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The initial code for shuffling an array (originally in class "org.apache.commons.math3.random.RandomDataGenerator", now replaced by a method in class "org.apache.commons.math3.util.MathArrays") was inspired from the algorithm description provided in "Algorithms", by Ian Craw and John Pulham (University of Aberdeen 1999). The textbook (containing a proof that the shuffle is uniformly random) is available here:
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===========================================================================
Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
===========================================================================

This software includes a binary and/or source version of data from
mecab-ipadic-2.7.0-20070801

which can be obtained from

http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz

or

http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz

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mecab-ipadic-2.7.0-20070801 Notice
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Nori Korean Morphological Analyzer - Apache Lucene Integration
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which can be obtained from https://bitbucket.org/eunjeon/mecab-ko-dic/downloads/mecab-ko-dic-2.0.3-20170922.tar.gz

1.6 libarchive 3.3.3-7.el7.0atomix1
1.6.1 Available under license:

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<YEAR> = 1998

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1.7 txw2 2.3.0

1.8 perl-threads-shared 1.43-6.el7

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/*

ptonport.h -- Perl/Pollution/Portability Version 3.19

Automatically created by Devel::PPPort running under perl 5.010000.

Do NOT edit this file directly! -- Edit PPPort_pm.PL and the
includes in parts/inc/ instead.

Use 'perldoc pport.port' to view the documentation below.

SKIP

=pod

=head1 NAME

ppport.h - Perl/Pollution/Portability Version 3.19

=head1 SYNOPSIS

perl pport.h [options] [source files]

Searches current directory for files if no [source files] are given

--help show short help

--version show version

--patch=file write one patch file with changes

--copy=suffix write changed copies with suffix

--diff=program use diff program and options

--compat-version=version provide compatibility with Perl version

--cplusplus accept C++ comments
--quiet              don't output anything except fatal errors
--nodiag             don't show diagnostics
--nohints            don't show hints
--nochanges          don't suggest changes
--nofilter           don't filter input files
--strip              strip all script and doc functionality from
                     ppport.h
--list-provided      list provided API
--list-unsupported   list unsupported API
--api-info=name      show Perl API portability information

=head1 COMPATIBILITY

This version of F<ppport.h> is designed to support operation with Perl
installations back to 5.003, and has been tested up to 5.10.0.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.

=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=I<file>

If this option is given, a single patch file will be created if
any changes are suggested. This requires a working diff program
to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with
the given suffix that contains the suggested changes. This does
not require any external programs. Note that this does not
automagically add a dot between the original filename and the
suffix. If you want the dot, you have to include it in the option
argument.

If neither C<--patch> or C<--copy> are given, the default is to
simply print the diffs for each file. This requires either
C<Text::Diff> or a C<diff> program to be installed.
=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet

Be quiet. Don't print anything except fatal errors.

=head2 --nodiag

Don't output any diagnostic messages. Only portability alerts will be printed.

=head2 --nohints

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.

=head2 --nochanges

Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.

=head2 --nofilter

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

=head2 --strip

Strip all script and documentation functionality from F<ppport.h>.
This reduces the size of `ppport.h` dramatically and may be useful if you want to include `ppport.h` in smaller modules without increasing their distribution size too much.

The stripped `ppport.h` will have a `--unstrip` option that allows you to undo the stripping, but only if an appropriate `Devel::PPPort` module is installed.

=head2 --list-provided

Lists the API elements for which compatibility is provided by `ppport.h`. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.

=head2 --list-unsupported

Lists the API elements that are known not to be supported by `ppport.h` and below which version of Perl they probably won't be available or work.

=head2 --api-info=I<name>

Show portability information for API elements matching `I<name>`. If `I<name>` is surrounded by slashes, it is interpreted as a regular expression.

=head1 DESCRIPTION

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

=over 4

=item *

Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

perl ppport.h --list-provided

to see which API elements are provided by `ppport.h`.

