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In your requests please include the following reference number 78EE117C99-1022151912

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- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
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1.5 regexp 2.7.2

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analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
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    analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
    analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
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    analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
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1.18 derby 10.14.2.0

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- analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
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    analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
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    analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
    analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
    analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
    analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
    analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
    analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
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1.19 tomcat-i18n-fr 9.0.24

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* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on a
* 32-bit x86 architecture.
*/

Found in path(s):
/*
 * transupp.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
 * libjpeg-turbo Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains image transformation routines and other utility code
 * used by the jpegtran sample application. These are NOT part of the core
 * JPEG library. But we keep these routines separate from jpegtran.c to
 * ease the task of maintaining jpegtran-like programs that have other user
 * interfaces.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/transupp.c
No license file was found, but licenses were detected in source scan.

/*
 * jsimd_none.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011, 2014 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains stubs for when there is no SIMD support available.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jsimd_none.c
No license file was found, but licenses were detected in source scan.

/*
 * MD5C.C - RSA Data Security, Inc., MD5 message-digest algorithm
 *
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 * rights reserved.
 */
* License to copy and use this software is granted provided that it
* is identified as the "RSA Data Security, Inc. MD5 Message-Digest
* Algorithm" in all material mentioning or referencing this software
* or this function.
*
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*
* RSA Data Security, Inc. makes no representations concerning either
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* without express or implied warranty of any kind.
*
* These notices must be retained in any copies of any part of this
* documentation and/or software.
*
* This code is the same as the code published by RSA Inc. It has been
* edited for clarity and style only.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/md5/md5.c
No license file was found, but licenses were detected in source scan.

/*
 * jdatasrc.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * libjpeg-turbo Modifications:
 * Copyright (C) 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different source manager.
 * IMPORTANT: we assume that fread() will correctly transcribe an array of
 * JOCETEs from 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */

Found in path(s):
*/
* jcmarker.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2010 by Guido Vollbeding.
* libjpeg-turbo Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write JPEG datastream markers.
*/

Found in path(s):
*/
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
1.4.1/jcmarker.c
*/

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

*/
* jinclude.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1994, Thomas G. Lane.
* It was modified by The libjpeg-turbo Project to include only code relevant
* to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
*
* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)
*
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/

Found in path(s):
*/
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
1.4.1/jinclude.h
*/

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

*/

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* SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
* INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
* CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
* ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
* POSSIBILITY OF SUCH DAMAGE.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/bmp.c

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

*******************************************************************************
**     Background
*******************************************************************************

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. Libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBA, XRGB, etc.), as well as a full-featured Java interface.
libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

*******************************************************************************
**     License
*******************************************************************************

Most of libjpeg-turbo inherits the non-restrictive, BSD-style license used by libjpeg (see README.) The TurboJPEG wrapper (both C and Java versions) and associated test programs bear a similar license, which is reproduced below:

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*******************************************************************************
**     Using libjpeg-turbo
*******************************************************************************

libjpeg-turbo includes two APIs that can be used to compress and decompress JPEG images:
TurboJPEG API: This API provides an easy-to-use interface for compressing and decompressing JPEG images in memory. It also provides some functionality that would not be straightforward to achieve using the underlying libjpeg API, such as generating planar YUV images and performing multiple simultaneous lossless transforms on an image. The Java interface for libjpeg-turbo is written on top of the TurboJPEG API.

libjpeg API: This is the de facto industry-standard API for compressing and decompressing JPEG images. It is more difficult to use than the TurboJPEG API but also more powerful. The libjpeg API implementation in libjpeg-turbo is both API/ABI-compatible and mathematically compatible with libjpeg v6b. It can also optionally be configured to be API/ABI-compatible with libjpeg v7 and v8 (see below.)

There is no significant performance advantage to either API when both are used to perform similar operations.

=====================  
Colorsace Extensions  
=====================

libjpeg-turbo includes extensions that allow JPEG images to be compressed directly from (and decompressed directly to) buffers that use BGR, BGRX, RGBX, XBGR, and XRGB pixel ordering. This is implemented with ten new colorspace constants:

- JCS_EXT_RGB /* red/green/blue */
- JCS_EXT_RGBX /* red/green/blue/x */
- JCS_EXT_BGR /* blue/green/red */
- JCS_EXT_BGRX /* blue/green/red/x */
- JCS_EXT_XBGR /* x/blue/green/red */
- JCS_EXT_XRGB /* x/red/green/blue */
- JCS_EXT_RGBA /* red/green/blue/alpha */
- JCS_EXT_BGRA /* blue/green/red/alpha */
- JCS_EXT_ABGR /* alpha/blue/green/red */
- JCS_EXT_ARGB /* alpha/red/green/blue */

Setting cinfo.in_color_space (compression) or cinfo.out_color_space (decompression) to one of these values will cause libjpeg-turbo to read the red, green, and blue values from (or write them to) the appropriate position in the pixel when compressing from/decompressing to an RGB buffer.

Your application can check for the existence of these extensions at compile time with:

```c
#ifdef JCS_EXTENSIONS
```

At run time, attempting to use these extensions with a libjpeg implementation...
that does not support them will result in a "Bogus input colorspace" error. Applications can trap this error in order to test whether run-time support is available for the colorspace extensions.

When using the RGBX, BGRX, XBGR, and XRGB colorspaces during decompression, the X byte is undefined, and in order to ensure the best performance, libjpeg-turbo can set that byte to whatever value it wishes. If an application expects the X byte to be used as an alpha channel, then it should specify JCS_EXT_RGBA, JCS_EXT_BGRA, JCS_EXT_ABGR, or JCS_EXT_ARGB. When these colorspace constants are used, the X byte is guaranteed to be 0xFF, which is interpreted as opaque.

Your application can check for the existence of the alpha channel colorspace extensions at compile time with:

```c
#ifdef JCS_ALPHA_EXTENSIONS
```

jctest.c, located in the libjpeg-turbo source tree, demonstrates how to check for the existence of the colorspace extensions at compile time and run time.

```c
libjpeg v7 and v8 API/ABI Emulation
```

With libjpeg v7 and v8, new features were added that necessitated extending the compression and decompression structures. Unfortunately, due to the exposed nature of those structures, extending them also necessitated breaking backward ABI compatibility with previous libjpeg releases. Thus, programs that were built to use libjpeg v7 or v8 did not work with libjpeg-turbo, since it is based on the libjpeg v6b code base. Although libjpeg v7 and v8 are not as widely used as v6b, enough programs (including a few Linux distros) made the switch that there was a demand to emulate the libjpeg v7 and v8 ABIs in libjpeg-turbo. It should be noted, however, that this feature was added primarily so that applications that had already been compiled to use libjpeg v7+ could take advantage of accelerated baseline JPEG encoding/decoding without recompiling. libjpeg-turbo does not claim to support all of the libjpeg v7+ features, nor to produce identical output to libjpeg v7+ in all cases (see below.)

By passing an argument of --with-jpeg7 or --with-jpeg8 to configure, or an argument of -DWITH_JPEG7=1 or -DWITH_JPEG8=1 to cmake, you can build a version of libjpeg-turbo that emulates the libjpeg v7 or v8 ABI, so that programs that are built against libjpeg v7 or v8 can be run with libjpeg-turbo. The following section describes which libjpeg v7+ features are supported and which aren't.

Support for libjpeg v7 and v8 Features:
Fully supported:

-- libjpeg: IDCT scaling extensions in decompressor
libjpeg-turbo supports IDCT scaling with scaling factors of 1/8, 1/4, 3/8, 1/2, 5/8, 3/4, 7/8, 9/8, 5/4, 11/8, 3/2, 13/8, 7/4, 15/8, and 2/1 (only 1/4 and 1/2 are SIMD-accelerated.)

-- libjpeg: arithmetic coding

-- libjpeg: In-memory source and destination managers
    See notes below.

-- cjpeg: Separate quality settings for luminance and chrominance
    Note that the libjpeg v7+ API was extended to accommodate this feature only for convenience purposes. It has always been possible to implement this feature with libjpeg v6b (see rdswitch.c for an example.)

-- cjpeg: 32-bit BMP support

-- cjpeg: -rgb option

-- jpegtran: lossless cropping

-- jpegtran: -perfect option

-- jpegtran: forcing width/height when performing lossless crop

-- rdjpgcom: -raw option

-- rdjpgcom: locale awareness

Not supported:

NOTE: As of this writing, extensive research has been conducted into the usefulness of DCT scaling as a means of data reduction and SmartScale as a means of quality improvement. The reader is invited to peruse the research at http://www.libjpeg-turbo.org/About/SmartScale and draw his/her own conclusions, but it is the general belief of our project that these features have not demonstrated sufficient usefulness to justify inclusion in libjpeg-turbo.

-- libjpeg: DCT scaling in compressor
cinfo.scale_num and cinfo.scale_denom are silently ignored.
There is no technical reason why DCT scaling could not be supported when emulating the libjpeg v7+ API/ABI, but without the SmartScale extension (see below), only scaling factors of 1/2, 8/15, 4/7, 8/13, 2/3, 8/11, 4/5, and 8/9 would be available, which is of limited usefulness.
-- libjpeg: SmartScale
     cinfo.block_size is silently ignored.
     SmartScale is an extension to the JPEG format that allows for DCT block
     sizes other than 8x8. Providing support for this new format would be
     feasible (particularly without full acceleration.) However, until/unless
     the format becomes either an official industry standard or, at minimum, an
     accepted solution in the community, we are hesitant to implement it, as
     there is no sense of whether or how it might change in the future. It is
     our belief that SmartScale has not demonstrated sufficient usefulness as a
     lossless format nor as a means of quality enhancement, and thus, our primary
     interest in providing this feature would be as a means of supporting
     additional DCT scaling factors.

-- libjpeg: Fancy downsampling in compressor
     cinfo.do_fancy_downsampling is silently ignored.
     This requires the DCT scaling feature, which is not supported.

-- jpegtran: Scaling
     This requires both the DCT scaling and SmartScale features, which are not
     supported.

-- Lossless RGB JPEG files
     This requires the SmartScale feature, which is not supported.

What About libjpeg v9?
-----------------------
libjpeg v9 introduced yet another field to the JPEG compression structure
(color_transform), thus making the ABI backward incompatible with that of
libjpeg v8. This new field was introduced solely for the purpose of supporting
lossless SmartScale encoding. Further, there was actually no reason to extend
the API in this manner, as the color transform could have just as easily been
activated by way of a new JPEG colorspace constant, thus preserving backward
ABI compatibility.

Our research (see link above) has shown that lossless SmartScale does not
generally accomplish anything that can't already be accomplished better with
existing, standard lossless formats. Thus, at this time, it is our belief that
there is not sufficient technical justification for software to upgrade from
libjpeg v8 to libjpeg v9, and therefore, not sufficient technical justification
for us to emulate the libjpeg v9 ABI.

================================================================================
In-Memory Source/Destination Managers
================================================================================

By default, libjpeg-turbo 1.3 and later includes the jpeg_mem_src() and
jpeg_mem_dest() functions, even when not emulating the libjpeg v8 API/ABI.
Previously, it was necessary to build libjpeg-turbo from source with libjpeg v8 API/ABI emulation in order to use the in-memory source/destination managers, but several projects requested that those functions be included when emulating the libjpeg v6b API/ABI as well. This allows the use of those functions by programs that need them without breaking ABI compatibility for programs that don't, and it allows those functions to be provided in the “official” libjpeg-turbo binaries.

Those who are concerned about maintaining strict conformance with the libjpeg v6b or v7 API can pass an argument of --without-mem-srcdst to configure or an argument of -DWITH_MEM_SRCDST=0 to CMake prior to building libjpeg-turbo. This will restore the pre-1.3 behavior, in which jpeg_mem_src() and jpeg_mem_dest() are only included when emulating the libjpeg v8 API/ABI.

On Un*x systems, including the in-memory source/destination managers changes the dynamic library version from 62.0.0 to 62.1.0 if using libjpeg v6b API/ABI emulation and from 7.0.0 to 7.1.0 if using libjpeg v7 API/ABI emulation.

Note that, on most Un*x systems, the dynamic linker will not look for a function in a library until that function is actually used. Thus, if a program is built against libjpeg-turbo 1.3+ and uses jpeg_mem_src() or jpeg_mem_dest(), that program will not fail if run against an older version of libjpeg-turbo or against libjpeg v7- until the program actually tries to call jpeg_mem_src() or jpeg_mem_dest(). Such is not the case on Windows. If a program is built against the libjpeg-turbo 1.3+ DLL and uses jpeg_mem_src() or jpeg_mem_dest(), then it must use the libjpeg-turbo 1.3+ DLL at run time.

Both cjpeg and djpeg have been extended to allow testing the in-memory source/destination manager functions. See their respective man pages for more details.

*******************************************************************************
**     Mathematical Compatibility
*******************************************************************************

For the most part, libjpeg-turbo should produce identical output to libjpeg v6b. The one exception to this is when using the floating point DCT/IDCT, in which case the outputs of libjpeg v6b and libjpeg-turbo can differ for the following reasons:

-- The SSE/SSE2 floating point DCT implementation in libjpeg-turbo is ever so slightly more accurate than the implementation in libjpeg v6b, but not by any amount perceptible to human vision (generally in the range of 0.01 to 0.08 dB gain in PNSR.)
-- When not using the SIMD extensions, libjpeg-turbo uses the more accurate (and slightly faster) floating point IDCT algorithm introduced in libjpeg v8a as opposed to the algorithm used in libjpeg v6b. It should be noted,
however, that this algorithm basically brings the accuracy of the floating point IDCT in line with the accuracy of the slow integer IDCT. The floating point DCT/IDCT algorithms are mainly a legacy feature, and they do not produce significantly more accuracy than the slow integer algorithms (to put numbers on this, the typical difference in PNSR between the two algorithms is less than 0.10 dB, whereas changing the quality level by 1 in the upper range of the quality scale is typically more like a 1.0 dB difference.)

-- If the floating point algorithms in libjpeg-turbo are not implemented using SIMD instructions on a particular platform, then the accuracy of the floating point DCT/IDCT can depend on the compiler settings.

While libjpeg-turbo does emulate the libjpeg v8 API/ABI, under the hood, it is still using the same algorithms as libjpeg v6b, so there are several specific cases in which libjpeg-turbo cannot be expected to produce the same output as libjpeg v8:

-- When decompressing using scaling factors of 1/2 and 1/4, because libjpeg v8 implements those scaling algorithms differently than libjpeg v6b does, and libjpeg-turbo's SIMD extensions are based on the libjpeg v6b behavior.

-- When using chrominance subsampling, because libjpeg v8 implements this with its DCT/IDCT scaling algorithms rather than with a separate downsampling/upsampling algorithm. In our testing, the subsampled/upsampled output of libjpeg v8 is less accurate than that of libjpeg v6b for this reason.

-- When decompressing using a scaling factor > 1 and merged (AKA "non-fancy" or "non-smooth") chrominance upsampling, because libjpeg v8 does not support merged upsampling with scaling factors > 1.

**********************************************************************************
**     Performance Pitfalls
**********************************************************************************

==============
Restart Markers
==============

The optimized Huffman decoder in libjpeg-turbo does not handle restart markers in a way that makes the rest of the libjpeg infrastructure happy, so it is necessary to use the slow Huffman decoder when decompressing a JPEG image that has restart markers. This can cause the decompression performance to drop by as much as 20%, but the performance will still be much greater than that of libjpeg. Many consumer packages, such as PhotoShop, use restart markers when generating JPEG images, so images generated by those programs will experience this issue.
Fast Integer Forward DCT at High Quality Levels

The algorithm used by the SIMD-accelerated quantization function cannot produce correct results whenever the fast integer forward DCT is used along with a JPEG quality of 98-100. Thus, libjpeg-turbo must use the non-SIMD quantization function in those cases. This causes performance to drop by as much as 40%. It is therefore strongly advised that you use the slow integer forward DCT whenever encoding images with a JPEG quality of 98 or higher.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/README-turbo.txt
No license file was found, but licenses were detected in source scan.

/*
* jdmrg565.c
*
* This file was part of the Independent JPEG Group's software:
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* libjpeg-turbo Modifications:
* Copyright (C) 2013, Linaro Limited.
* Copyright (C) 2014, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains code for merged upsampling/color conversion.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jdmrg565.c
No license file was found, but licenses were detected in source scan.

/*
* rdjpgcom.c
*
* This file was part of the Independent JPEG Group's software:
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* Modified 2009 by Bill Allombert, Guido Vollbeding.
* It was modified by The libjpeg-turbo Project to include only code relevant
* to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a very simple stand-alone application that displays
* the text in COM (comment) markers in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*
/*

This file was part of the Independent JPEG Group's software:
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* libjpeg-turbo Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to process some of cjpeg's more complicated
* command-line switches. Switches processed here are:
* -qtables file Read quantization tables from text file
* -scans file Read scan script from text file
* -quality N[,N,...] Set quality ratings
* -qslots N[,N,...] Set component quantization table selectors
* -sample HxV[,HxV,...] Set component sampling factors
*/

TurboJPEG Java Wrapper
=======================

The TurboJPEG shared library can optionally be built with a Java Native
Interface wrapper, which allows the library to be loaded and used directly from
Java applications. The Java front end for this is defined in several classes
located under org/libjpegтурbo/turbojpeg. The source code for these Java
classes is licensed under a BSD-style license, so the files can be incorporated
directly into both open source and proprietary projects without restriction. A
Java archive (JAR) file containing these classes is also shipped with the
"official" distribution packages of libjpeg-turbo.

TJExample.java, which should also be located in the same directory as this
README file, demonstrates how to use the TurboJPEG Java API to compress and
decompress JPEG images in memory.

Performance Pitfalls
The TurboJPEG Java API defines several convenience methods that can allocate image buffers or instantiate classes to hold the result of compress, decompress, or transform operations. However, if you use these methods, then be mindful of the amount of new data you are creating on the heap. It may be necessary to manually invoke the garbage collector to prevent heap exhaustion or to prevent performance degradation. Background garbage collection can kill performance, particularly in a multi-threaded environment (Java pauses all threads when the GC runs.)

The TurboJPEG Java API always gives you the option of pre-allocating your own source and destination buffers, which allows you to re-use those buffers for compressing/decompressing multiple images. If the image sequence you are compressing or decompressing consists of images of the same size, then pre-allocating the buffers is recommended.

Installation Directory

The TurboJPEG Java Wrapper will look for the TurboJPEG JNI library (libturbojpeg.so, libturbojpeg.jnilib, or turbojpeg.dll) in the system library paths or in any paths specified in LD_LIBRARY_PATH (Un*x), DYLD_LIBRARY_PATH (Mac), or PATH (Windows.) Failing this, on Un*x and Mac systems, the wrapper will look for the JNI library under the library directory configured when libjpeg-turbo was built. If that library directory is /opt/libjpeg-turbo/lib32, then /opt/libjpeg-turbo/lib64 is also searched, and vice versa.

If you installed the JNI library into another directory, then you will need to pass an argument of -Djava.library.path={path_to_JNI_library} to java, or manipulate LD_LIBRARY_PATH, DYLD_LIBRARY_PATH, or PATH to include the directory containing the JNI library.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/java/README

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

/*
 * jdmarker.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * libjpeg-turbo Modifications:
 * Copyright (C) 2012, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
This file contains routines to decode JPEG datastream markers.
Most of the complexity arises from our desire to support input
suspension: if not all of the data for a marker is available,
we must exit back to the application. On resumption, we reprocess
the marker.

This file was part of the Independent JPEG Group's software:
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libjpeg-turbo Modifications:
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For conditions of distribution and use, see the accompanying README file.

This file contains application interface code for the decompression half
of the JPEG library. These are the "standard" API routines that are
used in the normal full-decompression case. They are not used by a
transcoding-only application. Note that if an application links in
jpeg_start_decompress, it will end up linking in the entire decompressor.
We thus must separate this file from jdapimin.c to avoid linking the
whole decompression library into a transcoder.

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; misrepresented as being the original software.
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;
; [TAB8]

; ==============================================================
; System-dependent configurations

ifndef WIN32    ; ----(nasm -fwin32 -DWIN32 ...)--------
; * Microsoft Visual C++
; * MinGW (Minimalist GNU for Windows)
; * CygWin
; * LCC-Win32

; -- segment definition --

ifndef __YASM_VER__
%define SEG_TEXT .text align=16
%define SEG_CONST .rdata align=16
else
%define SEG_TEXT .text align=16 public use32 class=CODE
%define SEG_CONST .rdata align=16 public use32 class=CONST
endif

eelfdef WIN64 ; ----(nasm -fwin64 -DWIN64 ...)--------
; * Microsoft Visual C++

; -- segment definition --

ifndef __YASM_VER__
%define SEG_TEXT .text align=16
%define SEG_CONST .rdata align=16
else
%define SEG_TEXT .text align=16 public use64 class=CODE
%define SEG_CONST .rdata align=16 public use64 class=CONST
endif
%define EXTN(name) name ; foo() -> foo

%elifdef OBJ32 ;----(nasm -fobj -DOBJ32 ...)--
; * Borland C++ (Win32)

; -- segment definition --
;
%define SEG_TEXT _text align=16 public use32 class=CODE
%define SEG_CONST _data align=16 public use32 class=DATA

%elifdef ELF ;----(nasm -felf[64] -DELF ...)-----
; * Linux
; * BSD family Unix using elf format
; * Unix System V, including Solaris x86, UnixWare and SCO Unix

; mark stack as non-executable
section .note.GNU-stack noalloc noexec nowrite progbits

; -- segment definition --
;
%ifdef __x86_64__
%define SEG_TEXT .text progbits align=16
%define SEG_CONST .rodata progbits align=16
%else
%define SEG_TEXT .text progbits alloc exec nowrite align=16
%define SEG_CONST .rodata progbits alloc noexec nowrite align=16
%endif

; To make the code position-independent, append -DPIC to the commandline
;
%define GOT_SYMBOL _GLOBAL_OFFSET_TABLE_ ; ELF supports PIC
%define EXTN(name) name ; foo() -> foo

%elifdef AOUT ;----(nasm -faoutb/aout -DAOUT ...)----
; * Older Linux using a.out format (nasm -f aout -DAOUT ...)
; * *BSD family Unix using a.out format (nasm -faoutb -DAOUT ...)

