLATE_PRESENCE (object));
  break;
 case PROP CAPS:
  g_value_set_boxed (value, GST_PAD_TEMPLATE_CAPS (object));
  break;
 default:
  G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
  break:
}
* Check: a unit test framework for C
* Copyright (C) 2001,2002 Arien Malec
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* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/
```

```
#define CHECK_IMPL_H
/* This header should be included by any module that needs
 to know the implementation details of the check structures
 Include stdio.h & list.h before this header
typedef struct TF {
TFun fn;
int loop_start;
int loop_end;
const char *name;
int signal;
unsigned char allowed_exit_value;
} TF;
struct Suite {
const char *name;
List *tclst; /* List of test cases */
};
typedef struct Fixture
int ischecked;
SFun fun;
} Fixture;
struct TCase {
const char *name;
int timeout;
List *tflst; /* list of test functions */
List *unch_sflst;
List *unch_tflst;
List *ch_sflst;
List *ch_tflst;
};
typedef struct TestStats {
int n_checked;
int n_failed;
int n_errors;
} TestStats;
struct TestResult {
enum test_result rtype; /* Type of result */
enum ck_result_ctx ctx; /* When the result occurred */
```

#ifndef CHECK_IMPL_H

```
char *file; /* File where the test occured */
int line:
          /* Line number where the test occurred */
int iter; /* The iteration value for looping tests */
const char *tcname; /* Test case that generated the result */
const char *tname; /* Test that generated the result */
char *msg; /* Failure message */
};
TestResult *tr_create(void);
void tr reset(TestResult *tr);
enum cl_event {
CLINITLOG_SR,
CLENDLOG_SR,
CLSTART_SR,
CLSTART_S,
CLEND_SR,
CLEND S,
CLSTART_T, /* A test case is about to run */
CLEND_T
};
typedef void (*LFun) (SRunner *, FILE*, enum print_output,
    void *, enum cl_event);
typedef struct Log {
FILE *lfile;
LFun lfun;
int close;
enum print_output mode;
} Log;
struct SRunner {
List *slst; /* List of Suite objects */
TestStats *stats; /* Run statistics */
List *resultlst; /* List of unit test results */
const char *log_fname; /* name of log file */
const char *xml_fname; /* name of xml output file */
List *loglst; /* list of Log objects */
enum fork_status fstat; /* controls if suites are forked or not
    NOTE: Don't use this value directly,
    instead use srunner_fork_status */
};
void set_fork_status(enum fork_status fstat);
enum fork_status cur_fork_status (void);
```

```
#endif /* CHECK_IMPL_H */
/* GStreamer
* Copyright (C) 1999,2000 Erik Walthinsen < omega@cse.ogi.edu>
            2000 Wim Taymans < wtay@chello.be>
* gstidentity.h:
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* modify it under the terms of the GNU Library General Public
* License as published by the Free Software Foundation; either
* version 2 of the License, or (at your option) any later version.
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* Library General Public License for more details.
* You should have received a copy of the GNU Library General Public
* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
#ifndef __GST_CAPSFILTER_H__
#define __GST_CAPSFILTER_H__
#include <gst/gst.h>
#include <gst/base/gstbasetransform.h>
G BEGIN DECLS
\hbox{\tt\#define GST\_TYPE\_CAPSFILTER} \setminus
(gst_capsfilter_get_type())
#define GST_CAPSFILTER(obj) \
(G_TYPE_CHECK_INSTANCE_CAST((obj),GST_TYPE_CAPSFILTER,GstCapsFilter))
#define GST_CAPSFILTER_CLASS(klass) \
(G_TYPE_CHECK_CLASS_CAST((klass),GST_TYPE_CAPSFILTER,GstCapsFilterClass))
#define GST_IS_CAPSFILTER(obj) \
(G_TYPE_CHECK_INSTANCE_TYPE((obj),GST_TYPE_CAPSFILTER))
#define GST_IS_CAPSFILTER_CLASS(klass) \
(G\_TYPE\_CHECK\_CLASS\_TYPE((klass),GST\_TYPE\_CAPSFILTER))\\
typedef struct _GstCapsFilter GstCapsFilter;
typedef struct _GstCapsFilterClass GstCapsFilterClass;
/**
```

```
* GstCapsFilter:

* The opaque #GstCapsFilter data structure.