=item *

You should avoid using deprecated parts of the API. For example, using global Perl variables without the `PL_` prefix is deprecated. Also, some API functions used to have a `perl_` prefix. Using this form is
also deprecated. You can safely use the supported API, as \texttt{F<ppport.h>}
will provide wrappers for older Perl versions.

\item *

If you use one of a few functions or variables that were not present in
earlier versions of Perl, and that can't be provided using a macro, you
have to explicitly request support for these functions by adding one or
more \texttt{C<#define>}s in your source code before the inclusion of \texttt{F<ppport.h>}.

These functions or variables will be marked \texttt{C<explicit>} in the list shown
by \texttt{C<--list-provided>}.

Depending on whether you module has a single or multiple files that
use such functions or variables, you want either \texttt{C<static>} or global
variants.

For a \texttt{C<static>} function or variable (used only in a single source
file), use:

\begin{verbatim}
#define NEED_function
#define NEED_variable
\end{verbatim}

For a global function or variable (used in multiple source files),
use:

\begin{verbatim}
#define NEED_functionLOBAL
#define NEED_variableLOBAL
\end{verbatim}

Note that you mustn't have more than one global request for the
same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_parser</td>
<td>\texttt{NEED PL_parser}</td>
<td>\texttt{NEED PL_parserLOBAL}</td>
</tr>
<tr>
<td>PL_signals</td>
<td>\texttt{NEED PL_signals}</td>
<td>\texttt{NEED PL_signalsLOBAL}</td>
</tr>
<tr>
<td>eval_pv()</td>
<td>\texttt{NEED eval_pv}</td>
<td>\texttt{NEED eval_pvLOBAL}</td>
</tr>
<tr>
<td>grok_bin()</td>
<td>\texttt{NEED grok_bin}</td>
<td>\texttt{NEED grok_binLOBAL}</td>
</tr>
<tr>
<td>grok_hex()</td>
<td>\texttt{NEED grok_hex}</td>
<td>\texttt{NEED grok_hexLOBAL}</td>
</tr>
<tr>
<td>grok_number()</td>
<td>\texttt{NEED grok_number}</td>
<td>\texttt{NEED grok_numberLOBAL}</td>
</tr>
<tr>
<td>grok_numeric_radix()</td>
<td>\texttt{NEED grok_numeric_radix}</td>
<td>\texttt{NEED grok_numeric_radixLOBAL}</td>
</tr>
<tr>
<td>grok_oct()</td>
<td>\texttt{NEED grok_oct}</td>
<td>\texttt{NEED grok_octLOBAL}</td>
</tr>
<tr>
<td>load_module()</td>
<td>\texttt{NEED load_module}</td>
<td>\texttt{NEED load_moduleLOBAL}</td>
</tr>
<tr>
<td>my_snprintf()</td>
<td>\texttt{NEED my_snprintf}</td>
<td>\texttt{NEED my_snprintfLOBAL}</td>
</tr>
<tr>
<td>my_sprintf()</td>
<td>\texttt{NEED my_sprintf}</td>
<td>\texttt{NEED my_sprintfLOBAL}</td>
</tr>
<tr>
<td>my_strlcat()</td>
<td>\texttt{NEED my_strlcat}</td>
<td>\texttt{NEED my_strlcatLOBAL}</td>
</tr>
<tr>
<td>my_strlcpy()</td>
<td>\texttt{NEED my_strlcpy}</td>
<td>\texttt{NEED my_strlcpyLOBAL}</td>
</tr>
<tr>
<td>newCONSTSUB()</td>
<td>\texttt{NEED newCONSTSUB}</td>
<td>\texttt{NEED newCONSTSUBLOBAL}</td>
</tr>
</tbody>
</table>
To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C<\$DPPP_NAMESPACE> macro. Just C<#define> the macro before including C<ppport.h>:

```c
#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
```

The default namespace is C<\$DPPP_>.

=back

The good thing is that most of the above can be checked by running F<ppport.h> on your source code. See the next section for details.