; -- segment definition --
;
%define SEG_TEXT .text
%define SEG_CONST .data

; To make the code position-independent, append -DPIC to the commandline
;
%define GOT_SYMBOL __GLOBAL_OFFSET_TABLE_ ; BSD-style a.out supports PIC

%elifdef MACHO ;----(nasm -fmacho -DMACHO ...)----
; * NeXTstep/OpenStep/Rhapsody/Darwin/MacOS X (Mach-O format)
The generation of position-independent code (PIC) is the default on Darwin.

```assembly
%define PIC
%define GOT_SYMBOL _MACHO_PIC_ ; Mach-O style code-relative addressing

; -- segment definition --
%define SEG_TEXT .text
%define SEG_CONST .rodata

; -- segment definition --
%define SEG_TEXT .text
%define SEG_CONST .data

; -- segment definition --
%define SEG_TEXT .text
%define SEG_CONST .data

; Common types
%ifdef __x86_64__
%define POINTER                 qword           ; general pointer type
%define SIZEOF_POINTER          SIZEOF_QWORD    ; sizeof(POINTER)
%define POINTER_BIT             QWORD_BIT       ; sizeof(POINTER)*BYTE_BIT
%else
%define POINTER                 dword           ; general pointer type
%define SIZEOF_POINTER          SIZEOF_DWORD    ; sizeof(POINTER)
%define POINTER_BIT             DWORD_BIT       ; sizeof(POINTER)*BYTE_BIT
%endif

%define INT                     dword           ; signed integer type
%define SIZEOF_INT              SIZEOF_DWORD    ; sizeof(INT)
%define INT_BIT                 DWORD_BIT       ; sizeof(INT)*BYTE_BIT

%define FP32                    dword           ; IEEE754 single
%define SIZEOF_FP32             SIZEOF_DWORD    ; sizeof(FP32)
%define FP32_BIT                DWORD_BIT       ; sizeof(FP32)*BYTE_BIT

%define MMWORD                  qword           ; int64  (MMX register)
%define SIZEOF_MMWORD           SIZEOF_QWORD    ; sizeof(MMWORD)
%define MMWORD_BIT              QWORD_BIT       ; sizeof(MMWORD)*BYTE_BIT

; NASM is buggy and doesn't properly handle operand sizes for SSE
```
; instructions, so for now we have to define XMMWORD as blank.
%define XMMWORD ; int128 (SSE register)
%define SIZEOF_XMMWORD SIZEOF_OWORD ; sizeof(XMMWORD)
%define XMMWORD_BIT OWORD_BIT ; sizeof(XMMWORD)*BYTE_BIT

; Similar hacks for when we load a dword or MMWORD into an xmm# register
%define XMM_DWORD
%define XMM_MMWORD

%define SIZEOF_BYTE 1 ; sizeof(BYTE)
%define SIZEOF_WORD 2 ; sizeof(WORD)
%define SIZEOF_DWORD 4 ; sizeof(DWORD)
%define SIZEOF_QWORD 8 ; sizeof(QWORD)
%define SIZEOF_OWORD 16 ; sizeof(OWORD)

%define BYTE_BIT 8 ; CHAR_BIT in C
%define WORD_BIT 16 ; sizeof(WORD)*BYTE_BIT
%define DWORD_BIT 32 ; sizeof(DWORD)*BYTE_BIT
%define QWORD_BIT 64 ; sizeof(QWORD)*BYTE_BIT
%define OWORD_BIT 128 ; sizeof(OWORD)*BYTE_BIT

; --------------------------------------------------------------------------
;External Symbol Name
;
%ifndef EXTN
%define EXTN(name) _ %+ name ; foo() -> _foo
%endif

; --------------------------------------------------------------------------
;Macros for position-independent code (PIC) support
;
%ifndef GOT_SYMBOL
%undef PIC
%endif

%ifdef PIC ; -------------------------------------------
%ifidn GOT_SYMBOL,_MACHO_PIC_ ; --------------------

; At present, nasm doesn't seem to support PIC generation for Mach-O.
; The PIC support code below is a little tricky.

SECTION SEG_CONST
const_base:

%define GOTOFF(got,sym) (got) + (sym) - const_base

%imacro get_GOT 1
%endmacro
%imacro movpic 2.nolist
  mov   %1,%2
%endmacro

%else  ; !PIC ------------------------------

%define GOTOFF(got,sym) (sym)

%imacro get_GOT 1.nolist
%endmacro
%imacro pushpic 1.nolist
%endmacro
%imacro poppic 1.nolist
%endmacro
%imacro movpic 2.nolist
%endmacro

%endif  ;  PIC ------------------------------

; ; Align the next instruction on {2,4,8,16,...}-byte boundary.
; "\align n,m" in GNU as
;
%define MSKLE(x,y)  (~(y) & 0xFFFF) - (x) & 0xFFFF)
%define FILLB(b,n)  (($$-(b)) & ((n)-1))

%imacro alignx 1-2.nolist 0xFFFF
%%bs:   times MSKLE(FILLB(%%bs,%1),%2) & MSKLE(16,FILLB($,%1)) & FILLB($,%1)  
      db 0x90                               ; nop
   times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/9  
      db 0x8D,0x9C,0x23,0x00,0x00,0x00,0x00,0x00 ; lea ebx,[ebx+0x00000000]
   times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/7  
      db 0x8D,0xAC,0x25,0x00,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000]
   times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/6  
      db 0x8D,0xAD,0x00,0x00,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000]
   times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/4  
      db 0x8D,0x6C,0x25,0x00 ; lea ebp,[ebp+0x00]
   times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/3  
      db 0x8D,0x6D,0x00 ; lea ebp,[ebp+0x00]
   times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/2  
      db 0x8B,0xED                    ; mov ebp,ebp
   times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/1  
      db 0x90                               ; nop
%endmacro

; ; Align the next data on {2,4,8,16,...}-byte boundary.
;
Open Source Used In Cisco BroadWorks Unified Sharing Server (USS) Release Independent  205
%imacro alignz 1.nolist
   align %1, db 0  ; filling zeros
%endmacro

%ifdef __x86_64__
%ifdef WIN64

%imacro collect_args 0
   push r12
   push r13
   push r14
   push r15
   mov r10, rcx
   mov r11, rdx
   mov r12, r8
   mov r13, r9
   mov r14, [rax+48]
   mov r15, [rax+56]
   push rsi
   push rdi
   sub     rsp, SIZEOF_XMMWORD
   movaps  XMMWORD [rsp], xmm6
   sub     rsp, SIZEOF_XMMWORD
   movaps  XMMWORD [rsp], xmm7
%endmacro

%imacro uncollect_args 0
   movaps  xmm7, XMMWORD [rsp]
   add     rsp, SIZEOF_XMMWORD
   movaps  xmm6, XMMWORD [rsp]
   add     rsp, SIZEOF_XMMWORD
   pop rdi
   pop rsi
   pop r15
   pop r14
   pop r13
   pop r12
%endmacro

%else

%imacro collect_args 0
   push r10
   push r11
   push r12
   push r13
   push r14

push r15
mov r10, rdi
mov r11, rsi
mov r12, rdx
mov r13, rcx
mov r14, r8
mov r15, r9
%endmacro

%imacro uncollect_args 0
   pop r15
   pop r14
   pop r13
   pop r12
   pop r11
   pop r10
%endmacro

%endif
%endif

; --------------------------------------------------------------------------
;  Defines picked up from the C headers
; 
%include "jsimdcfg.inc"

; --------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/simd/jsimdext.inc
No license file was found, but licenses were detected in source scan.

/*
 * rdtarga.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains routines to read input images in Targa format.
 * 
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed Targa format).
*
* Based on code contributed by Lee Daniel Crocker.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/rdtarga.c
No license file was found, but licenses were detected in source scan.

/*
 * wrrle.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code and
 * information relevant to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/wrrle.c
No license file was found, but licenses were detected in source scan.

/*
 * jdinput.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * libjpeg-turbo Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains input control logic for the JPEG decompressor.
 * These routines are concerned with controlling the decompressor's input
processing (marker reading and coefficient decoding). The actual input
reading is done in jdmarker.c, jdhuff.c, and jdphuff.c.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
1.4.1/jdinput.c
No license file was found, but licenses were detected in source scan.

/*
* jdcolext.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* libjpeg-turbo Modifications:
* Copyright (C) 2009, 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
1.4.1/jdcolext.c
No license file was found, but licenses were detected in source scan.

/*
* jcarith.c
*
* This file was part of the Independent JPEG Group's software:
* Developed 1997-2009 by Guido Vollbeding.
* It was modified by The libjpeg-turbo Project to include only code relevant
* to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
 *
* This file contains portable arithmetic entropy encoding routines for JPEG
 *
* Both sequential and progressive modes are supported in this single module.
 *
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
1.4.1/jcarith.c
No license file was found, but licenses were detected in source scan.
/*
 * jconfig.txt
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file documents the configuration options that are required to
 * customize the JPEG software for a particular system.
 *
 * The actual configuration options for a particular installation are stored
 * in jconfig.h. On many machines, jconfig.h can be generated automatically
 * or copied from one of the "canned" jconfig files that we supply. But if
 * you need to generate a jconfig.h file by hand, this file tells you how.
 *
 * DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
 * EDIT A COPY NAMED JCONFIG.H.
 */

/*
 * These symbols indicate the properties of your machine or compiler.
 * #define the symbol if yes, #undef it if no.
 */

/* Does your compiler support the declaration "unsigned char" ?
 * How about "unsigned short" ?
 */
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
 * NOTE: be sure to define void such that "void *" represents the most general
 * pointer type, e.g., that returned by malloc().
 */
#define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
 */
#define const */

/* Define this if an ordinary "char" type is unsigned.
 * If you're not sure, leaving it undefined will work at some cost in speed.
 * If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
 */
#undef __CHAR_UNSIGNED__
/* Define this if your system has an ANSI-conforming <stddef.h> file. */
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file. */
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/
#undef NEED_SYS_TYPES_H

/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code.
*/
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not int, on Windows systems.
*/
#if defined _WIN32
#if defined __RPCNDR_H__            /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#define HAVE_BOOLEAN            /* prevent jmorecfg.h from redefining it */
#endif

/*
* The following options affect code selection within the JPEG library,
* but they don't need to be visible to applications using the library.
* To minimize application namespace pollution, the symbols won't be
* defined unless JPEG_INTERNALS has been defined.
*/
#if defined JPEG_INTERNALS

/* Define this if your compiler implements "\>>" on signed values as a logical
* (unsigned) shift; leave it undefined if "\>>" is a signed (arithmetic) shift,
* which is the normal and rational definition.
*/
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */

/* The remaining options do not affect the JPEG library proper,
* but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
* Other applications can ignore these.
*/
#ifdef JPEG_CJPEG_DJPEG

/* These defines indicate which image (non-JPEG) file formats are allowed. */
#define BMP_SUPPORTED        /* BMP image file format */
#define GIF_SUPPORTED        /* GIF image file format */
#define PPM_SUPPORTED        /* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED        /* Utah RLE image file format */
#define TARGA_SUPPORTED      /* Targa image file format */

/* Define this if you want to name both input and output files on the command
* line, rather than using stdout and optionally stdin. You MUST do this if
* your system can't cope with binary I/O to stdin/stdout. See comments at
* head of cjpeg.c or djpeg.c.
*/
#undef TWO_FILE_COMMANDLINE

/* By default, we open image files with fopen("rb") or fopen("wb").
* This is necessary on systems that distinguish text files from binary files,
* and is harmless on most systems that don't. If you have one of the rare
* systems that complains about the "b" spec, define this symbol.
*/
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef PROGRESS_REPORT

#endif /* JPEG_CJPEG_DJPEG */

Found in path(s):
/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jconfig.txt

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

/*
 * jdsample.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * libjpeg-turbo Modifications:
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2010, D. R. Commander.
 * Copyright (C) 2014, MIPS Technologies, Inc., California
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains upsampling routines.
 *
 * Upsampling input data is counted in "row groups". A row group
 * is defined to be (v_samp_factor * DCT_scaled_size / min_DCT_scaled_size)
 * sample rows of each component. Upsampling will normally produce
 * max_v_samp_factor pixel rows from each row group (but this could vary
 * if the upampler is applying a scale factor of its own).
 *
 * An excellent reference for image resampling is
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jdsample.c

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

libjpeg-turbo note: This image was extracted from the 8-bit nightshot_iso_100
image. The original can be downloaded at the link below.

The New Image Compression Test Set - Jan 2008
http://www.imagecompression.info/test_images

The images historically used for compression research (lena, barbra, pepper etc...) have outlived their useful life and
its about time they become a part of history only. They are too small, come from data sources too old and are
available in only 8-bit precision.

These images have been carefully selected to aid in image compression algorithm research and evaluation. These are
photographic images chosen to come from a wide variety of sources and each one picked to stress different aspects
of algorithms. Images are available in 8-bit, 16-bit and 16-bit linear variations, RGB and gray.

Images are available without any prohibitive copyright restrictions.
These images are (c) their respective owners. You are granted full redistribution and publication rights on these images provided:

1. The origin of the pictures must not be misrepresented; you must not claim that you took the original pictures. If you use, publish or redistribute them, an acknowledgment would be appreciated but is not required.
2. Altered versions must be plainly marked as such, and must not be misinterpreted as being the originals.
3. No payment is required for distribution this material, it must be available freely under the conditions stated here. That is, it is prohibited to sell the material.
4. This notice may not be removed or altered from any distribution.

Acknowledgments: A lot of people contributed a lot of time and effort in making this test set possible. Thanks to everyone who voiced their opinion in any of the discussions online. Thanks to Axel Becker, Thomas Richter and Niels Fröhling for their extensive help in picking images, running all the various tests etc... Thanks to Pete Fraser, Tony Story, Wayne J. Cosshall, David Coffin, Bruce Lindbloom and raw.fotosite.pl for the images which make up this set.

Sachin Garg [India]
sachingarg@c10n.info


Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/testimages/nightshot_iso_100.txt
No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY

This file was part of the Independent JPEG Group's software:
Copyright (C) 1994-2011, Thomas G. Lane, Guido Vollbeding.
libjpeg-turbo Modifications:
Copyright (C) 2010, 2014, D. R. Commander.
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have
sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

OVERVIEW
========

Functions provided by the library
---------------------------------

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All
details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios

We support both 8- and 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use both precisions in a single application.

By itself, the library handles only interchange JPEG datstreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datstreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage
------------------------

The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
    jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
    jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation by calling jpeg_abort(); or, if you do not need to retain the JPEG object, simply release it by calling jpeg_destroy().
JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as jpeg_destroy() can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

**BASIC LIBRARY USAGE**

**Data formats**

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel).

Please note that RGB data is three samples per pixel, grayscale only one. A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of
scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 12. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel; its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel value (map index) j. Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (ie, at most 256 colors for an 8-bit JPEG library).

Compression details
---------------------

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg_error_mgr". If you
are providing your own error handler, you'll typically want to embed the jpeg_error_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg_create_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```c
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```c
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

WARNING: it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See
cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg_start_compress() and jpeg_finish_compress().

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

- **image_width**: Width of image, in pixels
- **image_height**: Height of image, in pixels
- **input_components**: Number of color channels (samples per pixel)
- **in_color_space**: Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in_color_space field must be assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```c
    cinfo.image_width = Width; /* image width and height, in pixels */
    cinfo.image_height = Height;
    cinfo.input_components = 3; /* # of color components per pixel */
    cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

    jpeg_set_defaults(&cinfo);
    /* Make optional parameter settings here */
```
4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

    jpeg_start_compress(&cinfo, TRUE);

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called jpeg_start_compress(), you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
    jpeg_write_scanlines(...);

Now write all the required image data by calling jpeg_write_scanlines() one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application cjpeg.

The library maintains a count of the number of scanlines written so far in the next_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data. example.c shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

    JSAMPROW row_pointer[1];  /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}

jpeg_write_scanlines() returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:
* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of next_scanline.

6. jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination. jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

    jpeg_finish_compress(&cinfo);

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object
as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call jpeg_set_defaults() to adjust for the new colorspace; and then you’ll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg_destroy_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy() should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing it is your responsibility --- jpeg_destroy() won’t. Ditto for the error handler structure.

Typical code:

    jpeg_destroy_compress(&cinfo);

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

* If you don’t need the JPEG object any more, just call jpeg_destroy_compress() or jpeg_destroy() to release memory. This is legitimate at any point after calling jpeg_create_compress() --- in fact, it’s safe even if jpeg_create_compress() fails.

    * If you want to re-use the JPEG object, call jpeg_abort_compress(), or call jpeg_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg_abort() is allowed at any time after successful object creation.

    Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call term_destination(). (See “Compressed data handling”, below, for more about that.)
jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

Decompression details
---------------------

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

Typical code:

```c
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```c
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);
```
where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg_read_header() and jpeg_finish_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg_read_header() to jpeg_finish_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code for this step is just

    jpeg_read_header(&cinfo, TRUE);

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if
* A suspending data source is used --- in that case jpeg_read_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
* Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg_destroy() when you are done with the JPEG object, or call jpeg_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

    jpeg_read_header() sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression.
For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

Note that all default values are set by each call to jpeg_read_header(). If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

5. jpeg_start_decompress(...);

Once the parameter values are satisfactory, call jpeg_start_decompress() to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

        jpeg_start_decompress(&cinfo);

If you have requested a multi-pass operating mode, such as 2-pass color quantization, jpeg_start_decompress() will do everything needed before data output can begin. In this case jpeg_start_decompress() may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; jpeg_start_decompress() will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

        output_width        image width and height, as scaled
        output_height
        out_color_components # of color components in out_color_space
        output_components    # of color components returned per pixel
        colormap             the selected colormap, if any
        actual_number_of_colors number of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it equals out_color_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output_width * output_components JSAMPLEs per scanline in your output buffer, and a total of output_height scanlines will be returned.
Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
   jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (i.e., the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output_scanline < cinfo.output_height)". (Note that the test should NOT be against image_height, unless you never use scaling. The image_height field is the height of the original unscaled image.) The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that jpeg_read_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that jpeg_read_scanlines() fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls jpeg_read_scanlines() repeatedly until the whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to complete the decompression cycle. This causes working memory associated
with the JPEG object to be released.

Typical code:

    jpeg_finish_decompress(&cinfo);

If using the stdio source manager, don't forget to close the source stdio
stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct
total number of scanlines. If you wish to abort decompression, call
jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as
discussed next, or you may use it to decompress another image. In that case
return to step 2 or 3 as appropriate. If you do not change the source
manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling
jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of
destroying compression objects applies here too.

Typical code:

    jpeg_destroy_decompress(&cinfo);


You can abort a decompression cycle by calling jpeg_destroy_decompress() or
jpeg_destroy() if you don't need the JPEG object any more, or
jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object.
The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file jpeglib.h
to obtain declarations of data types and routines. Before including
jpeglib.h, include system headers that define at least the typedefs FILE and
size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on
older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to refer to individual JPEG library error codes, also
include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are installing the JPEG header files in a system directory, you will want to install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *not* guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmemnobs.c (or another memory manager of your own devising). More info about the minimum system library requirements may be found in jinclude.h.

ADVANCED FEATURES
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Compression parameter selection
---------------------------------

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend
you use a helper routine where one is provided, in preference to twiddling cinfo fields directly.

The helper routines are:

**jpeg_set_defaults (j_compress_ptr cinfo)**
This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field in_color_space, which must already be set in cinfo). Many applications will only need to use this routine and perhaps jpeg_set_quality().

**jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)**
Sets the JPEG file's colorspace (field jpeg_color_space) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call jpeg_set_colorspace() before rather than after.

**jpeg_default_colorspace (j_compress_ptr cinfo)**
Selects an appropriate JPEG colorspace based on cinfo->in_color_space, and calls jpeg_set_colorspace(). This is actually a subroutine of jpeg_set_defaults(). It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

**jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)**
Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the force_baseline parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when force_baseline is FALSE, but other decoders may not be.

**jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor, boolean force_baseline)**
Same as jpeg_set_quality() except that the generated tables are the sample tables given in the JPEC spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus scale_factor = 100 reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise.
force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear
scaling percentage. Note that this routine may change or go away
in future releases --- IJG may choose to adopt a scaling method that
can't be expressed as a simple scalar multiplier, in which case the
premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
[libjpeg v7+ API/ABI emulation only]
Set default quantization tables with linear q_scale_factor[] values
(see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl,
    const unsigned int *basic_table,
    int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl
indicates which table slot to fill. basic_table points to an array
of 64 unsigned ints given in normal array order. These values are
multiplied by scale_factor/100 and then clamped to the range 1..65535
(or to 1..255 if force_baseline is TRUE).
CAUTION: prior to library version 6a, jpeg_add_quant_table expected
the basic table to be given in JPEG zigzag order. If you need to
write code that works with either older or newer versions of this
routine, you must check the library version number. Something like
"#if JPEG_LIB_VERSION >= 61" is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file.
This is the recommended method of creating a progressive file,
unless you want to make a custom scan sequence. You must ensure that
the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
In libjpeg-turbo, JDCT_IFAST is generally about 5-15% faster than
JDCT_ISLOW when using the x86/x86-64 SIMD extensions (results may vary
with other SIMD implementations, or when using libjpeg-turbo without
SIMD extensions.) For quality levels of 90 and below, there should be
little or no perceptible difference between the two algorithms. For quality levels above 90, however, the difference between JDCT_IFAST and JDCT_ISLOW becomes more pronounced. With quality=97, for instance, JDCT_IFAST incurs generally about a 1-3 dB loss (in PSNR) relative to JDCT_ISLOW, but this can be larger for some images. Do not use JDCT_IFAST with quality levels above 97. The algorithm often degenerates at quality=98 and above and can actually produce a more lossy image than if lower quality levels had been used. Also, in libjpeg-turbo, JDCT_IFAST is not fully accelerated for quality levels above 97, so it will be slower than JDCT_ISLOW. JDCT_FLOAT is mainly a legacy feature. It does not produce significantly more accurate results than the ISLOW method, and it is much slower. The FLOAT method may also give different results on different machines due to varying roundoff behavior, whereas the integer methods should give the same results on all machines.

J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see "Special color spaces", below, for more info. We recommend using jpeg_set_color_space() if you want to change these.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is FALSE, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent of file size compared to the default tables. Note that when this is TRUE, you need not supply Huffman tables at all, and any you do supply will be overwritten.

unsigned int restart_interval
int restart_in_rows
To emit restart markers in the JPEG file, set one of these nonzero. Set restart_interval to specify the exact interval in MCU blocks. Set restart_in_rows to specify the interval in MCU rows. (If restart_in_rows is not 0, then restart_interval is set after the image width in MCUs is computed.) Defaults are zero (no restarts). One restart marker per MCU row is often a good choice. NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs. If you use restarts, you may want to use larger intervals in those cases.

const jpeg_scan_info * scan_info
int num_scans
By default, scan_info is NULL; this causes the compressor to write a
single-scan sequential JPEG file. If not NULL, scan_info points to an array of scan definition records of length num_scans. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (jpeg_simple_progression creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

int smoothing_factor
If non-zero, the input image is smoothed; the value should be 1 for minimal smoothing to 100 for maximum smoothing. Consult jcsample.c for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header
If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and jpeg_set_colors() set this TRUE if a JFIF-legal JPEG color space (ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF_major_version
UINT8 JFIF_minor_version
The version number to be written into the JFIF marker. jpeg_set_defaults() initializes the version to 1.01 (major=minor=1). You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

UINT8 density_unit
UINT16 X_density
UINT16 Y_density
The resolution information to be written into the JFIF marker; not used otherwise. density_unit may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

boolean write_Adobe_marker
If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and jpeg_set_colors() set this TRUE if JPEG color space RGB, CMYK, or YCCK is selected, otherwise FALSE. It is generally a bad idea to set both write_JFIF_header and write_Adobe_marker. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLS]
Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should be set via one of the above helper routines; jpeg_add_quant_table() is general enough to define any quantization table. The other
routines will set up table slot 0 for luminance quality and table
slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLS]
  [libjpeg v7+ API/ABI emulation only]
  Linear quantization scaling factors (0-100, default 100)
  for use with jpeg_default_qtables().
  See rdswitch.c and cjpeg.c for an example of usage.
  Note that the q_scale_factor[] values use "linear" scales, so JPEG
  quality levels chosen by the user must be converted to these scales
  using jpeg_quality_scaling(). Here is an example that corresponds to
cjpeg -quality 90,70:

  jpeg_set_defaults(cinfo);

  /* Set luminance quality 90. */
  cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
  /* Set chrominance quality 70. */
  cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

  jpeg_default_qtables(cinfo, force_baseline);

CAUTION: Setting separate quality levels for chrominance and luminance
is mainly only useful if chrominance subsampling is disabled. 2x2
chrominance subsampling (AKA "4:2:0") is the default, but you can
explicitly disable subsampling as follows:

  cinfo->comp_info[0].v_samp_factor = 1;
  cinfo->comp_info[0].h_samp_factor = 1;

JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
  Pointers to Huffman coding tables, one per table slot, or NULL if
  no table is defined for a slot. Slots 0 and 1 are filled with the
  JPEG sample tables by jpeg_set_defaults(). If you need to allocate
  more table structures, jpeg_alloc_huff_table() may be used.
  Note that optimal Huffman tables can be computed for an image
  by setting optimize_coding, as discussed above; there's seldom
  any need to mess with providing your own Huffman tables.

[libjpeg v7+ API/ABI emulation only]
The actual dimensions of the JPEG image that will be written to the file are
given by the following fields. These are computed from the input image
dimensions and the compression parameters by jpeg_start_compress(). You can
also call jpeg_calc_jpeg_dimensions() to obtain the values that will result
from the current parameter settings. This can be useful if you are trying
to pick a scaling ratio that will get close to a desired target size.

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Per-component parameters are stored in the struct cinfo.comp_info[i] for component number i. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large comp_info[] array is allocated by jpeg_set_defaults(); if you choose not to use that routine, it's up to you to allocate the array.

```
int component_id
```

The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

```
int h_samp_factor
int v_samp_factor
```

Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

```
int quant_tbl_no
```

Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

```
int dc_tbl_no
int ac_tbl_no
```

DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

```
int component_index
```

Must equal the component's index in comp_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

Decompression parameter selection
---------------------------------
Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control
the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by jpeg_read_header() and may be useful to the application in choosing decompression parameters:

JDIMENSION image_width                  Width and height of image
JDIMENSION image_height
int num_components                      Number of color components
J_COLOR_SPACE jpeg_color_space          Colorspace of image
boolean saw_JFIF_marker                 TRUE if a JFIF APP0 marker was seen
UINT8 JFIF_major_version              Version information from JFIF marker
UINT8 JFIF_minor_version
UINT8 density_unit                    Resolution data from JFIF marker
UINT16 X_density
UINT16 Y_density
boolean saw_Adobe_marker                TRUE if an Adobe APP14 marker was seen
UINT8 Adobe_transform                 Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

J_COLOR_SPACE out_color_space
Output color space. jpeg_read_header() sets an appropriate default based on jpeg_color_space; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to JCS_GRAYSCALE to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend jdcolor.c if you want an unusual conversion.

unsigned int scale_num, scale_denom
Scale the image by the fraction scale_num/scale_denom. Default is 1/1, or no scaling. Currently, the only supported scaling ratios are M/8 with all M from 1 to 16, or any reduced fraction thereof (such as 1/2, 3/4, etc.) (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.)
Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

boolean quantize_colors
If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if quantize_colors is TRUE.

int desired_number_of_colors
Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field). Default 256. Ignored when the application supplies its own color map.

boolean two_pass_quantize
If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

J_DITHER_MODE dither_mode
Selects color dithering method. Supported values are:
JDITHER_NONE no dithering: fast, very low quality
JDITHER_ORDERED ordered dither: moderate speed and quality
JDITHER_FS Floyd-Steinberg dither: slow, high quality
Default is JDITHER_FS. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when two_pass_quantize is TRUE or when you supply an external color map, you'll get F-S dithering.)

When quantize_colors is TRUE, the target color map is described by the next two fields. colormap is set to NULL by jpeg_read_header(). The application can supply a color map by setting colormap non-NULL and setting actual_number_of_colors to the map size. Otherwise, jpeg_start_decompress() selects a suitable color map and sets these two fields itself. [Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

JSAMPARRAY colormap
The color map, represented as a 2-D pixel array of out_color_components rows and actual_number_of_colors columns. Ignored if not quantizing. CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by jpeg_finish_decompress(). Copy the colormap somewhere else first, if you want to save it.

int actual_number_of_colors
The number of colors in the color map.
Additional decompression parameters that the application may set include:

**J_DCT_METHOD dct_method**

Selects the algorithm used for the DCT step. Choices are:
- JDCT_ISLOW: slow but accurate integer algorithm
- JDCT_IFAST: faster, less accurate integer method
- JDCT_FLOAT: floating-point method
- JDCT_DEFAULT: default method (normally JDCT_ISLOW)
- JDCT_FASTEST: fastest method (normally JDCT_IFAST)

In libjpeg-turbo, JDCT_IFAST is generally about 5-15% faster than JDCT_ISLOW when using the x86/x86-64 SIMD extensions (results may vary with other SIMD implementations, or when using libjpeg-turbo without SIMD extensions.) If the JPEG image was compressed using a quality level of 85 or below, then there should be little or no perceptible difference between the two algorithms. When decompressing images that were compressed using quality levels above 85, however, the difference between JDCT_IFAST and JDCT_ISLOW becomes more pronounced. With images compressed using quality=97, for instance, JDCT_IFAST incurs generally about a 4-6 dB loss (in PSNR) relative to JDCT_ISLOW, but this can be larger for some images. If you can avoid it, do not use JDCT_IFAST when decompressing images that were compressed using quality levels above 97. The algorithm often degenerates for such images and can actually produce a more lossy output image than if the JPEG image had been compressed using lower quality levels. JDCT_FLOAT is mainly a legacy feature. It does not produce significantly more accurate results than the ISLOW method, and it is much slower. The FLOAT method may also give different results on different machines due to varying roundoff behavior, whereas the integer methods should give the same results on all machines.

**boolean do_fancy_upsampling**

If TRUE, do careful upsampling of chroma components. If FALSE, a faster but sloppier method is used. Default is TRUE. The visual impact of the sloppier method is often very small.

**boolean do_block_smoothing**

If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without. In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

**boolean enable_1pass_quant**
**boolean enable_external_quant**
**boolean enable_2pass_quant**

These are significant only in buffered-image mode, which is described in its own section below.
The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width        Actual dimensions of output image.
JDIMENSION output_height
int out_color_components      Number of color components in out_color_space.
int output_components         Number of color components returned.
int rec_outbuf_height         Recommended height of scanline buffer.

When quantizing colors, output_components is 1, indicating a single color map index per pixel. Otherwise it equals out_color_components. The output arrays are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, rec_outbuf_height is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4).
If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring rec_outbuf_height so as to avoid data copying. (An output buffer larger than rec_outbuf_height lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces
-------------------

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing de-facto JPEG file format standards specify YCbCr or grayscale data (JFIF), or grayscale, RGB, YCbCr, CMYK, or YCCK (Adobe). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB <=> YCbCr and CMYK <=> YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.
For compression, the source data's color space is specified by field 
in_color_space. This is transformed to the JPEG file's color space given 
by jpeg_color_space. jpeg_set_defaults() chooses a reasonable JPEG color 
space depending on in_color_space, but you can override this by calling 
jpeg_set_colors() space. Of course you must select a supported transformation. 
jccolor.c currently supports the following transformations: 

- RGB => YCbCr
- RGB => GRAYSCALE
- YCbCr => GRAYSCALE
- CMYK => YCCK

plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB, 
YCbCr => YCbCr, CMYK => CMYK, YCCK => YCCK, and UNKNOWN => UNKNOWN.

The de-facto file format standards (JFIF and Adobe) specify APPn markers that 
indicate the color space of the JPEG file. It is important to ensure that 
these are written correctly, or omitted if the JPEG file's color space is not 
one of the ones supported by the de-facto standards. jpeg_set_colors() 
will set the compression parameters to include or omit the APPn markers 
properly, so long as it is told the truth about the JPEG color space. 
For example, if you are writing some random 3-component color space without 
conversion, don't try to fake out the library by setting in_color_space and 
jpeg_color_space to JCS_YCbCr; use JCS_UNKNOWN. You may want to write an 
APPn marker of your own devising to identify the colorspace --- see "Special 
markers", below.

When told that the color space is UNKNOWN, the library will default to using 
luminance-quality compression parameters for all color components. You may 
well want to change these parameters. See the source code for 
jpeg_set_colors(), in jcparam.c, for details.

For decompression, the JPEG file's color space is given in jpeg_color_space, 
and this is transformed to the output color space out_color_space. 
jpeg_read_header's setting of jpeg_color_space can be relied on if the file 
conforms to JFIF or Adobe conventions, but otherwise it is no better than a 
guess. If you know the JPEG file's color space for certain, you can override 
jpeg_read_header's guess by setting jpeg_color_space. jpeg_read_header also 
selects a default output color space based on (its guess of) jpeg_color_space; 
set out_color_space to override this. Again, you must select a supported 
transformation. jdcolor.c currently supports 

- YCbCr => RGB
- YCbCr => GRAYSCALE
- RGB => GRAYSCALE
- GRAYSCALE => RGB
- YCCK => CMYK

as well as the null transforms. (Since GRAYSCALE=>RGB is provided, an 
application can force grayscale JPEGs to look like color JPEGs if it only 
wants to handle one case.)
The two-pass color quantizer, jquant2.c, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that jquant2.c is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot "fix" this in the library by inverting the data during the CMYK<=>YCCK transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

Error handling
--------------

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on stderr, followed by exit(). You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file example.c illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:
* Fatal errors: the library cannot continue.
* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (jerror.c) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling jpeg_std_error() as usual, but then overriding some of the method pointers in the jpeg_error_mgr struct, as illustrated by example.c.
All of the error handling routines will receive a pointer to the JPEG object (a *j_common_ptr which points to either a jpeg_compress_struct or a jpeg_decompress_struct; if you need to tell which, test the is_decompressor field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the jpeg_error_mgr struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see example.c for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client_data" in each JPEG object, which the application can also use to find related data. The library does not touch client_data at all.)

The individual methods that you might wish to override are:

**error_exit (j_common_ptr cinfo)**

Receives control for a fatal error. Information sufficient to generate the error message has been stored in cinfo->err; call output_message to display it. Control must NOT return to the caller; generally this routine will exit() or longjmp() somewhere. Typically you would override this routine to get rid of the exit() default behavior. Note that if you continue processing, you should clean up the JPEG object with jpeg_abort() or jpeg_destroy().

**output_message (j_common_ptr cinfo)**

Actual output of any JPEG message. Override this to send messages somewhere other than stderr. Note that this method does not know how to generate a message, only where to send it.

**format_message (j_common_ptr cinfo, char * buffer)**

Constructs a readable error message string based on the error info stored in cinfo->err. This method is called by output_message. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

**emit_message (j_common_ptr cinfo, int msg_level)**

Decide whether or not to emit a warning or trace message; if so, calls output_message. The main reason for overriding this method would be to abort on warnings. msg_level is -1 for warnings, 0 and up for trace messages.

Only error_exit() and emit_message() are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to
by the field err->jpeg_message_table. The messages are numbered from 0 to err->last_jpeg_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer err->addon_message_table and the message numbers err->first_addon_message and err->last_addon_message. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cerror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:

ERREXITn(...) for fatal errors
WARNMSn(...) for corrupt-data warnings
TRACEMSn(...) for trace and informational messages.

These macros store the message code and any additional parameters into the error handler struct, then invoke the error_exit() or emit_message() method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard printf() format codes.

See jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)

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The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked
only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits wide, you must define JOCTET as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

```c
JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer;     /* # of byte spaces remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is filled. The manager's empty_output_buffer method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

- **init_destination (j_compress_ptr cinfo)**
  Initialize destination. This is called by jpeg_start_compress() before any data is actually written. It must initialize next_output_byte and free_in_buffer. free_in_buffer must be initialized to a positive value.

- **empty_output_buffer (j_compress_ptr cinfo)**
  This is called whenever the buffer has filled (free_in_buffer reaches zero). In typical applications, it should write out the *entire* buffer (use the saved start address and buffer length; ignore the current state of next_output_byte and free_in_buffer). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped. free_in_buffer must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

- **term_destination (j_compress_ptr cinfo)**
  Terminate destination --- called by jpeg_finish_compress() after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either next_output_byte or free_in_buffer to determine how much data is in the buffer.

  term_destination() is NOT called by jpeg_abort() or jpeg_destroy(). If you want the destination manager to be cleaned up during an abort, you must do it yourself.
You will also need code to create a jpeg_destination_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_dest() or jpeg_mem_dest() routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional frammmishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;         /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is emptied. The manager's fill_input_buffer method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

- **init_source (j_decompress_ptr cinfo)** Initialize source. This is called by jpeg_read_header() before any data is actually read. Unlike init_destination(), it may leave bytes_in_buffer set to 0 (in which case a fill_input_buffer() call will occur immediately).

- **fill_input_buffer (j_decompress_ptr cinfo)** This is called whenever bytes_in_buffer has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of next_input_byte and bytes_in_buffer), reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. bytes_in_buffer MUST be set to a positive value if TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this mode is discussed in the next section).

- **skip_input_data (j_decompress_ptr cinfo, long num_bytes)** Skip num_bytes worth of data. The buffer pointer and count should be advanced over num_bytes input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. bytes_in_buffer may be zero on return.
A zero or negative skip count should be treated as a no-op.

resync_to_restart (j_decompress_ptr cinfo, int desired)
This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, jpeg_resync_to_restart(). However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the read_restart_marker() and jpeg_resync_to_restart() routines in jdmarker.c if you think you'd like to implement your own resync procedure.

term_source (j_decompress_ptr cinfo)
Terminate source --- called by jpeg_finish_decompress() after all data has been read. Often a no-op.

For both fill_input_buffer() and skip_input_data(), there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via ERREXIT() or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. jdatasrc.c illustrates the recommended error recovery behavior.

term_source() is NOT called by jpeg_abort() or jpeg_destroy(). If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_source_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_src() or jpeg_mem_src() routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in jdatasrc.c and jdatadst.c.

I/O suspension
--------------

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we
describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you “bite the bullet” and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an empty_output_buffer() routine that returns FALSE; typically it will not do anything else. This will cause the compressor to return to the caller of jpeg_write_scanlines(), with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call jpeg_write_scanlines() again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although empty_output_buffer() is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of next_output_byte/free_in_buffer. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call jpeg_write_scanlines() unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

* At the beginning of a compression operation, there must be enough free
space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.

* When you call jpeg_finish_compress(), there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling jpeg_finish_compress().

A more significant restriction is that jpeg_finish_compress() cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during jpeg_finish_compress(), which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a fill_input_buffer() routine that simply returns FALSE (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:

* jpeg_read_header(): will return JPEG_SUSPENDED.
* jpeg_start_decompress(): will return FALSE, rather than its usual TRUE.
* jpeg_read_scanlines(): will return the number of scanlines already completed (possibly 0).
* jpeg_finish_decompress(): will return FALSE, rather than its usual TRUE.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of jpeg_read_scanlines(), increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When fill_input_buffer() is called, next_input_byte/bytes_in_buffer point to the current restart point, which is where the decompressor will backtrack to if FALSE is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The skip_input_data() source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the
decompressor; it can decrement bytes_in_buffer to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then skip_input_data() must set bytes_in_buffer to zero and record the additional skip distance somewhere else. The decompressor will immediately call fill_input_buffer(), which should return FALSE, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within fill_input_buffer(); the latter is probably more efficient. If fill_input_buffer() knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return TRUE just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling skip_input_data(). In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on skip_input_data's shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having empty_output_buffer() or fill_input_buffer() set the pointer and count to reference the next available buffer; FALSE is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when FALSE is returned
could back up into an earlier buffer. For example, when fill_input_buffer() is called, the current pointer & count indicate the backtrack restart point. Since fill_input_buffer() will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to fill_input_buffer() occurs in the same library call, and no additional input data is available, so fill_input_buffer must return FALSE. If the JPEG library has not moved the pointer/count forward in the current buffer, then *the correct restart point is the saved position in the prior buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a skip_input_data() call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when fill_input_buffer() is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support
------------------------

Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG
image of the same size, so the decoder must be fairly fast in relation to the
data transmission rate in order to make incremental display useful. However,
it is possible to skip displaying the image and simply add the incoming bits
to the decoder's coefficient buffer. This is fast because only Huffman
decoding need be done, not IDCT, upsampling, colorspace conversion, etc.
The IJG decoder library allows the application to switch dynamically between
displaying the image and simply absorbing the incoming bits. A properly
coded application can automatically adapt the number of display passes to
suit the time available as the image is received. Also, a final
higher-quality display cycle can be performed from the buffered data after
the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file),
set the scan_info cinfo field to point to an array of scan descriptors, and
perform compression as usual. Instead of constructing your own scan list,
you can call the jpeg_simple_progression() helper routine to create a
recommended progression sequence; this method should be used by all
applications that don't want to get involved in the nitty-gritty of
progressive scan sequence design. (If you want to provide user control of
scan sequences, you may wish to borrow the scan script reading code found
in rdswitch.c, so that you can read scan script files just like cjpeg's.)
When scan_info is not NULL, the compression library will store DCT'd data
into a buffer array as jpeg_write_scanlines() is called, and will emit all
the requested scans during jpeg_finish_compress(). This implies that
multiple-scan output cannot be created with a suspending data destination
manager, since jpeg_finish_compress() does not support suspension. We
should also note that the compressor currently forces Huffman optimization
mode when creating a progressive JPEG file, because the default Huffman
tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of
a multi-scan file during jpeg_start_decompress(), so that it can provide a
final decoded image. (Here "multi-scan" means either progressive or
multi-scan sequential.) This makes multi-scan files transparent to the
decoding application. However, existing applications that used suspending
input with version 5 of the IJG library will need to be modified to check
for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's
buffered-image mode. This is described in the next section.