*/
struct _GstCapsFilter {
   GstBaseTransform trans;

   GstCaps *filter_caps;
};

struct _GstCapsFilterClass {
   GstBaseTransformClass trans_class;
};

GType gst_capsfilter_get_type (void);

G_END_DECLS

#endif /* __GST_CAPSFILTER_H__ */
```

1.24 json-cpp 0.6.0

1.25 websocketpp 0.8.0

1.25.1 Available under license:

Main Library:

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Bundled Libraries:

***** Base 64 Library (base64/base64.hpp) *****

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base64.cpp and base64.h

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Ren Nyffenegger rene.nyffenegger@adp-gmbh.ch

***** SHA1 Library (sha1/sha1.hpp) *****

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****** MD5 Library (common/md5.hpp) ******
md5.hpp is a reformulation of the md5.h and md5.c code from
http://www.opensource.apple.com/source/cups/cups-59/cups/md5.c to allow it to
function as a component of a header only library. This conversion was done by
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L. Peter Deutsch ghost@aladdin.com

***** UTF8 Validation logic (utf8_validation.hpp) ***** utf8_validation.hpp is adapted from code originally written by Bjoern Hoehrmann

bjoern@hoehrmann.de>. See http://bjoern.hoehrmann.de/utf-8/decoder/dfa/ for details.

The original license:

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 bjoern@hoehrmann.de>

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1.26 expat 2.2.10

1.26.1 Available under license:

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1.27 log4cxx 0.10.0

1.27.1 Available under license:

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<!--

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```
--><html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>log4cxx - Project License</title>
<style type="text/css" media="all">
@import url("./css/maven-base.css");
@import url("./css/maven-theme.css");
```

```
@import url("./css/site.css");
 </style>
 k rel="stylesheet" href="./css/print.css" type="text/css" media="print" />
   <meta http-equiv="Content-Type" content="text/html; charset=ISO-8859-1" />
  </head>
<body class="composite">
 <div id="banner">
         <a href="http://logging.apache.org/" id="bannerLeft">
                        <img src="images/ls-logo.jpg" alt="" />
     </a>
          <div class="clear">
   <hr/>
  </div>
 </div>
 <div id="breadcrumbs">
     <div class="xleft">
   Last Published: 2008-03-31
        <a href="http://www.apache.org/" class="externalLink">Apache</a>
        >
        <a href="http://logging.apache.org/" class="externalLink">Logging Services</a>
        >
    log4cxx
            </div>
     <div class="xright">
</div>
  <div class="clear">
   <hr/>
  </div>
```

```
<div id="leftColumn">
 <div id="navcolumn">
       <h5>Get log4cxx</h5>
   ul>
class="none">
       <a href="download.html">Download</a>
  class="none">
       <a href="changes-report.html">Changes</a>
   class="none">
    <strong>License</strong>
 <h5>About log4cxx</h5>
   class="none">
       <a href="index.html">What is log4cxx?</a>
  class="none">
       <a href="apidocs/index.html">API Documentation</a>
  class="none">
       <a href="faq.html">FAQ</a>
  <h5>Community</h5>
   <ul>
class="none">
       <a href="mail-lists.html">Mailing Lists</a>
```