=head1 EXAMPLES

To verify whether F<ppport.h> is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, F<ppport.h> can be run as a Perl script to check your source code. Simply say:

```perl
perl ppport.h
```

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in newer Perl releases, if you’re aware that it uses C++ comments,
and if you want all suggestions as a single patch file, you could use something like this:

   perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff

If you only want your code to be scanned without any suggestions for changes, use:

   perl ppport.h --nochanges

You can specify a different C<diff> program or options, using the C<--diff> option:

   perl ppport.h --diff='diff -C 10'

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

   perl ppport.h --copy=.new

To display portability information for the C<newSVpvn> function, use:

   perl ppport.h --api-info=newSVpvn

Since the argument to C<--api-info> can be a regular expression, you can use

   perl ppport.h --api-info=/_nomg$/

to display portability information for all C<_nomg> functions or

   perl ppport.h --api-info=/(/

to display information for all known API elements.

=head1 BUGS

If this version of F<ppport.h> is causing failure during the compilation of this module, please check if newer versions of either this module or C<Devel::PPPort> are available on CPAN before sending a bug report.

If F<ppport.h> was generated using the latest version of C<Devel::PPPort> and is causing failure of this module, please file a bug report using the CPAN Request Tracker at L<http://rt.cpan.org/>.
Please include the following information:

=item 1.
The complete output from running "perl -V"

=item 2.
This file.

=item 3.
The name and version of the module you were trying to build.

=item 4.
A full log of the build that failed.

=item 5.
Any other information that you think could be relevant.

For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

=head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2009, Marcus Holland-Moritz.

Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

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=head1 SEE ALSO

See L<Devel::PPPort>.

cut

die strict;
# Disable broken TRIE-optimization
BEGIN { eval "($RE_TRIE_MAXBUF) = -1 if $ > 5.009004 && $ <= 5.009005 } \\

my $VERSION = 3.19;

my %opt = (quiet => 0, diag => 1, hints => 1, changes => 1, cplusplus => 0, filter => 1, strip => 0, version => 0);

my ($ppport) = $0 =~ /\([\w.]+)$/;
my $LF = '(\r\n|\[\r\n\])';  # line feed
my $HS = "[ \t\]";             # horizontal whitespace

# Never use C comments in this file!
my $ccs = '/\*';
my $cce = '\*/';
my $rccs = quotemeta $ccs;
my $rcce = quotemeta $cce;

eval {
  require Getopt::Long;
  Getopt::Long::GetOptions(%opt, qw(
    help quiet diag! filter! hints! changes! cplusplus strip version
    patch=s copy=s diff=s compat-version=s
    list-provided list-unsupported api-info=s
  )) or usage();
};

if ($@ and grep /^-/, @ARGV) {
  usage() if "$ARGV" =~ /^-?h?(?:elp)?$/;
  die "Getopt::Long not found. Please don't use any options.
";
}

if ($opt{version}) {
  print "This is $0 $VERSION.
";
  exit 0;
}

usage() if $opt{help};
strip() if $opt{strip};
if (exists $opt{'compat-version'}) {
    my($r,$v,$s) = eval { parse_version($opt{'compat-version'}) };
    if ($@) {
        die "Invalid version number format: '$opt{'compat-version'}'\n";
    }
    die "Only Perl 5 is supported\n" if $r != 5;
    die "Invalid version number: $opt{'compat-version'}\n" if $v >= 1000 || $s >= 1000;
    $opt{'compat-version'} = sprintf "%d.%03d%03d", $r, $v, $s;
} else {
    $opt{'compat-version'} = 5;
}