Buffered-image mode
-------------------
In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```c
jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output() /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output() /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```c
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```c
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to jpeg_start_output() indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and jpeg_finish_output() advances to the next scan or end-of-image marker (hence input_scan_number...
will be incremented by the time control arrives back at jpeg_start_output().
With this technique, data is read from the input file only as needed, and
input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the
buffered image remains available; it can be read additional times by
repeating the jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output() sequence. For example, a useful technique is to use fast one-pass color
quantization for display passes made while the image is arriving, followed by
a final display pass using two-pass quantization for highest quality. This
is done by changing the library parameters before the final output pass.
Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such
until after it is read, so a post-input display pass is the best approach if
you want special processing in the final pass.

When done with the image, be sure to call jpeg_finish_decompress() to release
the buffered image (or just use jpeg_destroy_decompress()).

If input data arrives faster than it can be displayed, the application can
cause the library to decode input data in advance of what's needed to produce
output. This is done by calling the routine jpeg_consume_input().
The return value is one of the following:

- JPEG_REACHED_SOS: reached an SOS marker (the start of a new scan)
- JPEG_REACHED_EOI: reached the EOI marker (end of image)
- JPEG_ROW_COMPLETED: completed reading one MCU row of compressed data
- JPEG_SCAN_COMPLETED: completed reading last MCU row of current scan
- JPEG_SUSPENDED: suspended before completing any of the above

(JPEG_SUSPENDED can occur only if a suspending data source is used.) This
routine can be called at any time after initializing the JPEG object. It
reads some additional data and returns when one of the indicated significant
events occurs. (If called after the EOI marker is reached, it will
immediately return JPEG_REACHED_EOI without attempting to read more data.)

The library's output processing will automatically call jpeg_consume_input()
whenever the output processing overtakes the input; thus, simple lockstep
display requires no direct calls to jpeg_consume_input(). But by adding
calls to jpeg_consume_input(), you can absorb data in advance of what is
being displayed. This has two benefits:

* You can limit buildup of unprocessed data in your input buffer.
* You can eliminate extra display passes by paying attention to the
  state of the library's input processing.

The first of these benefits only requires interspersing calls to
jpeg_consume_input() with your display operations and any other processing
you may be doing. To avoid wasting cycles due to backtracking, it's best to
call jpeg_consume_input() only after a hundred or so new bytes have arrived.
This is discussed further under "I/O suspension", above. (Note: the JPEG library currently is not thread-safe. You must not call jpeg_consume_input() from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass cinfo.input_scan_number as the target scan number to jpeg_start_output(). The input_scan_number field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling jpeg_start_output(): call jpeg_consume_input() repeatedly until it returns JPEG_SUSPENDED or JPEG_REACHED_EOI.

The target scan number passed to jpeg_start_output() is saved in the cinfo.output_scan_number field. The library's output processing calls jpeg_consume_input() whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what jpeg_start_decompress() does when you don't select buffered-image mode.)

When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, jpeg_consume_input() will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans...
corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```c
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);
```

rather than quitting as soon as jpeg_input_complete() returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```c
for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}
```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the JPEG_REACHED_EOI return code from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().)

In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This
idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:
- jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
- jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
- jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
- jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()).

jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after jpeg_start_decompress() is called:
- dct_method can be changed before each call to jpeg_start_output().

For example, one could use a fast DCT method for early scans, changing
to a higher quality method for the final scan.

* dither_mode can be changed before each call to jpeg_start_output();
of course this has no impact if not using color quantization. Typically
one would use ordered dither for initial passes, then switch to
Floyd-Steinberg dither for the final pass. Caution: changing dither mode
can cause more memory to be allocated by the library. Although the amount
of memory involved is not large (a scanline or so), it may cause the
initial max_memory_to_use specification to be exceeded, which in the worst
case would result in an out-of-memory failure.

* do_block_smoothing can be changed before each call to jpeg_start_output().
This setting is relevant only when decoding a progressive JPEG image.
During the first DC-only scan, block smoothing provides a very "fuzzy" look
instead of the very "blocky" look seen without it; which is better seems a
matter of personal taste. But block smoothing is nearly always a win
during later stages, especially when decoding a successive-approximation
image: smoothing helps to hide the slight blockiness that otherwise shows
up on smooth gradients until the lowest coefficient bits are sent.

* Color quantization mode can be changed under the rules described below.
You *cannot* change between full-color and quantized output (because that
would alter the required I/O buffer sizes), but you can change which
quantization method is used.

When generating color-quantized output, changing quantization method is a
very useful way of switching between high-speed and high-quality display.
The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.
   Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.
2. Single-pass quantization to an application-supplied colormap.
   Selected by setting cinfo.colormap to point to the colormap (the value of
two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.
3. Two-pass quantization to a colormap chosen specifically for the image.
   Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL.
   (This is the default setting selected by jpeg_read_header, but it is
   probably NOT what you want for the first pass of progressive display!)

These methods offer successively better quality and lesser speed. However,
only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different
working-storage requirements, the library requires you to indicate which
one(s) you intend to use before you call jpeg_start_decompress(). (If we did
not require this, the max_memory_to_use setting would be a complete fiction.)
You do this by setting one or more of these three cinfo fields to TRUE:

   enable_1pass_quant              Fixed color cube colormap
   enable_external_quant           Externally-supplied colormap
   enable_2pass_quant              Two-pass custom colormap

All three are initialized FALSE by jpeg_read_header(). But
jpeg_start_decompress() automatically sets TRUE the one selected by the
current two_pass_quantize and colormap settings, so you only need to set the
enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you can change to any enabled quantization method by setting two_pass_quantize and colormap properly just before calling jpeg_start_output(). The following special rules apply:
1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call jpeg_new_colormap() after setting cinfo.colormap.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because cinfo.colormap will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, jpeg_start_output() will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from jpeg_start_output() under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which jpeg_start_output() will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient; there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling jpeg_has_multiple_scans(), which will return a correct result at any time after jpeg_read_header() completes.
It is also worth noting that when you use jpeg_consume_input() to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It’s best to use the memory manager jmemnobs.c if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that max_memory_to_use is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven’t gotten around to it yet.)

In some applications it may be convenient to use jpeg_consume_input() for all input processing, including reading the initial markers; that is, you may wish to call jpeg_consume_input() instead of jpeg_read_header() during startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:
* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.
To decode an abbreviated image, it is necessary to load the missing table(s)
into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg_start_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg_suppress_tables(&cinfo, TRUE)" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual sent_table fields directly.

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg_start_compress() and so on, call jpeg_write_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent_tables flag is already TRUE, and then all the sent_tables flags will be set TRUE.
A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the jpeg_start_compress() ... jpeg_finish_compress() sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set optimize_coding = TRUE when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See jpeg_copy_critical_parameters() for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```c
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n];        /* quant_ptr is JQUANT_TBL* */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```c
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
```
huff_ptr = cinfo.ac_huff_tbl_ptrs[n];  /* huff_ptr is JHUFF_TBL */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}

(Note that trying to set cinfo.quant_tbl_ptrs[n] to point directly at a
constant JQUANT_TBL object is not safe. If the incoming file happened to
contain a quantization table definition, your master table would get
overwritten! Instead allocate a working table copy and copy the master table
into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than
hard-wiring them into your application. The jpeg_read_header() call is
sufficient to read a tables-only file. You must pass a second parameter of
FALSE to indicate that you do not require an image to be present. Thus, the
typical scenario is

    create JPEG decompression object
    set source to tables-only file
    jpeg_read_header(&cinfo, FALSE);
    set source to abbreviated image file
    jpeg_read_header(&cinfo, TRUE);
    set decompression parameters
    jpeg_start_decompress(&cinfo);
    read data...
    jpeg_finish_decompress(&cinfo);

In some cases, you may want to read a file without knowing whether it contains
an image or just tables. In that case, pass FALSE and check the return value
from jpeg_read_header(): it will be JPEG_HEADER_OK if an image was found,
JPEG_HEADER_TABLES_ONLY if only tables were found. (A third return value,
JPEG_SUSPENDED, is possible when using a suspending data source manager.)
Note that jpeg_read_header() will not complain if you read an abbreviated
image for which you haven't loaded the missing tables; the missing-table check
occurs later, in jpeg_start_decompress().

It is possible to read a series of images from a single source file by
repeating the jpeg_read_header() ... jpeg_finish_decompress() sequence,
without releasing/recreating the JPEG object or the data source module.
(If you did reinitialize, any partial bufferload left in the data source
buffer at the end of one image would be discarded, causing you to lose the
start of the next image.) When you use this method, stored tables are
automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at term_destination() time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing FALSE to jpeg_start_compress().

Special markers
-------------

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by
calling jpeg_write_marker() after jpeg_start_compress() and before the first
call to jpeg_write_scanlines(). When you do this, the markers appear after
the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before
all else. Specify the marker type parameter as "JPEG_COM" for COM or
"JPEG_APP0 + n" for APPn. (Actually, jpeg_write_marker will let you write
any marker type, but we don't recommend writing any other kinds of marker.)
For example, to write a user comment string pointed to by comment_text:

    jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));

If it's not convenient to store all the marker data in memory at once,
you can instead call jpeg_write_m_header() followed by multiple calls to
jpeg_write_m_byte(). If you do it this way, it's your responsibility to
call jpeg_write_m_byte() exactly the number of times given in the length
parameter to jpeg_write_m_header(). (This method lets you empty the
output buffer partway through a marker, which might be important when
using a suspending data destination module. In any case, if you are using
a suspending destination, you should flush its buffer after inserting
any special markers. See "I/O suspension").

Or, if you prefer to synthesize the marker byte sequence yourself,
you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't
forget to set cinfo.JFIF_minor_version = 2 so that the encoder will write the
correct JFIF version number in the JFIF header marker. The library's default
is to write version 1.01, but that's wrong if you insert any 1.02 extension
markers. (We could probably get away with just defaulting to 1.02, but there
used to be broken decoders that would complain about unknown minor version
numbers. To reduce compatibility risks it's safest not to write 1.02 unless
you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:
1. You can ask the library to save the contents of COM and/or APPn markers
   into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers
   on-the-fly as they are read.

   The first method is simpler to use, especially if you are using a suspending
data source; writing a marker processor that copes with input suspension is
not easy (consider what happens if the marker is longer than your available
input buffer). However, the second method conserves memory since the marker
data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a
decompression object and before calling jpeg_read_header(), because the
markers of interest will typically be near the head of the file and so will
be scanned by jpeg_read_header. Once you've established a marker handling
method, it will be used for the life of that decompression object.
(potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call

```
jpeg_save_markers(cinfo, marker_code, length_limit)
```

where marker_code is the marker type to save, JPEG_COM or JPEG_APP0+n. (To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than length_limit data bytes, only length_limit bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set length_limit to 0xFFFF; that is enough since marker lengths are only 16 bits. As a special case, setting length_limit to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After jpeg_read_header() completes, you can examine the special markers by following the cinfo->marker_list pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn’t ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed length_limit for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which jpeg_read_header stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing jpeg_read_header, to ensure that the max_memory_to_use setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call jpeg_finish_decompress or jpeg_abort, at which point the memory is freed and the list is set to empty. (jpeg_destroy also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by malloc() limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling
jpeg_set_marker_processor(). A marker processor routine must have the
signature

        boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)

Although the marker code is not explicitly passed, the routine can find it
in cinfo->unread_marker. At the time of call, the marker proper has been
read from the data source module. The processor routine is responsible for
reading the marker length word and the remaining parameter bytes, if any.
Return TRUE to indicate success. (FALSE should be returned only if you are
using a suspending data source and it tells you to suspend. See the standard
marker processors in jdmarker.c for appropriate coding methods if you need to
use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to
recognize JFIF and Adobe markers if you want colorspace recognition to occur
properly. We recommend copying and extending the default processors if you
want to do that. (A better idea is to save these marker types for later
examination by calling jpeg_save_markers(); that method doesn't interfere
with the library's own processing of these markers.)

jpeg_set_marker_processor() and jpeg_save_markers() are mutually exclusive
--- if you call one it overrides any previous call to the other, for the
particular marker type specified.

A simple example of an external COM processor can be found in djpeg.c.
Also, see jpegtran.c for an example of using jpeg_save_markers.

Raw (downsampled) image data
----------------------------

Some applications need to supply already-downsampled image data to the JPEG
compressor, or to receive raw downsampled data from the decompressor. The
library supports this requirement by allowing the application to write or
read raw data, bypassing the normal preprocessing or postprocessing steps.
The interface is different from the standard one and is somewhat harder to
use. If your interest is merely in bypassing color conversion, we recommend
that you use the standard interface and simply set jpeg_color_space =
in_color_space (or jpeg_color_space = out_color_space for decompression).
The mechanism described in this section is necessary only to supply or
receive downsampled image data, in which not all components have the same
dimensions.

To compress raw data, you must supply the data in the colorspace to be used
in the JPEG file (please read the earlier section on Special color spaces)
and downsampled to the sampling factors specified in the JPEG parameters.
You must supply the data in the format used internally by the JPEG library,
name a JSAMPIMAGE array. This is an array of pointers to two-dimensional
arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of 8 valid samples, and there must be a multiple of 8 sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:

* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorspace() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
* Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of jpeg_write_scanlines(). The two routines work similarly except that jpeg_write_raw_data takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg_write_raw_data is measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say v_samp_factor*DCTSIZE sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*DCTSIZE, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

cinfo->comp_info[i].width_in_blocks*DCTSIZE samples per row

cinfo->comp_info[i].height_in_blocks*DCTSIZE rows in image

after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you
need never pad by more than DCTSIZE samples. An example may help here. Assume 2h2v downsampling of YCbCr data, that is

cinfo->comp_info[0].h_samp_factor = 2 for Y
cinfo->comp_info[0].v_samp_factor = 2
cinfo->comp_info[1].h_samp_factor = 1 for Cb
cinfo->comp_info[1].v_samp_factor = 1
cinfo->comp_info[2].h_samp_factor = 1 for Cr
cinfo->comp_info[2].v_samp_factor = 1

and suppose that the nominal image dimensions (cinfo->image_width and cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will compute downscaled_width = 101 and width_in_blocks = 13 for Y, downsampl ed_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least 13*8 = 104 columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16 scanlines on each call to jpeg_write_raw_data(), which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of 7*16 = 112 "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, jpeg_write_raw_data() will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for rescaling or color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set cinfo->raw_data_out = TRUE before jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to verify that the color space and sampling factors are ones you can handle. Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The decompression process is otherwise the same as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a buffer of at least max_v_samp_factor*DCTSIZE scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.
Input suspension is supported with raw-data decompression: if the data source module suspends, jpeg_read_raw_data() will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients
---------------------------------

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do jpeg_read_header() as usual. But instead of calling jpeg_start_decompress() and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's access_virt_barray method (see Memory management, below, and also read structure.txt's discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to jpeg_write_coefficients().

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the width_in_blocks and height_in_blocks fields of the component's comp_info entry.) This is also the data format expected by jpeg_write_coefficients().

When you are done using the virtual arrays, call jpeg_finish_decompress() to release the array storage and return the decompression object to an idle state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This framish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-
image mode as discussed previously, then call jpeg_read_coefficients() after the last jpeg_finish_output() call. The arrays will be available for your use until you call jpeg_finish_decompress().

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by jpeg_read_coefficients(), or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, jpeg_write_coefficients() is substituted for jpeg_start_compress() and jpeg_write_scanlines(). Thus the sequence is

* Create compression object
* Set all compression parameters as necessary
* Request virtual arrays if needed
* jpeg_write_coefficients()
* jpeg_finish_compress()
* Destroy or re-use compression object

jpeg_write_coefficients() is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before jpeg_write_coefficients() is called. A side-effect of jpeg_write_coefficients() is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling jpeg_write_coefficients(). The data is actually written out when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using jpeg_copy_critical_parameters(). This routine initializes all the compression parameters to default values (like jpeg_set_defaults()), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like jpeg_start_compress(cinfo, TRUE)). This is for safety’s sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an abbreviated JPEG file, call jpeg Suppress_tables(), or set the tables' individual sent_table flags, between calling jpeg_write_coefficients() and jpeg_finish_compress().

Progress monitoring
Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see cjpeg.c or djpeg.c.) Although you do get control back frequently during the data-transferring pass (the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes will occur inside jpeg_finish_compress or jpeg_start_decompress; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of jpeg_read_scanlines or jpeg_write_scanlines, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct jpeg_progress_mgr, fill in its progress_monitor field with a pointer to your callback routine, and set cinfo->progress to point to the struct. The callback will be called whenever cinfo->progress is non-NULL. (This pointer is set to NULL by jpeg_create_compress or jpeg_create_decompress; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime JPOOL_PERMANENT will work nicely.) You can use the same callback routine for both compression and decompression.

The jpeg_progress_mgr struct contains four fields which are set by the library:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>long pass_counter;</td>
<td>/* work units completed in this pass */</td>
</tr>
<tr>
<td>long pass_limit;</td>
<td>/* total number of work units in this pass */</td>
</tr>
<tr>
<td>int completed_passes;</td>
<td>/* passes completed so far */</td>
</tr>
<tr>
<td>int total_passes;</td>
<td>/* total number of passes expected */</td>
</tr>
</tbody>
</table>

During any one pass, pass_counter increases from 0 up to (not including) pass_limit; the step size is usually but not necessarily 1. The pass_limit value may change from one pass to another. The expected total number of passes is in total_passes, and the number of passes already completed is in completed_passes. Thus the fraction of work completed may be estimated as

\[
\frac{\text{completed}\_\text{passes} + \left(\frac{\text{pass}\_\text{counter}}{\text{pass}\_\text{limit}}\right)}{\text{total}\_\text{passes}}
\]

ignoring the fact that the passes may not be equal amounts of work.
When decompressing, pass_limit can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets total_passes based on the assumption that there will be one more output pass if the input file end hasn't yet been read (jpeg_input_complete() isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that total_passes will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management
-------------------

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read structure.txt's section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use malloc() and free() for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by jpeg_finish_compress, jpeg_finish_decompress, or jpeg_abort. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is:

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use JPOOL_PERMANENT to get storage that lasts as long as the JPEG object. Use alloc_large instead of alloc_small for anything bigger than a few Kbytes. There are also alloc_sarray and alloc_barray routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.
If you use the simplest memory manager back end (jmemnobs.c), then no temporary files are used; virtual arrays are simply malloc'd. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting cinfo->mem->max_memory_to_use after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before jpeg_start_compress() or jpeg_start_decompress() in order to have them counted against the max memory limit. Also keep in mind that space allocated with alloc_small() is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting max_memory_to_use.

Memory usage
------------

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:

1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coordinate. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller.
with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual
color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not
have to be fully RAM resident; you can have the library use temporary
files instead when the total memory usage would exceed a limit you set.
(But if your OS supports virtual memory, it's probably better to just use
jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need
for color quantization. Also, it needs a full-image DCT coefficient buffer
if Huffman-table optimization is asked for, even if progressive mode is not
requested.

If you need more detailed information about memory usage in a particular
situation, you can enable the MEM STATS code in jmemmgr.c.

Library compile-time options
----------------------------

A number of compile-time options are available by modifying jmorecfg.h.

The JPEG standard provides for both the baseline 8-bit DCT process and
a 12-bit DCT process. The IJG code supports 12-bit lossy JPEG if you define
BITS_IN_JSAMPLE as 12 rather than 8. Note that this causes JSAMPLE to be
larger than a char, so it affects the surrounding application's image data.
The sample applications cjpeg and djpeg can support 12-bit mode only for PPM
and GIF file formats; you must disable the other file formats to compile a
12-bit cjpeg or djpeg. (install.txt has more information about that.)
At present, a 12-bit library can handle *only* 12-bit images, not both
precisions.

Note that a 12-bit library always compresses in Huffman optimization mode,
in order to generate valid Huffman tables. This is necessary because our
default Huffman tables only cover 8-bit data. If you need to output 12-bit
files in one pass, you'll have to supply suitable default Huffman tables.
You may also want to supply your own DCT quantization tables; the existing
quality-scaling code has been developed for 8-bit use, and probably doesn't
generate especially good tables for 12-bit.

The maximum number of components (color channels) in the image is determined
by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we
expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve
performance or reduce memory space by tweaking the various typedefs in
jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s
is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?

Portability considerations
-------------------------

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C and C++ compilers, using any of the popular system include file setups, and some not-so-popular ones too.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that

- char is at least 8 bits wide
- short is at least 16 bits wide
- int is at least 16 bits wide
- long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in jmorecfg.h. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an
unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/libjpeg.txt
No license file was found, but licenses were detected in source scan.

/*
 * jcphuff.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy encoding routines for progressive JPEG.
 *
 * We do not support output suspension in this module, since the library
 * currently does not allow multiple-scan files to be written with output
 * suspension.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jcphuff.c
No license file was found, but licenses were detected in source scan.

; jcolsamp.inc - private declarations for color conversion & up/downsampling
; pseudo-resisters to make ordering of RGB configurable

; %if RGB_RED == 0
%define mmA mm0
%define mmB mm1
%define xmmA xmm0
%define xmmB xmm1
%elif RGB_GREEN == 0
%define mmA mm2
%define mmB mm3
%define xmmA xmm2
%define xmmB xmm3
%elif RGB_BLUE == 0
%define mmA mm4
%define mmB mm5
%define xmmA xmm4
%define xmmB xmm5
%else
%define mmA mm6
%define mmB mm7
%define xmmA xmm6
%define xmmB xmm7
%endif

%if RGB_RED == 1
%define mmC mm0
%define mmD mm1
%define xmmC xmm0
%define xmmD xmm1
%elif RGB_GREEN == 1
%define mmC mm2
%define mmD mm3
%define xmmC xmm2
%define xmmD xmm3
%elif RGB_BLUE == 1
%define mmC mm4
%define mmD mm5
%define xmmC xmm4
%define xmmD xmm5
%else
%define mmC mm6
%define mmD mm7
%define xmmC xmm6
%define xmmD xmm7
%endif

%if RGB_RED == 2
%define mmE mm0
%define mmF mm1
%define xmmE xmm0
%define xmmF xmm1
%elif RGB_GREEN == 2
%define mmE mm2
%define mmF mm3
%define xmmE xmm2
%define xmmF xmm3
%elif RGB_BLUE == 2
%define mmE mm4
%define mmF mm5
%define xmmE xmm4
%define xmmF xmm5
%else
%define mmE mm6
%define mmF mm7
%define xmmE xmm6
%define xmmF xmm7
%endif

%if RGB_RED == 3
%define mmG mm0
%define mmH mm1
%define xmmG xmm0
%define xmmH xmm1
%elif RGB_GREEN == 3
%define mmG mm2
%define mmH mm3
%define xmmG xmm2
%define xmmH xmm3
%elif RGB_BLUE == 3
%define mmG mm4
%define mmH mm5
%define xmmG xmm4
%define xmmH xmm5
%else
%define mmG mm6

%define mmH mm7
%define xmmG xmm6
%define xmmH xmm7
%endif

; --------------------------------------------------------------------------

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/simd/jcolsamp.inc
No license file was found, but licenses were detected in source scan.

/*
 * rdrle.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * It was modified by The libjpeg-turbo Project to include only code and
 * information relevant to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Utah RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdin stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed RLE format).
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/rdrle.c
No license file was found, but licenses were detected in source scan.

/*
 * jcprepc.c
 *
 * This file is part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
This file contains the compression preprocessing controller. This controller manages the color conversion, downsampling, and edge expansion steps.

Most of the complexity here is associated with buffering input rows as required by the downsampler. See the comments at the head of jcsample.c for the downsampler's needs.

Found in path(s):
/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jcprepct.c

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

/*
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*/

package org.libjpegturbo.turbojpeg;

final class TJLoader {
    static void load() {
        try {

```
System.loadLibrary("turbojpeg");
} catch (java.lang.UnsatisfiedLinkError e) {
String os = System.getProperty("os.name").toLowerCase();
if (os.indexOf("mac") >= 0) {
    try {
        System.load("%{__libdir}/libturbojpeg.jnilib");
    } catch (java.lang.UnsatisfiedLinkError e2) {
        System.load("/usr/lib/libturbojpeg.jnilib");
    }
} else {
    try {
        System.load("%{__libdir}/libturbojpeg.so");
    } catch (java.lang.UnsatisfiedLinkError e3) {
        String libdir = "%{__libdir}";
        if (libdir.equals("/opt/libjpeg-turbo/lib64")) {
            System.load("/opt/libjpeg-turbo/lib32/libturbojpeg.so");
        } else if (libdir.equals("/opt/libjpeg-turbo/lib32")) {
            System.load("/opt/libjpeg-turbo/lib64/libturbojpeg.so");
        } else {
            throw e3;
        }
    }
}
}

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/java/org/libjpegturbo/turbojpeg/TJLoader.java.tmpl
No license file was found, but licenses were detected in source scan.