</div>

```
cli class="none">
        <a href="issue-tracking.html">Issue Tracking</a>
   class="none">
        <a href="http://wiki.apache.org/logging-log4cxx" class="externalLink">Wiki</a>
   <h5>Development</h5>
    ul>
class="none">
        <a href="source-repository.html">Repository</a>
   class="expanded">
        <a href="">Building</a>
class="none">
        <a href="building/autotools.html">autotools</a>
   class="none">
        <a href="building/ant.html">Apache Ant</a>
   class="none">
        <a href="building/maven.html">Apache Maven 2</a>
   class="none">
        <a href="building/vstudio.html">Microsoft Visual Studio</a>
   class="none">
```

```
<a href="building/xcode.html">Apple Xcode</a>
    <h5>Apache</h5>
     class="none">
          <a href="http://www.apache.org" class="externalLink">Home</a>
    class="none">
          <a href="http://www.apache.org/foundation/sponsorship.html" class="externalLink">Sponsorship</a>
    class="none">
          <a href="http://www.apache.org/foundation/thanks.html" class="externalLink">Thanks</a>
    class="none">
          <a href="http://www.apachecon.com" class="externalLink">Conferences</a>
    <a href="http://maven.apache.org/" title="Built by Maven" class="poweredBy">
     <img alt="Built by Maven" src="./images/logos/maven-feather.png"></img>
   </div>
 </div>
 <div id="bodyColumn">
  <div id="contentBox">
   <div class="section"><h2>Overview</h2>
<Typically the licenses listed for the project are that of the project itself, and not of dependencies.</p>
</div>
<div class="section"><h2>Project License</h2>
<div class="section"><h3>Apache License, Version 2.0</h3>
<div class="source">
                 Apache License
              Version 2.0, January 2004
            http://www.apache.org/licenses/
```

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```
</div>
</div>
</div>
</div>
</div>
</div>
</div>
<div class="clear">
<hr/></div>
</div>
</div>
<div id="footer">
<div class="xright">&#169;
2008
```

Apache Software Foundation

```
</div>
<div class="clear">
<hr/>
</div>
</div>
</div>
</body>
</html>
```

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1.28 json-c 0.15

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1.29 libusb 1.0.24

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1.30 cyrus-sasl 2.1.27

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/** @mainpage

<h1> TinyXML </h1>

TinyXML is a simple, small, C++ XML parser that can be easily integrated into other programs.

<h2> What it does. </h2>

In brief, TinyXML parses an XML document, and builds from that a Document Object Model (DOM) that can be read, modified, and saved.

XML stands for "eXtensible Markup Language." It allows you to create your own document markups. Where HTML does a very good job of marking documents for browsers, XML allows you to define any kind of document markup, for example a document that describes a "to do" list for an organizer application. XML is a very structured and convenient format. All those random file formats created to store application data can all be replaced with XML. One parser for everything.

The best place for the complete, correct, and quite frankly hard to read spec is at http://www.w3.org/TR/2004/REC-xml-20040204/. An intro to XML (that I really like) can be found at http://skew.org/xml/tutorial.

There are different ways to access and interact with XML data. TinyXML uses a Document Object Model (DOM), meaning the XML data is parsed into a C++ objects that can be browsed and manipulated, and then written to disk or another output stream. You can also construct an XML document from scratch with C++ objects and write this to disk or another output stream.

TinyXML is designed to be easy and fast to learn. It is two headers and four cpp files. Simply add these to your project and off you go. There is an example file - xmltest.cpp - to get you started.

TinyXML is released under the ZLib license, so you can use it in open source or commercial code. The details of the license are at the top of every source file.

TinyXML attempts to be a flexible parser, but with truly correct and compliant XML output. TinyXML should compile on any reasonably C++

compliant system. It does not rely on exceptions or RTTI. It can be compiled with or without STL support. TinyXML fully supports the UTF-8 encoding, and the first 64k character entities.

<h2> What it doesn't do. </h2>

TinyXML doesn't parse or use DTDs (Document Type Definitions) or XSLs (eXtensible Stylesheet Language.) There are other parsers out there (check out www.sourceforge.org, search for XML) that are much more fully featured. But they are also much bigger, take longer to set up in your project, have a higher learning curve, and often have a more restrictive license. If you are working with browsers or have more complete XML needs, TinyXML is not the parser for you.

The following DTD syntax will not parse at this time in TinyXML:

```
@verbatim
<!DOCTYPE Archiv [
  <!ELEMENT Comment (#PCDATA)>
]>
@endverbatim
```

because TinyXML sees this as a !DOCTYPE node with an illegally embedded !ELEMENT node. This may be addressed in the future.