my %API = map { /[^\|]+\|[^|^\|\]*\|[^|^\|\]*\|([^\|]*)$/ ? ( $1 => {
        ($2                  ? ( base     => $2 ) : ()),
        ($3                  ? ( todo     => $3 ) : ()),
        (index($4, 'v') >= 0 ? ( varargs  => 1  ) : ()),
        (index($4, 'p') >= 0 ? ( provided => 1  ) : ()),
        (index($4, 'n') >= 0 ? ( nothxarg => 1  ) : ()),
PL_defgv|5.004050||p
PL_diehook|5.004050||p
PL_dirty|5.004050||p
PL_dowarn|||pn
PL_ergv|5.004050||p
PL_error_count|5.011000||p
PL_expect|5.011000||p
PL_hexdigit|5.005000||p
PL_hints|5.005000||p
PL_in_my_stash|5.011000||p
PL_in_my|5.011000||p
PL_last_in_gv|||n
PL_laststatval|5.005000||p
PL_lex_state|5.011000||p
PL_lex_stuff|5.011000||p
PL_linestr|5.011000||p
PL_modgloabal|5.005000||n
PL_nal|5.004050||pn
PL_no_modify|5.006000||p
PL_ofsgv|||n
PL_perl_destruct_level|5.004050||p
PL_perldb|5.004050||p
PL_ppaddr|5.006000||p
PL_rsfp数目|5.004050||p
PL_rsfp|5.004050||p
PL_rs|||n
PL_signals|5.008001||p
PL_stack_base|5.004050||p
PL_stack_sp|5.004050||p
PL_statcache|5.005000||p
PL_stdingv|5.004050||p
PL_sv_areanaroot|5.004050||p
PL_sv_no|5.004050||pn
PL_sv_undef|5.004050||pn
PL_sv_yes|5.004050||pn
PL_tainted|5.004050||p
PL_tainting|5.004050||p
PL_tokenbuf|5.011000||p
POP_MULTICALL|5.011000|
POPi|||n
POPl|||n
POPn|||n
POPphytex|5.007001||n
POPpx|5.005030||n
POPp|||n
POPs|||n
PTR2IV|5.006000||p
WARN_ONCE|5.006000||p
WARN_OVERFLOW|5.006000||p
WARN_PACK|5.006000||p
WARN_PARENTHESIS|5.006000||p
WARN_PIPE|5.006000||p
WARN_PORTABLE|5.006000||p
WARN_PRECEDENCE|5.006000||p
WARN_PRINTF|5.006000||p
WARN_PROTOTYPE|5.006000||p
WARN_QW|5.006000||p
WARN_RECURSION|5.006000||p
WARN_REDEFINE|5.006000||p
WARN_REGEXP|5.006000||p
WARN_RESERVED|5.006000||p
WARN_SEMICOLON|5.006000||p
WARN_SEVERE|5.006000||p
WARN_SIGNAL|5.006000||p
WARN_SUBSTR|5.006000||p
WARN_SYNTAX|5.006000||p
WARN_TAINT|5.006000||p
WARN_THREADS|5.008000||p
WARN_UNINITIALIZED|5.006000||p
WARN_UNOPENED|5.006000||p
WARN_UNPACK|5.006000||p
WARN_UNTIE|5.006000||p
WARN_UTF8|5.006000||p
WARN_VOID|5.006000||p
XCPT_CATCH|5.009002||p
XCPT_RETHROW|5.009002||p
XCPT_TRY_END|5.009002||p
XCPT_TRY_START|5.009002||p
XPUSHi|||
XPUSHmortal|5.009002||p
XPUSHn|||
XPUSHp|||
XPUSHs|||
XPUSHu|5.004000||p
XSPROTO|5.010000||p
XSRETURN_EMPTY|||
XSRETURN_1V|||
XSRETURN_NO|||
XSRETURN_NV|||
XSRETURN_PV|||
XSRETURN_UNDEF|||
XSRETURN_UV|5.008001||p
XSRETURN_YES|||
XSRETURN|||p
XST_mIV|||
XST_mNO
XST_mNV
XST_mPV
XST_mUNDEF
XST_mUV
XST_mYES
XS_VERSION_BOOTCHECK
XS_VERSION
XSprePUSH
XS
ZeroD
Zero
_aMY_CXT
_pMY_CXT
aMY_CXT
aMY_CXT
aTHXR
aTHXR
aTHX
aTHX
add_data
addmad
alloca
amagic_call
amagic_cmp_locale
amagic_cmp
amagic_incmp
amagicncmp
any_dup
ao
append_elem
append_list
append_madprops
apply_attrs_my
apply_attrs_string
apply
apply
atfork_lock
atfork_unlock
av_arylen_p
av_clear
av_create_and_push
av_create_and_unshift_one
av_delete
av_exists
av_extend
av_fetch
av_fill
ck_eval|||
ck_exec|||
ck_exists|||
ck_exit|||
ck_fst|||
ck_fun|||
ck_glob|||
ck_grep|||
ck_index|||
ck_join|||
ck_ifun|||
ck_listobj|||
ck_match|||
ck_method|||
ck_null|||
ck_open|||
ck_readline|||
ck_repeat|||
ck_require|||
ck_return|||
ck_rfun|||
ck_rvconst|||
ck_sassign|||
ck_select|||
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ck_split|||
ck_subr|||
ck_substr|||
ck_svconst|||
ck_trunc|||
ck_unpack|||
ckwarn_d||5.009003|
ckwarn||5.009003|
cl_and||n
cl_anything||n
cl_init_zero||n
cl_init||n
cl_is Anything||n
cl_or||n
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cv_clone||
cv_const_sv|5.004000|
cv_dump||
cv_undef||