/*
 * jdhuff.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * libjpeg-turbo Modifications:
 * Copyright (C) 2010-2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for Huffman entropy decoding routines
 * that are shared between the sequential decoder (jdhuff.c) and the
 * progressive decoder (jdphuff.c). No other modules need to see these.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
Open Source Used In Cisco BroadWorks Unified Sharing Server (USS) Release Independent  283

1.4.1/jdhuff.h
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/*/ 
* jmemnobs.c 
* 
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* It was modified by The libjpeg-turbo Project to include only code and 
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* 
* This file provides a really simple implementation of the system-
* dependent portion of the JPEG memory manager. This implementation 
* assumes that no backing-store files are needed: all required space 
* can be obtained from malloc(). 
* This is very portable in the sense that it'll compile on almost anything, 
* but you'd better have lots of main memory (or virtual memory) if you want 
* to process big images. 
* Note that the max_memory_to_use option is ignored by this implementation.
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jmemnobs.c
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/*/ 
* jmorecfg.h 
* 
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* 
* This file contains additional configuration options that customize the 
* JPEG software for special applications or support machine-dependent 
* optimizations. Most users will not need to touch this file.
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jmorecfg.h
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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/tjunittest.c
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/java/TJBench.java

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/
* jpegcomp.h
*
* Copyright (C) 2010, D. R. Commander
* For conditions of distribution and use, see the accompanying README file.
* *
* JPEG compatibility macros
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jpegcomp.h
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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/md5/md5.h

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/*
 * jfdctfst.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a fast, not so accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.
/*
 * jdct.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file contains common declarations for the forward and
 * inverse DCT modules. These declarations are private to the DCT managers
 * (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.
 * The individual DCT algorithms are kept in separate files to ease
 * machine-dependent tuning (e.g., assembly coding).
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/simd/jsimd_arm_neon.S
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*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/java/TJUnitTest.java
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/*
 * jcparam.c
 *
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 *
 * This file contains optional default-setting code for the JPEG compressor.
 * Applications do not have to use this file, but those that don't use it
 * must know a lot more about the innards of the JPEG code.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/jcparam.c
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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/simd/jsimd_arm64_neon.S
No license file was found, but licenses were detected in source scan.

/*
 * jsimd dct.h
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Based on the x86 SIMD extension for JIg JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jsimddct.h
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/*
 * jmemsys.h
 *
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 * It was modified by The libjpeg-turbo Project to include only code and
 * information relevant to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file defines the interface between the system-independent
 * and system-dependent portions of the JPEG memory manager. No other
 * modules need include it. (The system-independent portion is jmemmgr.c;
 * there are several different versions of the system-dependent portion.)
 *
 * This file works as-is for the system-dependent memory managers supplied
 * in the IJG distribution. You may need to modify it if you write a
 * custom memory manager. If system-dependent changes are needed in
 * this file, the best method is to #ifdef them based on a configuration
 * symbol supplied in jconfig.h.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jmemsys.h
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* ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
* POSSIBILITY OF SUCH DAMAGE.
*/
/**
* Compress a set of Y, U (Cb), and V (Cr) image planes into a JPEG image.
*
* @param handle a handle to a TurboJPEG compressor or transformer instance
*
* @param srcPlanes an array of pointers to Y, U (Cb), and V (Cr) image planes
* (or just a Y plane, if compressing a grayscale image) that contain a YUV
* image to be compressed. These planes can be contiguous or non-contiguous in
* memory. The size of each plane should match the value returned by
* #tjPlaneSizeYUV() for the given image width, height, strides, and level of
* chrominance subsampling. Refer to @ref YUVnotes "YUV Image Format Notes"
* for more details.
*
* @param width width (in pixels) of the source image. If the width is not an
* even multiple of the MCU block width (see #tjMCUWidth), then an intermediate
* buffer copy will be performed within TurboJPEG.
*
* @param strides an array of integers, each specifying the number of bytes per
* line in the corresponding plane of the YUV source image. Setting the stride
* for any plane to 0 is the same as setting it to the plane width (see
* @ref YUVnotes "YUV Image Format Notes"). If <tt>strides</tt> is NULL, then
* the strides for all planes will be set to their respective plane widths.
* You can adjust the strides in order to specify an arbitrary amount of line
* padding in each plane or to create a JPEG image from a subregion of a larger
* YUV planar image.
*
* @param height height (in pixels) of the source image. If the height is not
* an even multiple of the MCU block height (see #tjMCUHeight), then an
* intermediate buffer copy will be performed within TurboJPEG.
*
* @param subsamp the level of chrominance subsampling used in the source
* image (see @ref TJSAMP "Chrominance subsampling options").
* @param jpegBuf address of a pointer to an image buffer that will receive the
  * JPEG image. TurboJPEG has the ability to reallocate the JPEG buffer to
  * accommodate the size of the JPEG image. Thus, you can choose to:
  * -# pre-allocate the JPEG buffer with an arbitrary size using #tjAlloc() and
  * let TurboJPEG grow the buffer as needed,
  * -# set <tt>*jpegBuf</tt> to NULL to tell TurboJPEG to allocate the buffer
  * for you, or
  * -# pre-allocate the buffer to a "worst case" size determined by calling
  * #tjBufSize(). This should ensure that the buffer never has to be
  * re-allocated (setting #TJFLAG_NOREALLOC guarantees this.)
  *
  * If you choose option 1, <tt>*jpegSize</tt> should be set to the size of your
  * pre-allocated buffer. In any case, unless you have set #TJFLAG_NOREALLOC,
  * you should always check <tt>*jpegBuf</tt> upon return from this function, as
  * it may have changed.
  *
  * @param jpegSize pointer to an unsigned long variable that holds the size of
  * the JPEG image buffer. If <tt>*jpegBuf</tt> points to a pre-allocated
  * buffer, then <tt>*jpegSize</tt> should be set to the size of the buffer.
  * Upon return, <tt>*jpegSize</tt> will contain the size of the JPEG image (in
  * bytes.) If <tt>*jpegBuf</tt> points to a JPEG image buffer that is being
  * reused from a previous call to one of the JPEG compression functions, then
  * <tt>*jpegSize</tt> is ignored.
  *
  * @param jpegQual the image quality of the generated JPEG image (1 = worst,
  * 100 = best)
  *
  * @param flags the bitwise OR of one or more of the @ref TJFLAG_BOTTOMUP
  * "flags"
  *
  * @return 0 if successful, or -1 if an error occurred (see #tjGetErrorStr().)
  */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/turbojpeg.h

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 * jpegint.h
 *
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 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 */
* This file provides common declarations for the various JPEG modules.
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4-1-tar.gz/libjpeg-turbo-1.4.1/jpegint.h

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/*
 * rdppm.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modified 2009 by Bill Allombert, Guido Vollbeding.
 * It was modified by The libjpeg-turbo Project to include only code and
 * information relevant to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in PPM/PGM format.
 * The extended 2-byte-per-sample raw PPM/PGM formats are supported.
 * The PBMPPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed PPM format).
 */

/* Portions of this code are based on the PBMPPLUS library, which is:
 **
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 **
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 */

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/*
 * jidctfst.c
 *
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 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a fast, not so accurate integer implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with fixed-point math,
 * accuracy is lost due to imprecise representation of the scaled
 * quantization values. The smaller the quantization table entry, the less
 * precise the scaled value, so this implementation does worse with high-
 * quality-setting files than with low-quality ones.
 */

Found in path(s):
 * /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jidctfst.c

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/*
 * rdbmp.c
 *
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  *
  * This file contains routines to read input images in Microsoft "BMP"
  * format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
  * Currently, only 8-bit and 24-bit images are supported, not 1-bit or
  * 4-bit (feeding such low-depth images into JPEG would be silly anyway).
  * Also, we don't support RLE-compressed files.
  *
  * These routines may need modification for non-Unix environments or
  * specialized applications. As they stand, they assume input from
  * an ordinary stdio stream. They further assume that reading begins
  * at the start of the file; start_input may need work if the
  * user interface has already read some data (e.g., to determine that
  * the file is indeed BMP format).
  *
  * This code contributed by James Arthur Boucher.
  */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1.tar-gz/libjpeg-turbo-1.4.1/rdbmp.c
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 * jdcol565.c
 *
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 *
 * This file contains output colorspace conversion routines.
 */

Found in path(s):
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/*
 * wrppm.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modified 2009 by Guido Vollbeding.
 */
* It was modified by The libjpeg-turbo Project to include only code and
* information relevant to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/wrppm.c

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/*
* jdmerge.c
*
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* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* libjpeg-turbo Modifications:
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* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains code for merged upsampling/color conversion.
* *
* This file combines functions from jdsample.c and jdcolor.c;
* read those files first to understand what's going on.
*
* When the chroma components are to be upsampled by simple replication
* (ie, box filtering), we can save some work in color conversion by
* calculating all the output pixels corresponding to a pair of chroma
* samples at one time. In the conversion equations
*  R = Y + K1 * Cr
*  G = Y + K2 * Cb + K3 * Cr
*  B = Y + K4 * Cb
* only the Y term varies among the group of pixels corresponding to a pair
* of chroma samples, so the rest of the terms can be calculated just once.
* At typical sampling ratios, this eliminates half or three-quarters of the
* multiplications needed for color conversion.
* *
* This file currently provides implementations for the following cases:
* YCbCr => RGB color conversion only.
* Sampling ratios of 2h1v or 2h2v.
* No scaling needed at upsample time.
* Corner-aligned (non-CCIR601) sampling alignment.
* Other special cases could be added, but in most applications these are
  the only common cases. (For uncommon cases we fall back on the more
  general code in jdsample.c and jdcolor.c.)
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jdmerge.c
No license file was found, but licenses were detected in source scan.

/*
* jsimd.h
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011, 2014 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jsimd.h
No license file was found, but licenses were detected in source scan.

/*
* jdhuff.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* libjpeg-turbo Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains Huffman entropy decoding routines.
* *
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
*/
No license file was found, but licenses were detected in source scan.

/*
 * Copyright (C)2013 D. R. Commander. All Rights Reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following conditions are met:
 *
 * - Redistributions of source code must retain the above copyright notice,
 *   this list of conditions and the following disclaimer.
 * - Redistributions in binary form must reproduce the above copyright notice,
 *   this list of conditions and the following disclaimer in the documentation
 *   and/or other materials provided with the distribution.
 * - Neither the name of the libjpeg-turbo Project nor the names of its
 *   contributors may be used to endorse or promote products derived from this
 *   software without specific prior written permission.
 *
 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS",
 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR CONTRIBUTORS BE
 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
 * POSSIBILITY OF SUCH DAMAGE.
 */

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

/*
 * cderror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file defines the error and message codes for the cjpeg/djpeg
* applications. These strings are not needed as part of the JPEG library
* proper.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/cderror.h
No license file was found, but licenses were detected in source scan.

/*
 * jdcoefct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * libjpeg-turbo Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * *
 * This file contains the coefficient buffer controller for decompression.
 * This controller is the top level of the JPEG decompressor proper.
 * The coefficient buffer lies between entropy decoding and inverse-DCT steps.
 * *
 * In buffered-image mode, this controller is the interface between
 * input-oriented processing and output-oriented processing.
 * Also, the input side (only) is used when reading a file for transcoding.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/jdcoefct.c
No license file was found, but licenses were detected in source scan.

; jdct.inc - private declarations for forward & reverse DCT subsystems
; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
;
; Based on
; x86 SIMD extension for IJG JPEG library
; Copyright (C) 1999-2006, MIYASAKA Masaru.
; For conditions of distribution and use, see copyright notice in jsimdext.inc
;
; [TAB8]

; Each IDCT routine is responsible for range-limiting its results and
; converting them to unsigned form (0..MAXJSAMPLE). The raw outputs could
be quite far out of range if the input data is corrupt, so a bulletproof
range-limiting step is required. We use a mask-and-table-lookup method
for the combined operations quickly.

%define RANGE_MASK  (MAXJSAMPLE * 4 + 3)  ; 2 bits wider than legal samples

%define ROW(n,b,s)              ((b)+(n)*(s))
%define COL(n,b,s)              ((b)+(n)*(s)*DCTSIZE)

%define DWBLOCK(m,n,b,s)        ((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_DWORD)
%define MMBLOCK(m,n,b,s)        ((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_MMWORD)
%define XMMBLOCK(m,n,b,s)       ((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_XMMWORD)

;--------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
  1.4.1/simd/jdct.inc

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

1.4.1

[1] tjbench now properly handles CMYK/YCCK JPEG files. Passing an argument of
-cmyk (instead of, for instance, -rgb) will cause tjbench to internally convert
the source bitmap to CMYK prior to compression, to generate YCCK JPEG files,
and to internally convert the decompressed CMYK pixels back to RGB after
decompression (the latter is done automatically if a CMYK or YCCK JPEG is
passed to tjbench as a source image.) The CMYK<->RGB conversion operation is
not benchmarked. NOTE: The quick & dirty CMYK<->RGB conversions that tjbench
uses are suitable for testing only. Proper conversion between CMYK and RGB
requires a color management system.

[2] 'make test' now performs additional bitwise regression tests using tjbench,
mainly for the purpose of testing compression from/decompression to a subregion
of a larger image buffer.

[3] 'make test' no longer tests the regression of the floating point DCT/IDCT
by default, since the results of those tests can vary if the algorithms in
question are not implemented using SIMD instructions on a particular platform.
See the comments in Makefile.am for information on how to re-enable the tests
and to specify an expected result for them based on the particulars of your
platform.

[4] The NULL color conversion routines have been significantly optimized,
which speeds up the compression of RGB and CMYK JPEGs by 5-20% when using
64-bit code and 0-3% when using 32-bit code, and the decompression of those
images by 10-30% when using 64-bit code and 3-12% when using 32-bit code.
[5] Fixed an "illegal instruction" error that occurred when djpeg from a SIMD-enabled libjpeg-turbo MIPS build was executed with the -nosmooth option on a MIPS machine that lacked DSPr2 support. The MIPS SIMD routines for h2v1 and h2v2 merged upsampling were not properly checking for the existence of DSPr2.

[6] Performance has been improved significantly on 64-bit non-Linux and non-Windows platforms (generally 10-20% faster compression and 5-10% faster decompression.) Due to an oversight, the 64-bit version of the accelerated Huffman codec was not being compiled in when libjpeg-turbo was built on platforms other than Windows or Linux. Oops.

[7] Fixed an extremely rare bug in the Huffman encoder that caused 64-bit builds of libjpeg-turbo to incorrectly encode a few specific test images when quality=98, an optimized Huffman table, and the slow integer forward DCT were used.

[8] The Windows (CMake) build system now supports building only static or only shared libraries. This is accomplished by adding either -DENABLE_STATIC=0 or -DENABLE_SHARED=0 to the CMake command line.

[9] TurboJPEG API functions will now return an error code if a warning is triggered in the underlying libjpeg API. For instance, if a JPEG file is corrupt, the TurboJPEG decompression functions will attempt to decompress as much of the image as possible, but those functions will now return -1 to indicate that the decompression was not entirely successful.

[10] Fixed a bug in the MIPS DSPr2 4:2:2 fancy upsampling routine that caused a buffer overflow (and subsequent segfault) when decompressing a 4:2:2 JPEG image in which the right-most MCU was 5 or 6 pixels wide.

1.4.0
=====

[1] Fixed a build issue on OS X PowerPC platforms (md5cmp failed to build because OS X does not provide the le32toh() and htole32() functions.)

[2] The non-SIMD RGB565 color conversion code did not work correctly on big endian machines. This has been fixed.

[3] Fixed an issue in tjPlaneSizeYUV() whereby it would erroneously return 1 instead of -1 if componentID was > 0 and subsamp was TJSAMP_GRAY.

[3] Fixed an issue in tjBufSizeYUV2() whereby it would erroneously return 0 instead of -1 if width was < 1.

[5] The Huffman encoder now uses clz and bsr instructions for bit counting on
[6] The close() method in the TJCompressor and TJDecompressor Java classes is now idempotent. Previously, that method would call the native tjDestroy() function even if the TurboJPEG instance had already been destroyed. This caused an exception to be thrown during finalization, if the close() method had already been called. The exception was caught, but it was still an expensive operation.

[7] The TurboJPEG API previously generated an error ("Could not determine subsampling type for JPEG image") when attempting to decompress grayscale JPEG images that were compressed with a sampling factor other than 1 (for instance, with 'cjpeg -grayscale -sample 2x2'). Subsampling technically has no meaning with grayscale JPEGs, and thus the horizontal and vertical sampling factors for such images are ignored by the decompressor. However, the TurboJPEG API was being too rigid and was expecting the sampling factors to be equal to 1 before it treated the image as a grayscale JPEG.

[8] cjpeg, djpeg, and jpegtran now accept an argument of -version, which will print the library version and exit.

[9] Referring to 1.4 beta1 [15], another extremely rare circumstance was discovered under which the Huffman encoder's local buffer can be overrun when a buffered destination manager is being used and an extremely-high-frequency block (basically junk image data) is being encoded. Even though the Huffman local buffer was increased from 128 bytes to 136 bytes to address the previous issue, the new issue caused even the larger buffer to be overrun. Further analysis reveals that, in the absolute worst case (such as setting alternating AC coefficients to 32767 and -32768 in the JPEG scanning order), the Huffman encoder can produce encoded blocks that approach double the size of the unencoded blocks. Thus, the Huffman local buffer was increased to 256 bytes, which should prevent any such issue from re-occurring in the future.

[10] The new tjPlaneSizeYUV(), tjPlaneWidth(), and tjPlaneHeight() functions were not actually usable on any platform except OS X and Windows, because those functions were not included in the libturbojpeg mapfile. This has been fixed.

[11] Restored the JPP(), JMETHOD(), and FAR macros in the libjpeg-turbo header files. The JPP() and JMETHOD() macros were originally implemented in libjpeg as a way of supporting non-ANSI compilers that lacked support for prototype parameters. libjpeg-turbo has never supported such compilers, but some software packages still use the macros to define their own prototypes. Similarly, libjpeg-turbo has never supported MS-DOS and other platforms that have far symbols, but some software packages still use the FAR macro. A pretty good argument can be made that this is a bad practice on the part of the software in question, but since this affects more than one package, it's just easier to fix it here.
[12] Fixed issues that were preventing the ARM 64-bit SIMD code from compiling for iOS, and included an ARMv8 architecture in all of the binaries installed by the "official" libjpeg-turbo SDK for OS X.