```
<h2> Tutorials. </h2>
```

For the impatient, here is a tutorial to get you going. A great way to get started, but it is worth your time to read this (very short) manual completely.

- @subpage tutorial0

```
<h2> Code Status. </h2>
```

TinyXML is mature, tested code. It is very stable. If you find bugs, please file a bug report on the sourceforge web site (www.sourceforge.net/projects/tinyxml). We'll get them straightened out as soon as possible.

There are some areas of improvement; please check sourceforge if you are interested in working on TinyXML.

```
<h2> Related Projects </h2>
```

TinyXML projects you may find useful! (Descriptions provided by the projects.)

- TinyXPath (http://tinyxpath.sourceforge.net). TinyXPath is a small footprint XPath syntax decoder, written in C++.
- TinyXML++ (http://code.google.com/p/ticpp/). TinyXML++ is a completely new interface to TinyXML that uses MANY of the C++ strengths. Templates, exceptions, and much better error handling.
- <h2> Features </h2>

<h3> Using STL </h3>

TinyXML can be compiled to use or not use STL. When using STL, TinyXML uses the std::string class, and fully supports std::istream, std::ostream, operator<<, and operator>>. Many API methods have both 'const char*' and 'const std::string&' forms.

When STL support is compiled out, no STL files are included whatsoever. All the string classes are implemented by TinyXML itself. API methods all use the 'const char*' form for input.

Use the compile time #define:

TIXML_USE_STL

to compile one version or the other. This can be passed by the compiler, or set as the first line of "tinyxml.h".

Note: If compiling the test code in Linux, setting the environment variable TINYXML_USE_STL=YES/NO will control STL compilation. In the Windows project file, STL and non STL targets are provided. In your project, It's probably easiest to add the line "#define TIXML_USE_STL" as the first line of tinyxml.h.

<h3> UTF-8 </h3>

TinyXML supports UTF-8 allowing to manipulate XML files in any language. TinyXML also supports "legacy mode" - the encoding used before UTF-8 support and probably best described as "extended ascii".

Normally, TinyXML will try to detect the correct encoding and use it. However, by setting the value of TIXML_DEFAULT_ENCODING in the header file, TinyXML can be forced to always use one encoding.

TinyXML will assume Legacy Mode until one of the following occurs:

If the non-standard but common "UTF-8 lead bytes" (0xef 0xbb 0xbf) begin the file or data stream, TinyXML will read it as UTF-8.
If the declaration tag is read, and it has an encoding="UTF-8", then

TinyXML will read it as UTF-8.

If the declaration tag is read, and it has no encoding specified, then TinyXML will read it as UTF-8.

If the declaration tag is read, and it has an encoding="something else", then TinyXML will read it as Legacy Mode. In legacy mode, TinyXML will work as it did before. It's not clear what that mode does exactly, but old content should keep working.Until one of the above criteria is met, TinyXML runs in Legacy Mode.

What happens if the encoding is incorrectly set or detected? TinyXML will try to read and pass through text seen as improperly encoded. You may get some strange results or mangled characters. You may want to force TinyXML to the correct mode.

You may force TinyXML to Legacy Mode by using LoadFile(TIXML_ENCODING_LEGACY) or LoadFile(filename, TIXML_ENCODING_LEGACY). You may force it to use legacy mode all the time by setting TIXML_DEFAULT_ENCODING = TIXML_ENCODING_LEGACY. Likewise, you may force it to TIXML_ENCODING_UTF8 with the same technique.

For English users, using English XML, UTF-8 is the same as low-ASCII. You don't need to be aware of UTF-8 or change your code in any way. You can think of UTF-8 as a "superset" of ASCII.

UTF-8 is not a double byte format - but it is a standard encoding of Unicode!

TinyXML does not use or directly support wchar, TCHAR, or Microsoft's _UNICODE at this time.

It is common to see the term "Unicode" improperly refer to UTF-16, a wide byte encoding of unicode. This is a source of confusion.

For "high-ascii" languages - everything not English, pretty much - TinyXML can handle all languages, at the same time, as long as the XML is encoded in UTF-8. That can be a little tricky, older programs and operating systems tend to use the "default" or "traditional" code page. Many apps (and almost all modern ones) can output UTF-8, but older or stubborn (or just broken) ones still output text in the default code page.

For example, Japanese systems traditionally use SHIFT-JIS encoding. Text encoded as SHIFT-JIS can not be read by TinyXML. A good text editor can import SHIFT-JIS and then save as UTF-8.

The Skew.org link does a great job covering the encoding issue.

The test file "utf8test.xml" is an XML containing English, Spanish, Russian, and Simplified Chinese. (Hopefully they are translated correctly). The file "utf8test.gif" is a screen capture of the XML file, rendered in IE. Note that if you don't have the correct fonts (Simplified Chinese or Russian) on your system, you won't see output that matches the GIF file even if you can parse it correctly. Also note that (at least on my Windows machine) console output is in a Western code page, so that Print() or printf() cannot correctly display

the file. This is not a bug in TinyXML - just an OS issue. No data is lost or destroyed by TinyXML. The console just doesn't render UTF-8.