cx_dump|5.005000|
cx_dup||

cxinc||
dAXMARK|5.009003|p
dAX|5.007002|p
dITEMS|5.007002|p
dMARK||
dMULTICALL|5.009003|
dMY_CXT_SV|5.007003|p
dMY_CXT|5.007003|p
dNOOP|5.006000|p
dORIGMARK||
dSP||
dTHR|5.004050|p
dTHXR|5.011000|p
dTHXa|5.006000|p
dTHXoa|5.006000|p
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if (exists $opt{'list-unsupported'}) { 
  my $f;
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $API{$f}{todo};
    print "$f ", "."x(40-length($f)), " ", format_version($API{$f}{todo}), "\n";
  }
  exit 0;
}

# Scan for possible replacement candidates
my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";
}
}
else { undef $hint }
}
$hint = [$1, [split /,?\s+/, $2]]
if m{^\s*$rccs\s+(Hint|Warning):\s+(\w+(?:,?\s+\w+)*)\s*$};
if ($define) {
if ($define->[1] =~ /\\$/) {
$define->[1] .= $_;
}
else {
if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_\(/) {
my @n = find_api($define->[1]);
push @{$depends{$define->[0]}}, @n if @n
}
undef $define;
}
}
$define = [$1, $2] if m{^\s*#\s*define\s+(\w+)(?:\([^)]*\))?\s+(.*)};
if ($function) {
if (/^}/) {
if (exists $API{$function->[0]}) {

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my @n = find_api($function->[1]);
push @{$depends{$function->[0]}}, @n if @n
}
undef $function;
}
else {
$function->[1] = $_; 
}
}

$function = [$1, ""] if m{^DPPP_(my_(\w+))};

$replace = $1 if m{^\s*\$rccs\s+Replace:\s+\$(d+)\s+\$rccs\s+\$};
$replace{$2} = $1 if $replace and m{^\s*\$rccs\s+Replace:\s+(\w+)\s+\$rccs\s+\$};
$replace{$1} = $2 if m{^\s*\$rccs\s+Replace \1 \2 \$};
if (m{^\s*\$rccs\s+on\$rccs\s+\$rccs\s+\$}) {
my @deps = map { s/\s+/g; $_ } split /,/, $3;
my $d;
for $d (map { s/\s+/g; $_ } split /,/, $1) {
push @{$depends{$d}}, @deps;
}
}
$need{$1} = 1 if m{^\s*\$rccs\s+\$};

for (values %depends) {
my %s;
$_ = [sort grep !$s{$_}++, @$_ ];
}
if (exists $opt{'api-info'}) {
my $f;
my $count = 0;
my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "\Q$opt{'api-info'}\E";
for $f (sort { lc $a cmp lc $b } keys %API) {
next unless $f =~ /$match/;
print "--- $f ---