1.3.90 (1.4 beta1)

-------------------

[1] New features in the TurboJPEG API:
-- YUV planar images can now be generated with an arbitrary line padding (previously only 4-byte padding, which was compatible with X Video, was supported.)
-- The decompress-to-YUV function has been extended to support image scaling.
-- JPEG images can now be compressed from YUV planar source images.
-- YUV planar images can now be decoded into RGB or grayscale images.
-- 4:1:1 subsampling is now supported. This is mainly included for compatibility, since 4:1:1 is not fully accelerated in libjpeg-turbo and has no significant advantages relative to 4:2:0.
-- CMYK images are now supported. This feature allows CMYK source images to be compressed to YCCK JPEGs and YCCK or CMYK JPEGs to be decompressed to CMYK destination images. Conversion between CMYK/YCCK and RGB or YUV images is not supported. Such conversion requires a color management system and is thus out of scope for a codec library.
-- The handling of YUV images in the Java API has been significantly refactored and should now be much more intuitive.
-- The Java API now supports encoding a YUV image from an arbitrary position in a large image buffer.
-- All of the YUV functions now have a corresponding function that operates on separate image planes instead of a unified image buffer. This allows for compressing/decoding from or decompressing/encoding to a subregion of a larger YUV image. It also allows for handling YUV formats that swap the order of the U and V planes.

[2] Added SIMD acceleration for DSPr2-capable MIPS platforms. This speeds up the compression of full-color JPEGs by 70-80% on such platforms and decompression by 25-35%.

[3] If an application attempts to decompress a Huffman-coded JPEG image whose header does not contain Huffman tables, libjpeg-turbo will now insert the default Huffman tables. In order to save space, many motion JPEG video frames are encoded without the default Huffman tables, so these frames can now be successfully decompressed by libjpeg-turbo without additional work on the part of the application. An application can still override the Huffman tables, for instance to re-use tables from a previous frame of the same video.

[4] The Mac packaging system now uses pkgbuild and productbuild rather than PackageMaker (which is obsolete and no longer supported.) This means that
OS X 10.6 "Snow Leopard" or later must be used when packaging libjpeg-turbo, although the packages produced can be installed on OS X 10.5 "Leopard" or later. OS X 10.4 "Tiger" is no longer supported.

[5] The Huffman encoder now uses clz and bsr instructions for bit counting on ARM platforms rather than a lookup table. This reduces the memory footprint by 64k, which may be important for some mobile applications. Out of four Android devices that were tested, two demonstrated a small overall performance loss (~3-4% on average) with ARMv6 code and a small gain (also ~3-4%) with ARMv7 code when enabling this new feature, but the other two devices demonstrated a significant overall performance gain with both ARMv6 and ARMv7 code (~10-20%) when enabling the feature. Actual mileage may vary.

[6] Worked around an issue with Visual C++ 2010 and later that caused incorrect pixels to be generated when decompressing a JPEG image to a 256-color bitmap, if compiler optimization was enabled when libjpeg-turbo was built. This caused the regression tests to fail when doing a release build under Visual C++ 2010 and later.

[7] Improved the accuracy and performance of the non-SIMD implementation of the floating point inverse DCT (using code borrowed from libjpeg v8a and later.) The accuracy of this implementation now matches the accuracy of the SSE/SSE2 implementation. Note, however, that the floating point DCT/IDCT algorithms are mainly a legacy feature. They generally do not produce significantly better accuracy than the slow integer DCT/IDCT algorithms, and they are quite a bit slower.

[8] Added a new output colorspace (JCS_RGB565) to the libjpeg API that allows for decompressing JPEG images into RGB565 (16-bit) pixels. If dithering is not used, then this code path is SIMD-accelerated on ARM platforms.

[9] Numerous obsolete features, such as support for non-ANSI compilers and support for the MS-DOS memory model, were removed from the libjpeg code, greatly improving its readability and making it easier to maintain and extend.

[10] Fixed a segfault that occurred when calling output_message() with msg_code set to JMSG_COPYRIGHT.

[11] Fixed an issue whereby wrjpgcom was allowing comments longer than 65k characters to be passed on the command line, which was causing it to generate incorrect JPEG files.

[12] Fixed a bug in the build system that was causing the Windows version of wrjpgcom to be built using the rdjpgcom source code.

[13] Restored 12-bit-per-component JPEG support. A 12-bit version of libjpeg-turbo can now be built by passing an argument of --with-12bit to configure (Unix) or -DWITH_12BIT=1 to cmake (Windows.) 12-bit JPEG support is
Open Source Used in Cisco BroadWorks Unified Sharing Server (USS) Release Independent 304

included only for convenience. Enabling this feature disables all of the performance features in libjpeg-turbo, as well as arithmetic coding and the TurboJPEG API. The resulting library still contains the other libjpeg-turbo features (such as the colorspace extensions), but in general, it performs no faster than libjpeg v6b.

[14] Added ARM 64-bit SIMD acceleration for the YCC-to-RGB color conversion and IDCT algorithms (both are used during JPEG decompression.) For unknown reasons (probably related to clang), this code cannot currently be compiled for iOS.

[15] Fixed an extremely rare bug that could cause the Huffman encoder's local buffer to overrun when a very high-frequency MCU is compressed using quality 100 and no subsampling, and when the JPEG output buffer is being dynamically resized by the destination manager. This issue was so rare that, even with a test program specifically designed to make the bug occur (by injecting random high-frequency YUV data into the compressor), it was reproducible only once in about every 25 million iterations.

[16] Fixed an oversight in the TurboJPEG C wrapper: if any of the JPEG compression functions was called repeatedly with the same automatically-allocated destination buffer, then TurboJPEG would erroneously assume that the jpegSize parameter was equal to the size of the buffer, when in fact that parameter was probably equal to the size of the most recently compressed JPEG image. If the size of the previous JPEG image was not as large as the current JPEG image, then TurboJPEG would unnecessarily reallocate the destination buffer.

1.3.1
=====

[1] On Un*x systems, 'make install' now installs the libjpeg-turbo libraries into /opt/libjpeg-turbo/lib32 by default on any 32-bit system, not just x86, and into /opt/libjpeg-turbo/lib64 by default on any 64-bit system, not just x86-64. You can override this by overriding either the 'prefix' or 'libdir' configure variables.

[2] The Windows installer now places a copy of the TurboJPEG DLLs in the same directory as the rest of the libjpeg-turbo binaries. This was mainly done to support TurboVNC 1.3, which bundles the DLLs in its Windows installation. When using a 32-bit version of CMake on 64-bit Windows, it is impossible to access the c:\WINDOWS\system32 directory, which made it impossible for the TurboVNC build scripts to bundle the 64-bit TurboJPEG DLL.

[3] Fixed a bug whereby attempting to encode a progressive JPEG with arithmetic entropy coding (by passing arguments of -progressive -arithmetic to cjpeg or jpegtran, for instance) would result in an error, 'Requested feature was
omitted at compile time”.


[5] Fixed an error ("Buffer passed to JPEG library is too small") that occurred when calling the TurboJPEG YUV encoding function with a very small (< 5x5) source image, and added a unit test to check for this error.


[7] Fixed an issue that prevented SRPMs generated using the in-tree packaging tools from being rebuilt on certain newer Linux distributions.

[8] Numerous minor fixes to eliminate compilation and build/packaging system warnings, fix cosmetic issues, improve documentation clarity, and other general source cleanup.

1.3.0
=====

[1] 'make test' now works properly on FreeBSD, and it no longer requires the md5sum executable to be present on other Un*x platforms.

[2] Overhauled the packaging system:
   -- To avoid conflict with vendor-supplied libjpeg-turbo packages, the official RPMs and DEBs for libjpeg-turbo have been renamed to "libjpeg-turbo-official".
   -- The TurboJPEG libraries are now located under /opt/libjpeg-turbo in the official Linux and Mac packages, to avoid conflict with vendor-supplied packages and also to streamline the packaging system.
   -- Release packages are now created with the directory structure defined by the configure variables "prefix", "bindir", "libdir", etc. (Un*x) or by the CMAKE_INSTALL_PREFIX variable (Windows.) The exception is that the docs are always located under the system default documentation directory on Un*x and Mac systems, and on Windows, the TurboJPEG DLL is always located in the Windows system directory.
   -- To avoid confusion, official libjpeg-turbo packages on Linux/Unix platforms (except for Mac) will always install the 32-bit libraries in /opt/libjpeg-turbo/lib32 and the 64-bit libraries in /opt/libjpeg-turbo/lib64.
   -- Fixed an issue whereby, in some cases, the libjpeg-turbo executables on Un*x systems were not properly linking with the shared libraries installed by the same package.
   -- Fixed an issue whereby building the "installer" target on Windows when WITH_JAVA=1 would fail if the TurboJPEG JAR had not been previously built.
   -- Building the "install" target on Windows now installs files into the same
places that the installer does.

[3] Fixed a Huffman encoder bug that prevented I/O suspension from working properly.

1.2.90 (1.3 beta1)
==================
[1] Added support for additional scaling factors (3/8, 5/8, 3/4, 7/8, 9/8, 5/4, 11/8, 3/2, 13/8, 7/4, 15/8, and 2) when decompressing. Note that the IDCT will not be SIMD-accelerated when using any of these new scaling factors.

[2] The TurboJPEG dynamic library is now versioned. It was not strictly necessary to do so, because TurboJPEG uses versioned symbols, and if a function changes in an ABI-incompatible way, that function is renamed and a legacy function is provided to maintain backward compatibility. However, certain Linux distro maintainers have a policy against accepting any library that isn't versioned.

[3] Extended the TurboJPEG Java API so that it can be used to compress a JPEG image from and decompress a JPEG image to an arbitrary position in a large image buffer.

[4] The tjDecompressToYUV() function now supports the TJFLAG_FASTDCT flag.

[5] The 32-bit supplementary package for amd64 Debian systems now provides symlinks in /usr/lib/i386-linux-gnu for the TurboJPEG libraries in /usr/lib32. This allows those libraries to be used on MultiArch-compatible systems (such as Ubuntu 11 and later) without setting the linker path.

[6] The TurboJPEG Java wrapper should now find the JNI library on Mac systems without having to pass -Djava.library.path=/usr/lib to java.

[7] TJBench has been ported to Java to provide a convenient way of validating the performance of the TurboJPEG Java API. It can be run with 'java -cp turbojpeg.jar TJBench'.

[8] cjpeg can now be used to generate JPEG files with the RGB colorspace (feature ported from jpeg-8d.)

[9] The width and height in the -crop argument passed to jpegtran can now be suffixed with "f" to indicate that, when the upper left corner of the cropping region is automatically moved to the nearest iMCU boundary, the bottom right corner should be moved by the same amount. In other words, this feature causes jpegtran to strictly honor the specified width/height rather than the specified bottom right corner (feature ported from jpeg-8d.)
[10] JPEG files using the RGB colorspace can now be decompressed into grayscale images (feature ported from jpeg-8d.)

[11] Fixed a regression caused by 1.2.1[7] whereby the build would fail with multiple "Mismatch in operand sizes" errors when attempting to build the x86 SIMD code with NASM 0.98.

[12] The in-memory source/destination managers (jpeg_mem_src() and jpeg_mem_dest()) are now included by default when building libjpeg-turbo with libjpeg v6b or v7 emulation, so that programs can take advantage of these functions without requiring the use of the backward-incompatible libjpeg v8 ABI. The "age number" of the libjpeg-turbo library on Un*x systems has been incremented by 1 to reflect this. You can disable this feature with a configure/CMake switch in order to retain strict API/ABI compatibility with the libjpeg v6b or v7 API/ABI (or with previous versions of libjpeg-turbo.) See README-turbo.txt for more details.

[13] Added ARMv7s architecture to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build applications that leverage the faster CPUs in the iPhone 5 and iPad 4.

1.2.1
=====

[1] Creating or decoding a JPEG file that uses the RGB colorspace should now properly work when the input or output colorspace is one of the libjpeg-turbo colorspace extensions.

[2] When libjpeg-turbo was built without SIMD support and merged (non-fancy) upsampling was used along with an alpha-enabled colorspace during decompression, the unused byte of the decompressed pixels was not being set to 0xFF. This has been fixed. TJUniTTest has also been extended to test for the correct behavior of the colorspace extensions when merged upsampling is used.

[3] Fixed a bug whereby the libjpeg-turbo SSE2 SIMD code would not preserve the upper 64 bits of xmm6 and xmm7 on Win64 platforms, which violated the Win64 calling conventions.

[4] Fixed a regression caused by 1.2.0[6] whereby decompressing corrupt JPEG images (specifically, images in which the component count was erroneously set to a large value) would cause libjpeg-turbo to segfault.

[5] Worked around a severe performance issue with "Bobcat" (AMD Embedded APU) processors. The MASKMOVDQU instruction, which was used by the libjpeg-turbo SSE2 SIMD code, is apparently implemented in microcode on AMD processors, and it is painfully slow on Bobcat processors in particular. Eliminating the use of this instruction improved performance by an order of magnitude on Bobcat.
processors and by a small amount (typically 5%) on AMD desktop processors.

[6] Added SIMD acceleration for performing 4:2:2 upsampling on NEON-capable ARM platforms. This speeds up the decompression of 4:2:2 JPEGs by 20-25% on such platforms.

[7] Fixed a regression caused by 1.2.0[2] whereby, on Linux/x86 platforms running the 32-bit SSE2 SIMD code in libjpeg-turbo, decompressing a 4:2:0 or 4:2:2 JPEG image into a 32-bit (RGBX, BGRX, etc.) buffer without using fancy upsampling would produce several incorrect columns of pixels at the right-hand side of the output image if each row in the output image was not evenly divisible by 16 bytes.

[8] Fixed an issue whereby attempting to build the SIMD extensions with Xcode 4.3 on OS X platforms would cause NASM to return numerous errors of the form "'%define' expects a macro identifier".

[9] Added flags to the TurboJPEG API that allow the caller to force the use of either the fast or the accurate DCT/IDCT algorithms in the underlying codec.

1.2.0
=====

[1] Fixed build issue with YASM on Unix systems (the libjpeg-turbo build system was not adding the current directory to the assembler include path, so YASM was not able to find jsimdcfg.inc.)

[2] Fixed out-of-bounds read in SSE2 SIMD code that occurred when decompressing a JPEG image to a bitmap buffer whose size was not a multiple of 16 bytes. This was more of an annoyance than an actual bug, since it did not cause any actual run-time problems, but the issue showed up when running libjpeg-turbo in valgrind. See http://crbug.com/72399 for more information.

[3] Added a compile-time macro (LIBJPEG_TURBO_VERSION) that can be used to check the version of libjpeg-turbo against which an application was compiled.

[4] Added new RGBA/BGRA/ABGR/ARGB colorspace extension constants (libjpeg API) and pixel formats (TurboJPEG API), which allow applications to specify that, when decompressing to a 4-component RGB buffer, the unused byte should be set to 0xFF so that it can be interpreted as an opaque alpha channel.

[5] Fixed regression issue whereby DevIL failed to build against libjpeg-turbo because libjpeg-turbo's distributed version of jconfig.h contained an INLINE macro, which conflicted with a similar macro in DevIL. This macro is used only internally when building libjpeg-turbo, so it was moved into config.h.

[6] libjpeg-turbo will now correctly decompress erroneous CMYK/YCCK JPEGs whose
K component is assigned a component ID of 1 instead of 4. Although these files are in violation of the spec, other JPEG implementations handle them correctly.

[7] Added ARMv6 and ARMv7 architectures to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build both OS X and iOS applications.

1.1.90 (1.2 beta1)
==================

[1] Added a Java wrapper for the TurboJPEG API. See java/README for more details.

[2] The TurboJPEG API can now be used to scale down images during decompression.

[3] Added SIMD routines for RGB-to-grayscale color conversion, which significantly improves the performance of grayscale JPEG compression from an RGB source image.

[4] Improved the performance of the C color conversion routines, which are used on platforms for which SIMD acceleration is not available.

[5] Added a function to the TurboJPEG API that performs lossless transforms. This function is implemented using the same back end as jpegtran, but it performs transcoding entirely in memory and allows multiple transforms and/or crop operations to be batched together, so the source coefficients only need to be read once. This is useful when generating image tiles from a single source JPEG.

[6] Added tests for the new TurboJPEG scaled decompression and lossless transform features to tjbench (the TurboJPEG benchmark, formerly called "jpgtest").

[7] Added support for 4:4:0 (transposed 4:2:2) subsampling in TurboJPEG, which was necessary in order for it to read 4:2:2 JPEG files that had been losslessly transposed or rotated 90 degrees.

[8] All legacy VirtualGL code has been re-factored, and this has allowed libjpeg-turbo, in its entirety, to be re-licensed under a BSD-style license.

[9] libjpeg-turbo can now be built with YASM.

[10] Added SIMD acceleration for ARM Linux and iOS platforms that support NEON instructions.
[11] Refactored the TurboJPEG C API and documented it using Doxygen. The TurboJPEG 1.2 API uses pixel formats to define the size and component order of the uncompressed source/destination images, and it includes a more efficient version of TJBUFSIZE() that computes a worst-case JPEG size based on the level of chrominance subsampling. The refactored implementation of the TurboJPEG API now uses the libjpeg memory source and destination managers, which allows the TurboJPEG compressor to grow the JPEG buffer as necessary.

[12] Eliminated errors in the output of jpegtran on Windows that occurred when the application was invoked using I/O redirection (jpegtran <input.jpg >output.jpg).

[13] The inclusion of libjpeg v7 and v8 emulation as well as arithmetic coding support in libjpeg-turbo v1.1.0 introduced several new error constants in jerror.h, and these were mistakenly enabled for all emulation modes, causing the error enum in libjpeg-turbo to sometimes have different values than the same enum in libjpeg. This represents an ABI incompatibility, and it caused problems with rare applications that took specific action based on a particular error value. The fix was to include the new error constants conditionally based on whether libjpeg v7 or v8 emulation was enabled.

[14] Fixed an issue whereby Windows applications that used libjpeg-turbo would fail to compile if the Windows system headers were included before jpeglib.h. This issue was caused by a conflict in the definition of the INT32 type.

[15] Fixed 32-bit supplementary package for amd64 Debian systems, which was broken by enhancements to the packaging system in 1.1.

[16] When decompressing a JPEG image using an output colorspace of JCS_EXT_RGBA, JCS_EXT_BGRX, JCS_EXT_XBGR, or JCS_EXT_XRGB, libjpeg-turbo will now set the unused byte to 0xFF, which allows applications to interpret that byte as an alpha channel (0xFF = opaque).

1.1.1
=====

[1] Fixed a 1-pixel error in row 0, column 21 of the luminance plane generated by tjEncodeYUV().

[2] libjpeg-turbo's accelerated Huffman decoder previously ignored unexpected markers found in the middle of the JPEG data stream during decompression. It will now hand off decoding of a particular block to the unaccelerated Huffman decoder if an unexpected marker is found, so that the unaccelerated Huffman decoder can generate an appropriate warning.

[3] Older versions of MinGW64 prefixed symbol names with underscores by default, which differed from the behavior of 64-bit Visual C++. MinGW64 1.0
has adopted the behavior of 64-bit Visual C++ as the default, so to accommodate this, the libjpeg-turbo SIMD function names are no longer prefixed with an underscore when building with MinGW64. This means that, when building libjpeg-turbo with older versions of MinGW64, you will now have to add -fno-leading-underscore to the CFLAGS.

[4] Fixed a regression bug in the NSIS script that caused the Windows installer build to fail when using the Visual Studio IDE.

[5] Fixed a bug in jpeg_read_coefficients() whereby it would not initialize cinfo->image_width and cinfo->image_height if libjpeg v7 or v8 emulation was enabled. This specifically caused the jpegoptim program to fail if it was linked against a version of libjpeg-turbo that was built with libjpeg v7 or v8 emulation.


[7] Eliminated errors in the output of cjpeg on Windows that occurred when the application was invoked using I/O redirection (cjpeg <inputfile >output.jpg).

1.1.0

[1] The algorithm used by the SIMD quantization function cannot produce correct results when the JPEG quality is >= 98 and the fast integer forward DCT is used. Thus, the non-SIMD quantization function is now used for those cases, and libjpeg-turbo should now produce identical output to libjpeg v6b in all cases.

[2] Despite the above, the fast integer forward DCT still degrades somewhat for JPEG qualities greater than 95, so the TurboJPEG wrapper will now automatically use the slow integer forward DCT when generating JPEG images of quality 96 or greater. This reduces compression performance by as much as 15% for these high-quality images but is necessary to ensure that the images are perceptually lossless. It also ensures that the library can avoid the performance pitfall created by [1].

[3] Ported jpgtest.cxx to pure C to avoid the need for a C++ compiler.


[5] The Windows distribution packages now include the libjpeg run-time programs (cjpeg, etc.)

[6] All packages now include jpgtest.

[8] Added two new TurboJPEG API functions, tjEncodeYUV() and tjDecompressToYUV(), to replace the somewhat hackish TJ_YUV flag.

1.0.90 (1.1 beta1)
==================

[1] Added emulation of the libjpeg v7 and v8 APIs and ABIs. See README-turbo.txt for more details. This feature was sponsored by CamTrace SAS.


[3] Grayscale bitmaps can now be compressed from/decompressed to using the TurboJPEG API.

[4] jpg test can now be used to test decompression performance with existing JPEG images.

[5] If the default install prefix (/opt/libjpeg-turbo) is used, then
'make install' now creates /opt/libjpeg-turbo/lib32 and
/opt/libjpeg-turbo/lib64 sym links to duplicate the behavior of the binary
packages.

[6] All symbols in the libjpeg-turbo dynamic library are now versioned, even
when the library is built with libjpeg v6b emulation.