```
<h3> Entities </h3>
```

TinyXML recognizes the pre-defined "character entities", meaning special characters. Namely:

@verbatim

& &

< <

> >

" "

' '

@endverbatim

These are recognized when the XML document is read, and translated to there UTF-8 equivalents. For instance, text with the XML of:

@verbatim

Far & amp; Away

@endverbatim

will have the Value() of "Far & Away" when queried from the TiXmlText object, and will be written back to the XML stream/file as an ampersand. Older versions of TinyXML "preserved" character entities, but the newer versions will translate them into characters.

Additionally, any character can be specified by its Unicode code point: The syntax " " or " " are both to the non-breaking space characher.

<h3> Printing </h3>

TinyXML can print output in several different ways that all have strengths and limitations.

- Print(FILE*). Output to a std-C stream, which includes all C files as well as stdout.
- "Pretty prints", but you don't have control over printing options.
- The output is streamed directly to the FILE object, so there is no memory overhead in the TinyXML code.
- used by Print() and SaveFile()
- operator <<. Output to a c++ stream.
- Integrates with standart C++ iostreams.
- Outputs in "network printing" mode without line breaks. Good for network transmission and moving XML between C++ objects, but hard for a human to read.
- TiXmlPrinter. Output to a std::string or memory buffer.
- API is less concise
- Future printing options will be put here.

- Printing may change slightly in future versions as it is refined and expanded.

<h3> Streams </h3>

With TIXML_USE_STL on TinyXML supports C++ streams (operator <<,>>) streams as well as C (FILE*) streams. There are some differences that you may need to be aware of.

C style output:

- based on FILE*
- the Print() and SaveFile() methods

Generates formatted output, with plenty of white space, intended to be as human-readable as possible. They are very fast, and tolerant of ill formed XML documents. For example, an XML document that contains 2 root elements and 2 declarations, will still print.

C style input:

- based on FILE*
- the Parse() and LoadFile() methods

A fast, tolerant read. Use whenever you don't need the C++ streams.

C++ style output:

- based on std::ostream
- operator<<

Generates condensed output, intended for network transmission rather than readability. Depending on your system's implementation of the ostream class, these may be somewhat slower. (Or may not.) Not tolerant of ill formed XML: a document should contain the correct one root element. Additional root level elements will not be streamed out.

C++ style input:

- based on std::istream
- operator>>

Reads XML from a stream, making it useful for network transmission. The tricky part is knowing when the XML document is complete, since there will almost certainly be other data in the stream. TinyXML will assume the XML data is complete after it reads the root element. Put another way, documents that are ill-constructed with more than one root element will not read correctly. Also note that operator>> is somewhat slower than Parse, due to both implementation of the STL and limitations of TinyXML.

<h3> White space </h3>

The world simply does not agree on whether white space should be kept, or condensed. For example, pretend the '_' is a space, and look at "Hello___world". HTML, and at least some XML parsers, will interpret this as "Hello_world". They condense white space. Some XML parsers do not, and will leave it as "Hello___world". (Remember