" if ($API{$f}{base} || $API{$f}{todo}) {
my $base = format_version($API{$f}{base} || $API{$f}{todo});
print "Supported at least starting from perl-$base.
" if $base;
$info++; 
}
if ($API{$f}{provided}) {
my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
}
print "Support by $ppport provided back to perl-$todo.\n";
print "Support needs to be explicitly requested by NEED_$f.\n" if exists $need{$f};
print "Depends on: ", join( ' ', @{$depends{$f}} ), "\n" if exists $depends{$f};
print "\n\n\nWARNING: $warnings{$f}" if exists $warnings{$f};
$info++;
}
print "No portability information available.\n" unless $info;
$count++;
}
$count or print "Found no API matching '$opt{'api-info'}'.."
print "\n"
exit 0;
}
if (exists $opt{'list-provided'}) {
my $f;
for $f ( sort { lc $a cmp lc $b } keys %API) {
  next unless $API{$f}{provided};
  my @flags;
  push @flags, 'explicit' if exists $need{$f};
  push @flags, 'depend'  if exists $depends{$f};
  push @flags, 'hint'    if exists $hints{$f};
  push @flags, 'warning' if exists $warnings{$f};
  my $flags = @flags ? ' [' . join( ', ', @flags) . '] ' : "
  print "$f$flags\n";
}
exit 0;
}
my @files;
my @srcext = qw(.xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;

if (@ARGV) {
  my %seen;
  for (@ARGV) {
    if (-e) {
      push @files, $_ unless $seen{$_}++;
    } else {
      warn "$_ is not a file.\n"
    }
  } else {
    my @new = grep { -f } glob $_
      or warn "$_ does not exist.\n";
    push @files, grep { !$seen{$_}++ } @new;
  }

my @files;
my @srcext = qw(.xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext:

if (@ARGV) {
  my %seen;
  for (@ARGV) {
    if (-e) {
      if (-f) {
        push @files, $_ unless $seen{$_}++;
      }
    } else {
      warn "$_ is not a file.\n"
    }
  } else {
    my @new = grep { -f } glob $_
      or warn "$_ does not exist.\n";
    push @files, grep { !$seen{$_}++ } @new;
  }

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}
}
else {
eval {
require File::Find;
File::Find::find(sub {
$File::Find::name =~ /($srcext)$/i
and push @files, $File::Find::name;
}, '.');
};
if ($@) {
@files = map { glob "*$_" } @srcext;
}
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}
if (@ARGV && @out) {
warning("Skipping the following files (use --nofilter to avoid this):\n| ", join "\n| ", @out);
}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;
my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}
info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);

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# Temporarily remove C/XS comments and strings from the code
my @ccom;

c = s{
( ^SHS*#SHS*include\b[^\r\n]+\vb(?:Q$ppport\E[XSUB]h)\b[^\r\n]*
| ^SHS*#SHS*(:define|elif|if:?\E)\b[^\r\n]*
| ( ^SHS*[^\r\n]*
| "[^\r\n]*\b(?:define|elif|if)\b[^\r\n]*
| "[^\r\n]*\b[^\r\n]*
| / (?: \b[^\r\n]*\b[^\r\n]*\b[^\r\n]*
| )
} defined $2 and push @ccom, $2;
defined $1 ? $1 : "$ccs$#ccom$cce" }mgsex;

