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TC Software

NOVEMBER 2010

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For Cisco TelePresence System products using TC software
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- Codec EX Series:
  - Cisco TelePresence EX90
- Codec C Series:
  - Cisco TelePresence Codec C40
  - Cisco TelePresence Codec C60
  - Cisco TelePresence Codec C90
- Profile series, using Codec C Series:
  - Cisco TelePresence Profile 42"
  - Cisco TelePresence Profile 52"
  - Cisco TelePresence Profile 52" Dual
  - Cisco TelePresence Profile 65"
  - Cisco TelePresence Profile 65" Dual

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- Video conference room primer
- Video conference room acoustics guidelines
- Getting started guide for the TelePresence systems
- User guide for the TelePresence systems
- Administrator guides for the TelePresence systems
- Camera user guide for the PrecisionHD cameras
- API reference guides for the Codec C Series
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Chapter 1

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- TO DO  Plans for future IJG releases.

Other documentation files in the distribution are:

- User documentation.

**DOCUMENTATION ROADMAP**

- install.doc  How to configure and install the IJG software.
- usage.doc  Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
- *.1  Unix-style man pages for programs (same info as usage.doc).
- wizard.doc  Advanced usage instructions for JPEG wizards only.
- change.log  Version-to-version change highlights.
- Programmer and internal documentation:
  - libjpeg.doc  How to use the JPEG library in your own programs.
  - example.c  Sample code for calling the JPEG library.
  - structure.doc  Overview of the JPEG library's internal structure.
  - filelist.doc  Road map of IJG files.
  - coderules.doc  Coding style rules --- please read if you contribute code.

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

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

OVERVIEW

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standard compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes, drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES.

We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

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

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

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

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

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

We are required to state that

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REFERENCES

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

The best short technical introduction to the JPEG compression algorithm is


(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a Postscript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/networks/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

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

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

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

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

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

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

A Postscript version of this document is available by FTP at ftp://ftp.uu.net/networks/jpeg/jiff.ps.gz. There is also a plain text version at ftp://ftp.uu.net/networks/jpeg/jiff.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/networks/jpeg/tiff彗星.ps.gz. There is also a plain text version at ftp://ftp.uu.net/networks/jpeg/tiff彗星.txt.gz, but it is missing the figures. 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 (TIF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp://ftp.sgi.com/networks/jpeg/tiff彗星.ps.gz. The JPEG design is included in the TIFF 6.0 spec which can be obtained by FTP from ftp://ftp.uu.net/networks/jpeg/). It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design.

Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/networks/jpeg/tiff.

ARCHIVE LOCATIONS

The "official" archive site for this software is ftp://ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory networks/jpeg. This particular version will be archived as ftp://ftp.uu.net/networks/jpeg/jpegsrc.vbb.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet,uu.net for information on
Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors “filled in the blanks” on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

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

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF; in the sense that most JPEG decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

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

TO DO

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

As always, speeding things up is of great interest. Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

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

RELATED SOFTWARE

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

If you are on a Unix machine, we highly recommend Jef Poskanzer’s free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/

Unfortunately PBMPLUS/NetPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

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

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send usenet/news.answers/jpeg-faq/part1
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A "png_get_copyright" function is available, for convenient use in "about" boxes and the like:
printf("%s",png_get_copyright(NULL));
Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg (88x31) and "pngnow.png" (98x31).
Libpng is OSI Certified Open Source Software. OSI Certified is a
Y2K compliance in libpng:
November 15, 2006
Since the PNG Development group is an ad-hoc body, we can't make an official declaration.
This is your unofficial assurance that libpng from version 0.71 and upward through 1.2.13 are Y2K compliant. It is my belief that earlier versions were also Y2K compliant.
Libpng only has three year fields. One is a 2-byte unsigned integer that will hold years up to 65535. The other two hold the date in text format, and will hold years up to 9999.
The integer is
`png_uint_16 year` in `png_time_struct`.
The strings are
`png_charp time_buffer` in `png_struct` and
`near_time_buffer`, which is a local character string in `png.c`.
There are seven time-related functions:
- `png_convert_from_rfc_1123` in `png.c` (formerly `png_convert_from/rfc_1152`) in error)
- `png_convert_from_struct_tm` in `pngwrite.c`, called in `pngwrite.c`
- `png_convert_from_time_t` in `pngwrite.c`
- `png_get_tIME` in `pngget.c`
- `png_handle_tIME` in `pngrutil.c`, called in `pngread.c`
- `png_set_tIME` in `pngrutil.c`
- `png_write_tIME` in `pngrutil.c`, called in `pngwrite.c`  

All handle dates properly in a Y2K environment. The `png_convert_from_time_t` function calls `gmtime()` to convert from system clock time, which returns `year - 1900`, which we properly convert to the full 4-digit year. There is a possibility that applications using libpng are not passing 4-digit years into the `png_convert_from_rfc_1123` function, or that they are incorrectly passing only a 2-digit year instead of “year - 1900” into the `png_convert_from_struct_tm` function, but this is not under our control. The libpng documentation has always stated that it works with 4-digit years, and the APIs have been documented as such.
The `tIME` chunk itself is also Y2K compliant. It uses a 2-byte unsigned integer to hold the year, and can hold years as large as 65535.