```
to keep pretending the _ is a space.) Others suggest that __Hello___world__ should become
Hello___world.
It's an issue that hasn't been resolved to my satisfaction. TinyXML supports the
first 2 approaches. Call TiXmlBase::SetCondenseWhiteSpace( bool ) to set the desired behavior.
The default is to condense white space.
If you change the default, you should call TiXmlBase::SetCondenseWhiteSpace( bool )
before making any calls to Parse XML data, and I don't recommend changing it after
it has been set.
<h3> Handles </h3>
Where browsing an XML document in a robust way, it is important to check
for null returns from method calls. An error safe implementation can
generate a lot of code like:
@verbatim
TiXmlElement* root = document.FirstChildElement( "Document" );
TiXmlElement* element = root->FirstChildElement( "Element" );
if (element)
 TiXmlElement* child = element->FirstChildElement( "Child" );
 TiXmlElement* child2 = child->NextSiblingElement( "Child" );
 if (child2)
 {
  // Finally do something useful.
@endverbatim
Handles have been introduced to clean this up. Using the TiXmlHandle class,
the previous code reduces to:
@verbatim
TiXmlHandle docHandle( &document );
TiXmlElement* child2 = docHandle.FirstChild( "Document" ).FirstChild( "Element" ).Child( "Child", 1
).ToElement();
if (child2)
// do something useful
@endverbatim
```

Which is much easier to deal with. See TiXmlHandle for more information.

<h3> Row and Column tracking </h3>

Being able to track nodes and attributes back to their origin location in source files can be very important for some applications. Additionally, knowing where parsing errors occured in the original source can be very time saving.

TinyXML can tracks the row and column origin of all nodes and attributes in a text file. The TiXmlBase::Row() and TiXmlBase::Column() methods return the origin of the node in the source text. The correct tabs can be configured in TiXmlDocument::SetTabSize().

<h2> Using and Installing </h2>

To Compile and Run xmltest:

A Linux Makefile and a Windows Visual C++ .dsw file is provided. Simply compile and run. It will write the file demotest.xml to your disk and generate output on the screen. It also tests walking the DOM by printing out the number of nodes found using different techniques.

The Linux makefile is very generic and runs on many systems - it is currently tested on mingw and

MacOSX. You do not need to run 'make depend'. The dependecies have been hard coded.

<h3>Windows project file for VC6</h3>

tinyxml: tinyxml library, non-STL
tinyxmlSTL: tinyxml library, STL
tinyxmlTest: test app, non-STL
tinyXmlTestSTL: test app, STL

<h3>Makefile</h3>

At the top of the makefile you can set:

PROFILE, DEBUG, and TINYXML_USE_STL. Details (such that they are) are in the makefile.

In the tinyxml directory, type "make clean" then "make". The executable file 'xmltest' will be created.

<h3>To Use in an Application:</h3>

Add tinyxml.cpp, tinyxml.h, tinyxmlerror.cpp, tinyxmlparser.cpp, tinystr.cpp, and tinystr.h to your project or make file. That's it! It should compile on any reasonably compliant C++ system. You do not need to enable exceptions or RTTI for TinyXML.