$file{ccom} = \@ccom;
$file{code} = c;
$file{has_inc_ppport} = c =~ /^SHS*#SHS*include[^\r\n]+\bQ$ppport\E\b/m;

my $func;

for $func (keys %API) {
my $match = $func;
$match .= "\Srevreplace{\$func}" if exists $revreplace{\$func};
if ($c =~ /Ab\E(?!\Smatch)\b/) {
$file{uses_replace}{$1}++ if exists $revreplace{\$func} & $1 eq $revreplace{\$func};
$file{uses_Perl}{$func}++ if $c =~ /AbPerl_\Sfunc\b/;
if (exists $API{\$func}{provided}) {
$file{uses_provided}{$func}++;
if (exists $API{\$func}{base} || $API{\$func}{base} > $opt{compat-version}) {
$file{uses}{$func}++;
my @deps = rec_depend($func);
if (@deps) {
$file{uses_deps}{$func} = \@deps;
for (@deps) {
$file{uses}{$_} = 0 unless exists $file{uses}{$_};
}
}
for ($func, @deps) {
$file{needs}{$_} = 'static' if exists $need{$_};
}
}
}
if (exists $API{\$func}{todo} & $API{\$func}{todo} > $opt{compat-version}) {
if ($c =~ /Ab\$func\b/) {
$file{uses_todo}{$func}++;
}
}
}
}
while ($c =~ /^$HS*#$HS*define$HS+(NEED_(\w+?)(_GLOBAL)?)\b/mg) {
if (exists $need{$2}) {
$file{defined $3 ? 'needed_global' : 'needed_static'}{$2}++;
}
else { warning("Possibly wrong #define $1 in $filename") }
}
for (qw(uses needs uses_todo needed_global needed_static)) {
for $func (keys %{$file{$_}}) {
push @{$global{$_}{$func}}, $filename;
}
}
$files{$filename} = \%file;
}
# Globally resolve NEED_'s
my $need;
for $need (keys %{$global{needs}}) {
if (@{$global{needs}{$need}} > 1) {
my @targets = @{$global{needs}{$need}};
my @t = grep $files{$_}{needed_global}{$need}, @targets;
@targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;
my $c = $file{code};
my $warnings = 0;
for $func (sort keys %{$file{uses_Perl}}) {
if ($API{$func}{varargs}) {
unless ($API{$func}{nothxarg}) {
my $changes = ($c =~ s{\b(Perl_$func\s*\(\s*)(?!aTHX_?)(\)|[^\s)]*\))}

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{ $1 . ($2 eq ') ? 'aTHX' : 'aTHX_' ) . $2 }ge);

if ($changes) {
  warning("Doesn't pass interpreter argument aTHX to Perl_$func");
  $file{changes} += $changes;
}
}
}
else {
  warning("Uses Perl_$func instead of $func");
  $file{changes} += ($c =~ \bPerl_$func\(.*\)?aTHX\b\)g);
}
}

for $func (sort keys %{$file{uses_replace}}) {
  warning("Uses $func instead of $replace{$func}");
  $file{changes} += ($c =~ s/bPerl_$func\(.*\)?aTHX\b\)/$func\1/g);
}

for $func (sort keys %{$file{uses_provided}}) {
  if ($file{uses}{$func}) {
    if (exists $file{uses_deps}{$func}) {
      diag("Uses $func, which depends on ", join(, , @{$file{uses_deps}{$func}}));
    } else {
      diag("Uses $func");
    }
  } $warnings += hint($func);
}

unless ($opt{quiet}) {
  for $func (sort keys %{$file{uses_todo}}) {
    print "*** WARNING: Uses $func, which may not be portable below perl ",
         format_version($API{$func}{todo}), ", even with 'ppport'\n";
    $warnings++;
  }
}

for $func (sort keys %{$file{needed_static}}) {
  my $message = "";
  if (not exists $file{uses}{$func}) {
    $message = "No need to define NEED_$func if $func is never used";
  } elsif (exists $file{needs}{$func} && $file{needs}{$func} ne 'static') {
    $message = "No need to define NEED_$func when already needed globally";
  } if ($message) {