[7] Added arithmetic encoding and decoding support (can be disabled with
configure or CMake options)

[8] Added a TJ_YUV flag to the TurboJPEG API, which causes both the compressor
and decompressor to output planar YUV images.

[9] Added an extended version of tjDecompressHeader() to the TurboJPEG API,
which allows the caller to determine the type of subsampling used in a JPEG
image.

[10] Added further protections against invalid Huffman codes.

1.0.1
=====

[1] The Huffman decoder will now handle erroneous Huffman codes (for instance, from a corrupt JPEG image.) Previously, these would cause libjpeg-turbo to crash under certain circumstances.
[2] Fixed typo in SIMD dispatch routines that was causing 4:2:2 upsampling to be used instead of 4:2:0 when decompressing JPEG images using SSE2 code.

[3] configure script will now automatically determine whether the INCOMPLETE_TYPES_BROKEN macro should be defined.

1.0.0
=====

1] 2983700: Further FreeBSD build tweaks (no longer necessary to specify --host when configuring on a 64-bit system)

[2] Created symlinks in the Unix/Linux packages so that the TurboJPEG include file can always be found in /opt/libjpeg-turbo/include, the 32-bit static libraries can always be found in /opt/libjpeg-turbo/lib32, and the 64-bit static libraries can always be found in /opt/libjpeg-turbo/lib64.

[3] The Unix/Linux distribution packages now include the libjpeg run-time programs (cjpeg, etc.) and man pages.


[6] Include distribution package for Cygwin

[7] No longer necessary to specify --without-simd on non-x86 architectures, and unit tests now work on those architectures.

0.0.93
=====

[1] 2982659, Fixed x86-64 build on FreeBSD systems

[2] 2988188: Added support for Windows 64-bit systems

0.0.91
=====

[1] Added documentation to .deb packages

[2] 2968313: Fixed data corruption issues when decompressing large JPEG images and/or using buffered I/O with the libjpeg-turbo decompressor
0.0.90
=======

Initial release

Found in path(s):
  */opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/ ChangeLog.txt
No license file was found, but licenses were detected in source scan.

/*
 * jchuff.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for Huffman entropy encoding routines
 * that are shared between the sequential encoder (jchuff.c) and the
 * progressive encoder (jcphuff.c). No other modules need to see these.
 */

Found in path(s):
  */opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jchuff.h
No license file was found, but licenses were detected in source scan.

/*
 * jsimd_arm.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011, 2013-2014 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * 32-bit ARM architecture.
 */

Found in path(s):
  */opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/simd/jsimd_arm.c
No license file was found, but licenses were detected in source scan.

/
* jdmaster.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2009 by Guido Vollbeding.
* libjpeg-turbo Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* Copyright (C) 2013, Linaro Limited.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jdmaster.c
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reasons for developing this free software was to help force convergence on

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/README
No license file was found, but licenses were detected in source scan.

/
* jsimd_mips.c
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011, 2014 D. R. Commander
* Copyright (C) 2013-2014, MIPS Technologies, Inc., California
* 
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on a
* MIPS architecture.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1.tar-gz/libjpeg-turbo-1.4.1/simd/jsimd_mips.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
* It was modified by The libjpeg-turbo Project to include only code relevant
* to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains declarations for image transformation routines and
* other utility code used by the jpegtran sample application. These are
* NOT part of the core JPEG library. But we keep these routines separate
* from jpegtran.c to ease the task of maintaining jpegtran-like programs
* that have other user interfaces.
* *
* NOTE: all the routines declared here have very specific requirements
* about when they are to be executed during the reading and writing of the
* source and destination files. See the comments in transupp.c, or see
* jpegtran.c for an example of correct usage.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1.tar-gz/libjpeg-turbo-1.4.1/transupp.h
No license file was found, but licenses were detected in source scan.

/ *
* jdatadst-tj.c
*
* This file was part of the Independent JPEG Group's software:
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* Modified 2009-2012 by Guido Vollbeding.
* libjpeg-turbo Modifications:
* Copyright (C) 2011, 2014 D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jdatadst-tj.c
No license file was found, but licenses were detected in source scan.

/*
 * jctrans.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1995-1998, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains library routines for transcoding compression,
 * that is, writing raw DCT coefficient arrays to an output JPEG file.
 * The routines in jcapimin.c will also be needed by a transcoder.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jctrans.c
No license file was found, but licenses were detected in source scan.

/*
 * jdtrans.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains library routines for transcoding decompression,
 * that is, reading raw DCT coefficient arrays from an input JPEG file.
 * The routines in jdapimin.c will also be needed by a transcoder.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
No license file was found, but licenses were detected in source scan.

/*
 * djpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * libjpeg-turbo Modifications:
 * Copyright (C) 2010-2011, 2013-2014, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for the JPEG decompressor.
 * It should work on any system with Unix- or MS-DOS-style command lines.
 *
 * Two different command line styles are permitted, depending on the
 * compile-time switch TWO_FILE_COMMANDLINE:
 *      djpeg [options]  inputfile outputfile
 *      djpeg [options]  [inputfile]
 * In the second style, output is always to standard output, which you'd
 * normally redirect to a file or pipe to some other program. Input is
 * either from a named file or from standard input (typically redirected).
 * The second style is convenient on Unix but is unhelpful on systems that
 * don't support pipes. Also, you MUST use the first style if your system
 * doesn't do binary I/O to stdin/stdout.
 * To simplify script writing, the "-outfile" switch is provided. The syntax
 *      djpeg [options]  -outfile outputfile  inputfile
 * works regardless of which command line style is used.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-1.tar.gz/libjpeg-turbo-1.4.1/djpeg.c

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

/*
 * jdarith.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Developed 1997-2009 by Guido Vollbeding.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy decoding routines for JPEG
 *
 * Both sequential and progressive modes are supported in this single module.
Suspension is not currently supported in this module.

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

This file contains inverse-DCT routines that produce reduced-size output:
* either 4x4, 2x2, or 1x1 pixels from an 8x8 DCT block.
* The implementation is based on the Loeffler, Ligtenberg and Moschytz (LL&M) algorithm used in jidctint.c. We simply replace each 8-to-8 1-D IDCT step with an 8-to-4 step that produces the four averages of two adjacent outputs (or an 8-to-2 step producing two averages of four outputs, for 2x2 output).
* These steps were derived by computing the corresponding values at the end of the normal LL&M code, then simplifying as much as possible.
* 1x1 is trivial: just take the DC coefficient divided by 8.
* See jidctint.c for additional comments.

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

This file was part of the Independent JPEG Group's software:
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* Modified 2002-2010 by Guido Vollbeding.
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* Copyright (C) 2010, D. R. Commander.
* Copyright (C) 2013, MIPS Technologies, Inc., California
* For conditions of distribution and use, see the accompanying README file.
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
*
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jddctmgr.c
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/*
 * jccolext.c
 *
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 * libjpeg-turbo Modifications:
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 *
 * This file contains input colorspace conversion routines.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jccolext.c
No license file was found, but licenses were detected in source scan.

/*
 * jdatadst.c
 *
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 * Modified 2009-2012 by Guido Vollbeding.
 * libjpeg-turbo Modifications:
 * Copyright (C) 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains compression data destination routines for the case of
 * emitting JPEG data to memory or to a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different destination manager.
 * IMPORTANT: we assume that fwrite() will correctly transcribe an array of
 * JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
* jccolor.c
*
* This file was part of the Independent JPEG Group's software:
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* libjpeg-turbo Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009-2012, 2015 D. R. Commander.
* Copyright (C) 2014, MIPS Technologies, Inc., California
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
* rdcolmap.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file implements djpeg's "-map file" switch. It reads a source image
* and constructs a colormap to be supplied to the JPEG decompressor.
*
* Currently, these file formats are supported for the map file:
* GIF: the contents of the GIF's global colormap are used.
* PPM (either text or raw flavor): the entire file is read and
* each unique pixel value is entered in the map.
* Note that reading a large PPM file will be horrendously slow.
* Typically, a PPM-format map file should contain just one pixel
* of each desired color. Such a file can be extracted from an
* ordinary image PPM file with ppmtomap(1).
*
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
/* Portions of this code are based on the PBMPPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
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** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/rdcolmap.c
No license file was found, but licenses were detected in source scan.

/*
* jquant1.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* libjpeg-turbo Modifications:
* Copyright (C) 2009, D. R. Commander
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains 1-pass color quantization (color mapping) routines.
* These routines provide mapping to a fixed color map using equally spaced
* color values. Optional Floyd-Steinberg or ordered dithering is available.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jquant1.c
No license file was found, but licenses were detected in source scan.

/*
* simd/jsimd.h
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011 D. R. Commander
* Copyright (C) 2013-2014, MIPS Technologies, Inc., California
* Copyright (C) 2014 Linaro Limited
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
Found in path(s):
*/
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/simd/jsimd.h
No license file was found, but licenses were detected in source scan.

*/
* jsimd_arm64.c
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011, 2013-2014 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*

* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on a
* 64-bit ARM architecture.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/simd/jsimd_arm64.c
No license file was found, but licenses were detected in source scan.

/*
 * cdjpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 * *
 * This file contains common support routines used by the IJG application
 * programs (cjjpeg, djpeg, jpegtran).
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/*
 * jchuff.c
 *
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 * libjpeg-turbo Modifications:
 * Copyright (C) 2009-2011, 2014-2015 D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * *
 * This file contains Huffman entropy encoding routines.
 * *
 * Much of the complexity here has to do with supporting output suspension.
 * If the data destination module demands suspension, we want to be able to
 * back up to the start of the current MCU. To do this, we copy state
 * variables into local working storage, and update them back to the
 * permanent JPEG objects only upon successful completion of an MCU.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-release/libjpeg-turbo.spec.in

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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1/simd/jidctfst-sse2.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1/simd/jfdctfst-sse2.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1/simd/jidctfst-mmx.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1/simd/jfdctfst-mmx.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1/simd/jidctfst-sse2-64.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1/simd/jfdctfst-sse2-64.asm

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/bmp.h
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jcstest.c
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/tjutil.h
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/java/org/libjpegturbo/turbojpeg/TJLoader.java.in
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/java/org/libjpegturbo/turbojpeg/TJScalingFactor.java
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/tjutil.c

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* Copyright (C) 2013, Linaro Limited.
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*
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jdcolor.c

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This file contains code for merged upsampling/color conversion.

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This file contains routines to set the default Huffman tables, if they are
not already set.

*/
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 * jmemmgr.c
 *
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 *
 * This file contains the JPEG system-independent memory management
 * routines. This code is usable across a wide variety of machines; most
 * of the system dependencies have been isolated in a separate file.
 * The major functions provided here are:
 * * pool-based allocation and freeing of memory;
 * * policy decisions about how to divide available memory among the
 *     virtual arrays;
 * * control logic for swapping virtual arrays between main memory and
 *     backing storage.
 * The separate system-dependent file provides the actual backing-storage
 * access code, and it contains the policy decision about how much total
 * main memory to use.
 * This file is system-dependent in the sense that some of its functions
 * are unnecessary in some systems. For example, if there is enough virtual
 * memory so that backing storage will never be used, much of the virtual
 * array control logic could be removed. (Of course, if you have that much
 * memory then you shouldn't care about a little bit of unused code...)
 */

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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/turbojpeg.c
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/tjbench.c
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* jcapistd.c
* 
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* 
* This file contains application interface code for the compression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-compression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_compress, it will end up linking in the entire compressor.
* We thus must separate this file from jcapimin.c to avoid linking the
* whole compression library into a transcoder.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
  1.4.1/jcapistd.c
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/
* jcomapi.c
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*
* This file contains application interface routines that are used for both
* compression and decompression.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/jcomapi.c

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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/java/org/libjpeg turbo/turbojpeg/TJCustomFilter.java
/*
 * wrbmp.c
 *
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 *
 * This file contains routines to write output images in Microsoft "BMP"
 * format (MS Windows 3.x and OS/2 1.x flavors).
 * Either 8-bit colormapped or 24-bit full-color format can be written.
 * No compression is supported.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * This code contributed by James Arthur Boucher.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/java/org/libjpegturbo/turbojpeg/TJTransform.java

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 * rdgif.c
 *
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 *
 * This file contains routines to read input images in GIF format.
 *
 **************************************************
 * NOTE: to avoid entanglements with Unisys' patent on LZW compression,
 * the ability to read GIF files has been removed from the IJG distribution.
 * Sorry about that.
 **************************************************
 *
 * We are required to state that
 * "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated.
*/

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* jccoefct.c
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* It was modified by The libjpeg-turbo Project to include only code and information relevant to libjpeg-turbo.
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* This file contains the coefficient buffer controller for compression.
* This controller is the top level of the JPEG compressor proper.
* The coefficient buffer lies between forward-DCT and entropy encoding steps.
*/

Found in path(s):
/…/jccoefct.c
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This file contains probability estimation tables for common use in arithmetic entropy encoding and decoding routines.

This data represents Table D.2 in the JPEG spec (ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81) and Table 24 in the JBIG spec (ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82).

Found in path(s):

```
/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jaricom.c
```

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```
/*
 * jidctflt.c
 *
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 *
 * This file contains a floating-point implementation of the inverse DCT (Discrete Cosine Transform). In the IJG code, this routine must also perform dequantization of the input coefficients.
 *
 * This implementation should be more accurate than either of the integer IDCT implementations. However, it may not give the same results on all machines because of differences in roundoff behavior. Speed will depend on the hardware's floating point capacity.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT on each row (or vice versa, but it's more convenient to emit a row at a time). Direct algorithms are also available, but they are much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in Japanese, but the algorithm is described in the Pennebaker & Mitchell JPEG textbook (see REFERENCES section in file README). The following code is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is possible to arrange the computation so that many of the multiplies are simple scalings of the final outputs. These multiplies can then be folded into the multiplications or divisions by the JPEG quantization table entries. The AA&N method leaves only 5 multiplies and 29 adds
```
* to be done in the DCT itself.
* The primary disadvantage of this method is that with a fixed-point
* implementation, accuracy is lost due to imprecise representation of the
* scaled quantization values. However, that problem does not arise if
* we use floating point arithmetic.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jdctflt.c
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/*
* jerror.h
*
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*
* This file defines the error and message codes for the JPEG library.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
* A set of error-reporting macros are defined too. Some applications using
* the JPEG library may wish to include this file to get the error codes
* and/or the macros.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jerror.h
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* jpegtran.c
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*
* This file contains a command-line user interface for JPEG transcoding.
* It is very similar to cjpeg.c, and partly to djpeg.c, but provides
* lossless transcoding between different JPEG file formats. It also
* provides some lossless and sort-of-lossless transformations of JPEG data.
*/*

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/jpegtran.c
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* jdphuff.c
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* It was modified by The libjpeg-turbo Project to include only code relevant
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*
* This file contains Huffman entropy decoding routines for progressive JPEG.
*
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/jdphuff.c
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* jidctint.c
*
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* Modification developed 2002-2009 by Guido Vollbeding.
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*
* This file contains a slow-but-accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on an algorithm described in

The primary algorithm described there uses 11 multiplies and 29 adds.

We use their alternate method with 12 multiplies and 32 adds.

The advantage of this method is that no data path contains more than one multiplication; this allows a very simple and accurate implementation in scaled fixed-point arithmetic, with a minimal number of shifts.

We also provide IDCT routines with various output sample block sizes for direct resolution reduction or enlargement without additional resampling:

NxN (N=1...16) pixels for one 8x8 input DCT block.

For N<8 we simply take the corresponding low-frequency coefficients of the 8x8 input DCT block and apply an NxN point IDCT on the sub-block to yield the downscaled outputs.

This can be seen as direct low-pass downsampling from the DCT domain point of view rather than the usual spatial domain point of view, yielding significant computational savings and results at least as good as common bilinear (averaging) spatial downsampling.

For N>8 we apply a partial NxN IDCT on the 8 input coefficients as lower frequencies and higher frequencies assumed to be zero.

It turns out that the computational effort is similar to the 8x8 IDCT regarding the output size.

Furthermore, the scaling and descaling is the same for all IDCT sizes.

CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases since there would be too many additional constants to pre-calculate.

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/*
 * jsimd_x86_64.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011, 2014 D. R. Commander
 * Based on the x86 SIMD extension for IJG JPEG library,
 */
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on a
* 64-bit x86 architecture.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/simd/jsimd_x86_64.c
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* jcmaster.c
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*
* This file contains master control logic for the JPEG compressor.
* These routines are concerned with parameter validation, initial setup,
* and inter-pass control (determining the number of passes and the work
* to be done in each pass).
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jcmaster.c
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*
* This file contains decompression data source routines for the case of
* reading JPEG data from memory or from a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different source manager.
* IMPORTANT: we assume that fread() will correctly transcribe an array of
* JOCTETs from 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jdatasrc-tj.c
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/*
 * MIPS DSPr2 optimizations for libjpeg-turbo
 *
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/simd/jsimd_mips_dsp2_asm.h
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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/simd/jsimd_mips_dsp2.S
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IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

This file was part of the Independent JPEG Group's software:
Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
It was modified by The libjpeg-turbo Project to include only information
relevant to libjpeg-turbo.
For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software;
that is, the functions of the various modules in the system and the interfaces
between modules. For more precise details about any data structure or calling
convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard.
The README file includes references for learning about JPEG. The file
libjpeg.txt describes the library from the viewpoint of an application
programmer using the library; it's best to read that file before this one.
Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:
A "component" means a color channel, e.g., Red or Luminance.
A "sample" is a single component value (i.e., one number in the image data).
A "coefficient" is a frequency coefficient (a DCT transform output number).
A "block" is an 8x8 group of samples or coefficients.
An "MCU" (minimum coded unit) is an interleaved set of blocks of size
determined by the sampling factors, or a single block in a
noninterleaved scan.
We do not use the terms "pixel" and "sample" interchangeably. When we say
pixel, we mean an element of the full-size image, while a sample is an element
of the downsampled image. Thus the number of samples may vary across
components while the number of pixels does not. (This terminology is not used
rigorously throughout the code, but it is used in places where confusion would
otherwise result.)

*** System features ***

The IJG distribution contains two parts:
* A subroutine library for JPEG compression and decompression.
* cjpeg/djpeg, two sample applications that use the library to transform
  JFIF JPEG files to and from several other image formats.
cjpeg/djpeg are of no great intellectual complexity: they merely add a simple
command-line user interface and I/O routines for several uncompressed image
formats. This document concentrates on the library itself.
We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. Hierarchical processes are not supported.

The library does not support the lossless (spatial) JPEG process. Lossless JPEG shares little or no code with lossy JPEG, and would normally be used without the extensive pre- and post-processing provided by this library. We feel that lossless JPEG is better handled by a separate library.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing
steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:
* Color space conversion (e.g., RGB to YCbCr).
* Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:
* MCU assembly, DCT, quantization.
* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:
* Entropy decoding (sequential or progressive, Huffman or arithmetic).
* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:
* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].
* Optional color quantization (e.g., reduction to 256 colors).
* Optional color precision reduction (e.g., 24-bit to 15-bit color).
[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module. The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.
Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (8-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus
additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see jdatadst.c, which implements the external interface specified by struct jpeg_destination_mgr, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

   1A. Startup initialization at the beginning of image processing.
       The individual processing modules to be used in this run are selected and given initialization calls.

   1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.
Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:

\[
\text{input data} \rightarrow \text{processing step A} \rightarrow \text{buffer} \rightarrow \text{processing step B} \rightarrow \text{output data} \\
\text{------------------ controller ------------------}
\]

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:
* Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)
* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required. The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

---

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This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.

* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.

* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as Vmax pixel rows of each component before downsampling, and Vk sample rows afterwards (remember Vk differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of 8 samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of 8 rows).

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call.
even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.
The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```
|-- Main controller --|
|                   |-- Coefficient controller --|-- Dequantize, Inverse DCT
|                   |                   |                   |-- Upsampling
|-- Postprocessing controller --| |-- Colorspace conversion
|                               |-- Color quantization
|-- Color precision reduction
```

As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that emit fewer samples per DCT block, not the full 8x8. Works on one DCT
block at a time.

* Postprocessing controller: buffer controller for the color quantization
  input buffer, when quantization is in use. (Without quantization, this
  controller just calls the upsampler.) For two-pass quantization, this
  controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more
  general output rescaling, too. Note that if undersized DCT outputs have
  been emitted by the DCT module, this module must adjust so that properly
  sized outputs are created.) Works on one row group at a time. This module
  also calls the color conversion module, so its top level is effectively a
  buffer controller for the upsampling->color conversion buffer. However, in
  all but the highest-quality operating modes, upsampling and color
  conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space,
  and change data layout from separate component planes to pixel-interleaved.
  Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an
  externally specified colormap or an internally generated one. This module
  is not used for full-color output. Works on one pixel row at a time; may
  require two passes to generate a color map. Note that the output will
  always be a single component representing colormap indexes. In the current
  design, the output values are JSAMPLEs, so an 8-bit compilation cannot
  quantize to more than 256 colors. This is unlikely to be a problem in
  practice.

* Color reduction: this module handles color precision reduction, e.g.,
  generating 15-bit color (5 bits/primary) from JPEG's 24-bit output.
  Not quite clear yet how this should be handled... should we merge it with
  colorspace conversion???

Note that some high-speed operating modes might condense the entire
postprocessing sequence to a single module (upsample, color convert, and
quantize in one step).