```
<h2> How TinyXML works. </h2>
An example is probably the best way to go. Take:
@verbatim
<?xml version="1.0" standalone=no>
<!-- Our to do list data -->
<ToDo>
 <Item priority="1"> Go to the <bold>Toy store!</bold></Item>
 <Item priority="2"> Do bills</Item>
</ToDo>
@endverbatim
Its not much of a To Do list, but it will do. To read this file
(say "demo.xml") you would create a document, and parse it in:
@verbatim
TiXmlDocument doc( "demo.xml" );
doc.LoadFile();
@endverbatim
And its ready to go. Now lets look at some lines and how they
relate to the DOM.
@verbatim
<?xml version="1.0" standalone=no>
@endverbatim
The first line is a declaration, and gets turned into the
TiXmlDeclaration class. It will be the first child of the
document node.
This is the only directive/special tag parsed by TinyXML.
Generally directive tags are stored in TiXmlUnknown so the
commands wont be lost when it is saved back to disk.
@verbatim
<!-- Our to do list data -->
@endverbatim
A comment. Will become a TiXmlComment object.
@verbatim
```

```
<ToDo>
@endverbatim
The "ToDo" tag defines a TiXmlElement object. This one does not have
any attributes, but does contain 2 other elements.
@verbatim
<Item priority="1">
@endverbatim
Creates another TiXmlElement which is a child of the "ToDo" element.
This element has 1 attribute, with the name "priority" and the value
"1".
@verbatim
Go to the
@endverbatim
A TiXmlText. This is a leaf node and cannot contain other nodes.
It is a child of the "Item" TiXmlElement.
@verbatim
<bold>
@endverbatim
Another TiXmlElement, this one a child of the "Item" element.
Etc.
Looking at the entire object tree, you end up with:
@verbatim
TiXmlDocument "demo.xml"
TiXmlDeclaration "version='1.0" "standalone=no"
TiXmlComment "Our to do list data"
TiXmlElement "ToDo"
 TiXmlElement "Item" Attributes: priority = 1
 TiXmlText "Go to the "
 TiXmlElement "bold"
  TiXmlText "Toy store!"
 TiXmlElement "Item" Attributes: priority=2
 TiXmlText "Do bills"
@endverbatim
<h2> Documentation </h2>
```

Open Source Used In Cisco Jabber for Mac 14.0 208

configuration file.

The documentation is build with Doxygen, using the 'dox'

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<h2> References </h2>

The World Wide Web Consortium is the definitive standard body for XML, and their web pages contain huge amounts of information.

The definitive spec: http://www.w3.org/TR/2004/REC-xml-20040204/

I also recommend "XML Pocket Reference" by Robert Eckstein and published by OReilly...the book that got the whole thing started.

<h2> Contributors, Contacts, and a Brief History </h2>

Thanks very much to everyone who sends suggestions, bugs, ideas, and encouragement. It all helps, and makes this project fun. A special thanks to the contributors on the web pages that keep it lively.

So many people have sent in bugs and ideas, that rather than list here we try to give credit due in the "changes.txt" file.

TinyXML was originally written by Lee Thomason. (Often the "I" still in the documentation.) Lee reviews changes and releases new versions, with the help of Yves Berquin, Andrew Ellerton, and the tinyXml community.

We appreciate your suggestions, and would love to know if you use TinyXML. Hopefully you will enjoy it and find it useful. Please post questions, comments, file bugs, or contact us at:

www.sourceforge.net/projects/tinyxml

Lee Thomason, Yves Berquin, Andrew Ellerton

Found in path(s):

*/opt/cola/permits/1112640082_1607124271.68/0/tinyxml-2-6-2-1-tar-gz/tinyxml/readme.txt

1.32 openssl 1.1.1i

1.32.1 Available under license:

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1.33 glib 2.64.2-1

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1.35 log4cplus 2.0.4

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1.40 tidy 5.7.16

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HTML Tidy

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