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ntp

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2. [2]Bernd Altmeier <altmeier@atsoft.de> hopf Elektronik serial line and PCI-bus devices

[5] Michael Barone <michael.barone@tti.com> GSPVME fixes

[6] Jean-Francois Boudreault <Jean-Francois.Boudreault@viagenie.qc.ca> IPv6 support

[7] Karl Berry <karl@owl.HQ.ileaf.com> syslog to file option

[8] Greg Brackley <greg.brackley@bigfoot.com> Major rework of WINNT port. Clean up recvbuf and ioscnd code into separate modules.

[9] Marc Brett <Marc.Brett@westgeo.com> Magnavox GPS clock driver

[10] Pietro Brooks <pbrooks@cl.cam.ac.uk> MSF clock driver, Trimbles PARSE support

[11] Reg Clemens <reg@dwf.com> Oncore driver (Current maintainer)

[12] Steve Ciff <ciff@ml.csiro.au> OMEGA clock driver

[13] Casey Crellin <casey@tcs.com.co> vxWorks (Tornado) port and help with target configuration

[14] Sven Dietrich <sven_dietrich@trimble.com> Palisade reference clock driver, NT adj. residuals, integrated Greg’s Winnt port.

[15] John A. Dundas III <jdundas@salt.pj.nasa.gov> Apple/AUX port

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[24] Hans Lambert <hans.lambert@lnl.org> foundation code for Version 3 as specified in RFC-1305

[25] Craig Leres <cleres@ee.lbl.gov> 4.4BSD port, ppsclock, Magnavox GPS clock driver

[26] Craig Leres <cleres@ee.lbl.gov> 4.4BSD port, ppsclock, Magnavox GPS clock driver

[27] Frank Kardel <kardel(at)ntp(dot)org> PARSE (GENERICT) driver (14 reference clocks), STREAMS modules for PARSE, support scripts, syslog cleanup, dynamic interface handling

[28] William L. Jones <jones@hermes.chpc.utexas.edu> RS/6000 AIX modifications, HPUX modifications

[29] Dave Katz <dkatz@cisco.com> RS/6000 AIX port

[30] Craig Leres <cleres@ee.lbl.gov> 4.4BSD port, ppsclock, Magnavox GPS clock driver

[31] George Lindholm <lindholm@ucs.ucsc.ca> SunOS 5.1 port

[32] Louis A. Mamakos <louie@nri.umd.edu> MD5-based authentication

[33] Lars H. Mathiesen <thorinn@diku.dk> adaptation of foundation code for Version 3 as specified in RFC-1305

[34] David L. Mills <dml@udel.edu> Version 4 foundation: clock discipline, authentication, precision kernel; clock drivers: Spectracom, Austron, Arbiter, Heath, ATOM, KSI/Odetics; audio clock drivers: CHU, WWV, IRIG

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[52] [44] Jack Sasportas <jack@internet.com> Saved a Lot of space on the stuff in the html/pic/ subdirectory

[53] Dave Hart <davehart@davehart.com> General maintenance, Windows port interpolation rewrite.

[54] Michael Barone <michaelbarone@lmco.com> DEC Alpha port

[55] John Hay <jhay@icomtek.csir.co.za> IPv6 support and testing

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A HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cni.ristov.us) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not...
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timezone-8.3
@(#)README  8.3
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“What time is it?” -- Richard Deacon as The King

“Any time you want it to be.” -- Frank Baxter as The Scientist (from the Bell System film “About Time”)

The 1989 update of the time zone package featured
* POSIXization (including interpretation of POSIX-style TZ environment variables, provided by Guy Harris).
* ANSIfication (including versions of “mktime” and “difftime”).
* SVIDulation (an “altzone” variable)
* MACHination (the “gtmtime” function)
* corrections to some time zone data (including corrections to the rules for Great Britain and New Zealand)
* reference data from the United States Naval Observatory for folks who want to do additional time zones
* and the 1989 data for Saudi Arabia.

(Since this code will be treated as “part of the implementation” in some places and as “part of the application” in others, there’s no good way to name functions, such as timegm, that are not part of the proposed ANSI C standard; such functions have kept their old, underscore-free names in this update.)

And the “dysize” function has disappeared; it was present to allow compilation of the “date” command on old BSD systems, and a version of “date” is now provided in the package. The “date” command is not created when you “make all” since it may lack options provided by the version distributed with your operating system, or may not interact with the system in the same way the native version does.
Since POSIX frowns on correct leap second handling, the default behavior of the “zic” command (in the absence of a “-L” option) has been changed to omit leap second information from its output files.

Here is a recipe for acquiring, building, and testing the tz distribution on a GNU/Linux or similar host:

```
mkdir tz

cd tz

gzip -dc tzcode*.tar.gz | tar -xf -
gzip -dc tndata*.tar.gz | tar -xf -
```

Be sure to read the comments in “Makefile” and make any changes needed to make things right for your system, especially if you are using some platform other than GNU/Linux. Then run the following commands, substituting your desired installation directory for “$HOME/tzdir”:

```
make TOPDIR=$HOME/tzdir install
```

NOTE: This copyright does “not” cover the so-called “standalone” applications that use U-Boot services by means of the jump table provided by U-Boot exactly for this purpose - this is merely considered normal use of U-Boot, and does “not” fall under the heading of “derived work”.

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```
-- Wolfgang Denk
```

U-Boot 2009.03, GPLv2 with additions

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ZLib-1.2.5
zlib-1.2.5
-----------------------------------------------
zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.5, April 19th, 2010
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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://www.ietf.org/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format), and rfc1952.txt (gzip format).
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