In addition to the above objects, the decompression library includes these
objects:

* Master control: determines the number of passes required, controls overall
  and per-pass initialization of the other modules. This is subdivided into
  input and output control: jdinput.c controls only input-side processing,
  while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).
* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not
depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

```c
typedef something JSAMPLE;          a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPLEPROW;       ptr to a row of samples
typedef JSAMPLEPROW *JSAMPARRAY;    ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE;     ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be >= 0. This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use.
The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
* Indexing doesn't require multiplication; this is a performance win on many
* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.

* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```
typedef short JCOEF;                a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2];     an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW;          ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY;     ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE;   ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients,
depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 blocks, corresponding to eight rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer
must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever malloc/free are slow (as they often are).
The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:
* JPOOL_PERMANENT lasts until master record is destroyed
* JPOOL_IMAGE lasts until done with image (JPEG datastream)
Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of objects:
1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them because pool allocation heuristics may differ for large and small objects (historically, large objects were also referenced by far pointers on MS-DOS machines.) Note that individual "large" objects cannot exceed the size allowed by type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'etre is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply
allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their jinit_xxx routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. realize_virt_arrays will be called at the completion of initial setup.
   
   The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing realize_virt_arrays to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in jdcoefs.c for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides
the following routines for use by the front end (none of these routines
are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term  system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines
  (or their equivalents)

jpeg_get_large, jpeg_free_large historically was used to interface with
  FAR malloc/free on MS-DOS machines; now the
  same as jpeg_get_small/jpeg_free_small

jpeg_mem_available  estimate available memory

jpeg_open_backing_store  create a backing-store object

read_backing_store,  manipulate a backing-store object
write_backing_store,
  close_backing_store

On some systems there will be more than one type of backing-store object
(specifically, in MS-DOS a backing store file might be an area of extended
memory as well as a disk file). jpeg_open_backing_store is responsible for
choosing how to implement a given object. The read/write/close routines
are method pointers in the structure that describes a given object; this
lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly
released upon abnormal program termination. For example, MS-DOS won't free
extended memory by itself. To support this, we will expect the main program
or surrounding application to arrange to call self_destruct (typically via
jpeg_destroy) upon abnormal termination. This may require a SIGINT signal
handler or equivalent. We don't want to have the back end module install its
own signal handler, because that would pre-empt the surrounding application's
ability to control signal handling.

The IJG distribution includes several memory manager back end implementations.
Usually the same back end should be suitable for all applications on a given
system, but it is possible for an application to supply its own back end at
need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image
height (this would be useful for a fax-like scanner's output, for instance).
In these files the SOF marker claims the image height is 0, and you only
find out the true image height at the end of the first scan.
We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.
This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:
1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/structure.txt
No license file was found, but licenses were detected in source scan.

/*
 * jdpostct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains the decompression postprocessing controller.
 * This controller manages the upsampling, color conversion, and color
 * quantization/reduction steps; specifically, it controls the buffering
 * between upsample/color conversion and color quantization/reduction.
 * 
 * If no color quantization/reduction is required, then this module has no
 * work to do, and it just hands off to the upsample/color conversion code.
 * An integrated upsample/convert/quantize process would replace this module
 * entirely.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/jdpostct.c

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; more details.

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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/simd/jidctint-sse2.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/simd/jfdctint-mmx.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/simd/jidctint-mmx.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/simd/jfdctint-sse2-64.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/simd/jidctint-sse2-64.asm
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar.gz/libjpeg-turbo-1.4.1/simd/jfdctint-sse2.asm

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/*
 * jquant2.c
 */
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* Copyright (C) 2009, 2014, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.

* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.

* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jquant2.c
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/*
* jutils.c
*
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* It was modified by The libjpeg-turbo Project to include only code
* relevant to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains tables and miscellaneous utility routines needed
* for both compression and decompression.
* Note we prefix all global names with "j" to minimize conflicts with
* a surrounding application.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jutils.c
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* jcdctmgr.c
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* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
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*
* This file contains the forward-DCT management logic.
* This code selects a particular DCT implementation to be used,
* and it performs related housekeeping chores including coefficient
* quantization.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/jcdctmgr.c
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*
* This file contains a very simple stand-alone application that inserts
* user-supplied text as a COM (comment) marker in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-
1.4.1/wrjpgcom.c
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1.4.1/java/org/libjpegturbo/turbojpeg/TJ.java
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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/java/org/libjpeg turbo/turbojpeg/TJTransformer.java

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*/*
* wrgif.c
*
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* It was modified by The libjpeg-turbo Project to include only code relevant
* to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in GIF format.
*
***********************************************************************
* NOTE: to avoid entanglements with Unisys' patent on LZW compression, *
* this code has been modified to output "uncompressed GIF" files.        *
* There is no trace of the LZW algorithm in this file.                  *
***********************************************************************
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*/
/*
* This code is loosely based on ppmtogif from the PBMPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
* Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
* Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
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 * jcapimin.c
 *
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 * Modified 2003-2010 by Guido Vollbeding.
 * It was modified by The libjpeg-turbo Project to include only code relevant
 * to libjpeg-turbo.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-compression case or the transcoding-only
 * case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jcapistd.c. But also see jcparam.c for
 * parameter-setup helper routines, jcomapi.c for routines shared by
 * compression and decompression, and jctrans.c for the transcoding case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jcapimin.c
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 * jversion.h
 *
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 *
 * This file contains software version identification.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jversion.h
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/*
* jerror.c
*
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* It was modified by The libjpeg-turbo Project to include only code relevant
* to libjpeg-turbo.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains simple error-reporting and trace-message routines.
* These are suitable for Unix-like systems and others where writing to
* stderr is the right thing to do. Many applications will want to replace
* some or all of these routines.
*
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
*
* These routines are used by both the compression and decompression code.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-
  1.4.1/jerror.c
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*
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*
* This file contains a command-line user interface for the JPEG compressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
*
* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* cjpeg [options] inputfile outputfile
* cjpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax

```c
  cjpeg [options] -outfile outputfile inputfile
```
* works regardless of which command line style is used.

*/

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/*
 * jcinit.c
 *
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 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains initialization logic for the JPEG compressor.
 * This routine is in charge of selecting the modules to be executed and
 * making an initialization call to each one.
 *
 * Logically, this code belongs in jcmaster.c. It's split out because
 * linking this routine implies linking the entire compression library.
 * For a transcoding-only application, we want to be able to use jcmaster.c
 * without linking in the whole library.
 */

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 */

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* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/java/TJExample.java
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 * jfdctflt.c
 *
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 * 
 * This file contains a floating-point implementation of the
 * forward DCT (Discrete Cosine Transform).
 * 
 * This implementation should be more accurate than either of the integer
 * DCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 */
A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT on each column. Direct algorithms are also available, but they are much more complex and seem not to be any faster when reduced to code.

This implementation is based on Arai, Agui, and Nakajima's algorithm for scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in Japanese, but the algorithm is described in the Pennebaker & Mitchell JPEG textbook (see REFERENCES section in file README). The following code is based directly on figure 4-8 in P&M.

While an 8-point DCT cannot be done in less than 11 multiplies, it is possible to arrange the computation so that many of the multiplies are simple scalings of the final outputs. These multiplies can then be folded into the multiplications or divisions by the JPEG quantization table entries. The AA&N method leaves only 5 multiplies and 29 adds to be done in the DCT itself.

The primary disadvantage of this method is that with a fixed-point implementation, accuracy is lost due to imprecise representation of the scaled quantization values. However, that problem does not arise if we use floating point arithmetic.

*/

Found in path(s):
/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/jfdctflt.c

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Package: {__PKGNAME}
Version: {__VERSION}-{__BUILD}
Section: misc
Priority: optional
Architecture: {__ARCH}
Essential: no
Maintainer: The libjpeg-turbo Project <information@libjpeg-turbo.org>
Homepage: http://www.libjpeg-turbo.org
Installed-Size: {__SIZE}
Description: A SIMD-accelerated JPEG codec that provides both the libjpeg and TurboJPEG APIs

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and
big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/release/deb-control.tmpl

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/*
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 *
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 *
 * This file contains downsampling routines.
 *
 * Downsampling input data is counted in "row groups". A row group
 * is defined to be max_v_samp_factor pixel rows of each component,
 * from which the downsampler produces v_samp_factor sample rows.
 * A single row group is processed in each call to the downsampler module.
 *
 * The downsampler is responsible for edge-expansion of its output data
 * to fill an integral number of DCT blocks horizontally. The source buffer
 * may be modified if it is helpful for this purpose (the source buffer is
 * allocated wide enough to correspond to the desired output width).
 * The caller (the prep controller) is responsible for vertical padding.
 *
 * The downsampler may request "context rows" by setting need_context_rows
 * during startup. In this case, the input arrays will contain at least
 * one row group's worth of pixels above and below the passed-in data;
 * the caller will create dummy rows at image top and bottom by replicating
 * the first or last real pixel row.
 *
 * An excellent reference for image resampling is
 *
The downsampling algorithm used here is a simple average of the source pixels covered by the output pixel. The hi-falutin sampling literature refers to this as a "box filter". In general the characteristics of a box filter are not very good, but for the specific cases we normally use (1:1 and 2:1 ratios) the box is equivalent to a "triangle filter" which is not nearly so bad. If you intend to use other sampling ratios, you'd be well advised to improve this code.

A simple input-smoothing capability is provided. This is mainly intended for cleaning up color-dithered GIF input files (if you find it inadequate, we suggest using an external filtering program such as pnmconvol). When enabled, each input pixel P is replaced by a weighted sum of itself and its eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF, where SF = (smoothing_factor / 1024).

Currently, smoothing is only supported for 2h2v sampling factors.

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Currently, smoothing is only supported for 2h2v sampling factors.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jcsample.c

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This file contains common declarations for the sample applications
cjpeg and djpeg. It is NOT used by the core JPEG library.

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Since numerous people will be contributing code and bug fixes, it's important
to establish a common coding style. The goal of using similar coding styles
is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding
Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and
Brader). This document is available in the IJG FTP archive (see

Block comments should be laid out thusly:

/*
 *  Block comments in this style.
 */

We indent statements in K&R style, e.g.,
    if (test) {
        then-part;
    } else {
        else-part;
    }
with two spaces per indentation level. (This indentation convention is
handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g.,
multi_word_name (not multiWordName). Preprocessor symbols and enum constants are similar but upper case (MULTI_WORD_NAME). Names should be unique within the first fifteen characters.

Note that each function definition must begin with GLOBAL(type), LOCAL(type), or METHODDEF(type). These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

A similar solution is used for external function declarations (see the EXTERN macro.)

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.

2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_".

3. Don't use global variables; anything that must be used in another module should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1-4-1-tar-gz/libjpeg-turbo-1.4.1/coderules.txt
/*
 * jpeglib.h
 *
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 *
 * This file defines the application interface for the JPEG library.
 * Most applications using the library need only include this file,
 * and perhaps jerror.h if they want to know the exact error codes.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1037789257_1590432979.22/0/libjpeg-turbo-1.4.1-tar-gz/libjpeg-turbo-1.4.1/jpeglib.h

1.22 webdav servlet 1.2

1.23 tomcat-catalina 9.0.24
1.23.1 Available under license:

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Streaming API for XML (JSR-173) for Java Specification ("Specification")

Version: 1.0
Status: FCS
Release: 22 March 2004
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1.38 tomcat-el-api 9.0.24

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Last revised by Reagle $Date: 2005/06/03 22:49:13$

1.48 osip 5.0.0

1.48.1 Available under license:

Common Install process for linux/UNIX.

```
$> tar -xvzf libosip-x.x.x.tar.gz
$> mkdir bld-linux
$> CFLAGS="-I/usr/local/include/" ../configure
$> make
$> make install     (as root...)
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1.57 tocmcat-jdbc 9.0.24

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The original code is FirewallControl.pas, released April 16, 2007.

The initial developer of the original code is Rainer Budde (http://www.speed-soft.de).

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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
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/*

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$Id: JDOMSource.java,v 1.20 2007/11/10 05:29:02 jhunter Exp $

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/*

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$Id: CDATA.java,v 1.32 2007/11/10 05:28:58 jhunter Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/CDATA.java
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* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/ProcessingInstruction.java

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$Id: XSLTransformer.java,v 1.5 2007/11/14 04:36:54 jhunter Exp $

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* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/Comment.java
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$Id: SAXHandler.java,v 1.73 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/adapters/XercesDOMAdapter.java
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$Id: IllegalNameException.java,v 1.14 2007/11/10 05:28:59 jhunter Exp $

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$Id: FilterIterator.java,v 1.6 2007/11/10 05:28:59 jhunter Exp $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-
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$Id: JDOMLocator.java,v 1.4 2007/11/10 05:29:01 jhunter Exp $

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$Id: JAXPParserFactory.java,v 1.6 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/adapters/JAXPDOMAdapter.java
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*/opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/input/TextBuffer.java

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$Id: DOMOutputter.java,v 1.43 2007/11/10 05:29:01 jhunter Exp $

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* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/adapters/OracleV2DOMAdapter.java

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-
jar/org/jdom/DataConversionException.java
No license file was found, but licenses were detected in source scan.

/*--

$Id: NegateFilter.java,v 1.4 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources.jar/org/jdom/filter/NegateFilter.java
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$Id: OracleV1DOMAdapter.java,v 1.20 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/adapters/OracleV1DOMAdapter.java
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/UncheckedJDOMFactory.java
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$Id: JDOMParseException.java,v 1.8 2007/11/10 05:29:00 jhunter Exp $

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 Found in path(s):
 */opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-
 jar/org/jdom/input/JDOMParseException.java
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 $Id: XML4JDOMAdapter.java,v 1.18 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
*/opt/ws_local/PERMITS_SQL/1018363158_1591902352.84/0/jdom-1-1-1-sources-jar/org/jdom/adapters/XML4JDOMAdapter.java

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$Id: JDOMResult.java,v 1.24 2007/11/10 05:29:02 jhunter Exp $

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$Id: Content.java,v 1.6 2007/11/10 05:28:58 jhunter Exp $

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$Id: SAXBuilder.java,v 1.93 2009/07/23 06:26:26 jhunter Exp $

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$Id: XMLOutputter.java,v 1.117 2009/07/23 05:54:23 jhunter Exp $

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$Id: DescendantIterator.java,v 1.6 2007/11/10 05:28:58 jhunter Exp$


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$Id: BuilderErrorHandler.java,v 1.13 2007/11/10 05:29:00 jhunter Exp $

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$Id: ContentList.java,v 1.42 2007/11/10 05:28:58 jhunter Exp $

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$Id: DOMBuilder.java,v 1.60 2007/11/10 05:29:00 jhunter Exp $

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The End

#!/perl

=head1 NAME

copyright.t
=head1 DESCRIPTION

Tests that the latest copyright years in the top-level README file and the
C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match
reality.

Optionally you can pass the C<--now> option to check they are at the current
year. This isn't checked by default, so that it doesn't fail for people
working on older releases. It should be run before making a new release.

=cut

use strict;
use Config;
BEGIN { require './test.pl' }

if ( $Config{usecrosscompile} ) {
    skip_all( "Not all files are available during cross-compilation" );
}

my ($opt) = @ARGV;

my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now') {
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else {
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
    # returns the latest copyright year from the top-level README file
This program, "bzip2", the associated library "libbzip2", and all
documentation, are copyright (C) 1996-2010 Julian R Seward. All
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

---

abstract: 'Build and install Perl modules'

author:
- 'Ken Williams <kwilliams@cpan.org>'
- "Development questions, bug reports, and patches should be sent to the\nModule-Build mailing list at <module-build@perl.org>.'"

buildRequires:
File::Temp: 0.15
Test::Harness: 3.16
Test::More: 0.49

generated_by: 'Module::Build version 0.3608'
license: gpl

meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4

name: Module-Build
resources:
MailingList: mailto:module-build@perl.org
license: http://dev.perl.org/licenses/
repository: http://github.com/dagolden/module-build/
version: 3

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1.74 ant 1.9.6
1.74.1 Available under license:
else {
    allClassesLink.style.display = "none";
}
//-->
</script>
</div>
<div>
<ul class="subNavList">
<li>Summary:&nbsp;</li>
<li>Nested&nbsp;|&nbsp;</li>
<li>Field&nbsp;|&nbsp;</li>
<li><a href="#constructor_summary">Constr</a>&nbsp;|&nbsp;</li>
<li><a href="#method_summary">Method</a></li>
</ul>
<ul class="subNavList">
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<li>Field&nbsp;|&nbsp;</li>
<li><a href="#constructor_detail">Constr</a>&nbsp;|&nbsp;</li>
<li><a href="#method_detail">Method</a></li>
</ul>
</div>
<a name="skip-navbar_top">
<!--   -->
</a></div>
<!--   -->
<!-- ========= END OF TOP NAVBAR ========= -->
<!-- ======== START OF CLASS DATA ======== -->
div class="header">
div class="subTitle">org.apache.tools.ant.types</div>
h2 title="Class Permissions.Permission" class="title">Class Permissions.Permission</h2>
<dl>
<dt>Enclosing class:</dt>
<dd><a href="../../../../../org/apache/tools/ant/types/Permissions.html" title="class in org.apache.tools.ant.types">Permissions</a></dd>
</dl>
public static class Permissions.Permission
extends java.lang.Object

Represents a permission.

<!-- ======== CONSTRUCTOR SUMMARY ======== -->

<!-- ========== METHOD SUMMARY =========== -->
<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>java.lang.String</code></td>
<td><code>getClassName()</code></td>
</tr>
<tr>
<td>Get the actions.</td>
<td></td>
</tr>
<tr>
<td><code>java.lang.String</code></td>
<td><code>getName()</code></td>
</tr>
<tr>
<td>Get the class of the permission.</td>
<td></td>
</tr>
<tr>
<td><code>void</code></td>
<td><code>setActions(java.lang.String)</code></td>
</tr>
<tr>
<td>Set the actions.</td>
<td></td>
</tr>
<tr>
<td><code>void</code></td>
<td><code>setClass(java.lang.String)</code></td>
</tr>
<tr>
<td>Set the class, mandatory.</td>
<td></td>
</tr>
<tr>
<td><code>java.lang.String</code></td>
<td><code>toString()</code></td>
</tr>
<tr>
<td>Get the name of the permission.</td>
<td></td>
</tr>
</tbody>
</table>
<h4>setClass</h4>
<pre>public void setClass(java.lang.String aClass)</pre>
<div class="block">Set the class, mandatory.</div>
<dl><dt><span class="strong">Parameters:</span></dt><dd><code>aClass</code> - The class name of the permission.</dd></dl>

<a name="getClassName()"></a>
<ul class="blockList">
<li class="blockList">
<h4>getClassName</h4>
<pre>public java.lang.String getClassName()</pre>
<div class="block">Get the class of the permission.</div>
<dt><span class="strong">Returns:</span></dt><dd>The class name of the permission.</dd></li>
</ul>

<a name="setName(java.lang.String)"></a>
<ul class="blockList">
<li class="blockList">
<h4>setName</h4>
<pre>public void setName(java.lang.String aName)</pre>
<div class="block">Set the name of the permission.</div>
<dt><span class="strong">Parameters:</span></dt><dd><code>aName</code> - The name of the permission.</dd></li>
</ul>

<a name="getName()"></a>
<ul class="blockList">
<li class="blockList">
<h4>getName</h4>
<pre>public java.lang.String getName()</pre>
<div class="block">Get the name of the permission.</div>
<dt><span class="strong">Returns:</span></dt><dd>The name of the permission.</dd></li>
</ul>

<a name="setActions(java.lang.String)"></a>
<ul class="blockList">
<li class="blockList">
<h4>setActions</h4>
<pre>public void setActions(java.lang.String actions)</pre>
Set the actions.

Parameters:

- actions - The actions of the permission.

Get the actions.

Returns:

The actions of the permission.

Get a string description of the permissions.

Overrides:

toString().

Returns:

string description of the permissions.
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<?xml version="1.0" encoding="utf-8"?>
<!DOCTYPE contributors [ [...]

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David A. Crossley

David Gärtner

David S. Johnson

David Kavanagh

David LeRoy

David Leal

David M. Lloyd

David Maclean

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Denis Hennessy
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<name>
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</name>

<name>
<first>Trejkaz</first><last>Xaoz</last>
</name>

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<first>Ulrich</first><last>Schmidt</last>
</name>
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- javaee_5.xsd
- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
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org.apache.tomcat.util.json.JSONParser.jj is a public domain javacc grammar
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## -*-makefile-*-

## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADS_CPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.S(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.S(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$ (SHELL) -ec '$(GEN_DEPS.c) $< \n| sed "\"s/a/\$(\*)\.*/\1.o $@ : /g\" > $@; \n[ -s $@ ] || rm -f $@'
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$ (SHELL) -ec '$(GEN_DEPS.cc) $< \n| sed "\"s/a/\$(\*)\.*/\1.o $@ : /g\" > $@; \n[ -s $@ ] || rm -f $@'

## Versioned libraries rules
%.S(SO).$(SO_TARGET_VERSION_MAJOR): %.S(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.S(SO): %.S(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s {*}F}.S(SO).$(SO_TARGET_VERSION) $@

## End FreeBSD-specific setup
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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mitiame.mitia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.

Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.

Alistair G. Crooks(age@uts.amdahl.com) supplied the NetBSD and 386BSD ports.

Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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Gottfried Ganauge (Gottfried.Ganssauge -at- HAUFE.DE) (Alternative spelling of Gottfried Ganssauge)
http_parser.c is based on src/http/ngx_http_parse.c from NGINX copyright Igor Sysoev.

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This package was debianized by Vladimir Prus <ghost@cs.msu.su> on Wed, 17 July 2002, 19:27:00 +0400.

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The header `<boost/mp11/mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

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<body>
<h3>Copyright Test</h3>
</body>
</html>
1.90 snmp4j-agent 2.7.1

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