diag($message);
$file{changes} += ($c =~ s/^\$HS*#\$HS*define\$HS*_func\b.*\$LF//mg);
}
}

for $func (sort keys %{$file{needed_global}}) {
  my $message = "";
  if (not exists $global{uses}[$func]) {
    $message = "No need to define NEED_${func}_GLOBAL if $func is never used";
  }
  elsif (exists $file{needs}[$func]) {
    if ($file{needs}[$func] eq 'extern') {
      $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
    }
    elsif ($file{needs}[$func] eq 'static') {
      $message = "No need to define NEED_${func}_GLOBAL when only used in this file";
    }
  }
  if ($message) {
    diag($message);
    $file{changes} += ($c =~ s/^(?=$HS*#\$HS*define\$HS*_func\b.*)$LF//mg);
  }
}

$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
  my $pp = "";

  for $func (sort keys %{$file{needs}}) {
    my $type = $file{needs}[$func];
    next if $type eq 'extern';
    my $suffix = $type eq 'global' ? '_GLOBAL' : "";
    unless (exists $file{"needed_${type}"}[$func]) {
      if ($type eq 'global') {
        diag("Files @{$global{needs}[$func]} need $func, adding global request");
      }
      else {
        diag("File needs $func, adding static request");
      }
      $pp .= "#define NEED_${func}$suffix\n";
    }
  }

  if ($pp && ($c =~ s/^\$HS*#\$HS*define\$HS*NEED_\w+/\$pp/m)) {
    $pp = "";
    $file{changes}++;
  }
}
unless ($file{has_inc_ppport}) {
    diag("Needs to include \$ppport");
    $pp := qq(#include \"$ppport\n)
}

if ($pp) {
    $file{changes} += ($c =~ s/\^(?=$HS*#$HS*define$HS+NEED_\w+.*)/\$1$pp/ms) || ($c =~ s/\^(?=$HS*#$HS*include.*QE/?$ppport\E/\$pp/m) || ($c =~ s/\^(?=$HS*#$HS*include.*XSUB.\w+.*\E)/\$pp/m) || ($c =~ s/\$/$pp/);}
} else {
    if ($file{has_inc_ppport}) {
        diag("No need to include \$ppport");
        $file{changes} += ($c =~ s/\^\$HS*?#$HS*include.*\Q$ppport\E.*?$LF//m);
    }
}

# put back in our C comments
my $ix;
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcce/$ccs$ccom[$ix] $cce/;
    } else {
        $c =~ s/$rccs$ix$rcce/$ccom[$ix]/;
    }
}

if ($cppc) {
    my $s = $cppc != 1 ? 's' : '';
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : '';
my $warn = $warnings ? " ($warnings warning$s)" : "
info("Analysis completed$warn");

if ($file{changes}) {
    if (exists $opt{copy}) {
        my $newfile = "$filename$opt{copy}";
        if (-e $newfile) {
            error("$newfile' already exists, refusing to write copy of "$filename";
        } else {
            my $newfile = "$filename$opt{copy}";
        }
    }
}

else {
    local *F;
    if (open F, ">$newfile") {
        info("Writing copy of '$filename' with changes to '$newfile'");
        print F $c;
        close F;
    }
    else {
        error("Cannot open '$newfile' for writing: $!");
    }
}

elsif (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {
        unless ($patch_opened) {
            if (open PATCH, ">$opt{patch}") {
                $patch_opened = 1;
            }
            else {
                error("Cannot open '$opt{patch}' for writing: $!");
                delete $opt{patch};
                $opt{changes} = 1;
                goto fallback;
            }
        }
        mydiff(^PATCH, $filename, $c);
    }
    else {
        fallback:
        info("Suggested changes:");
        mydiff(^STDOUT, $filename, $c);
    }
}

else {
    my $s = $file{changes} == 1 ? '' : 's';
    info("$file{changes} potentially required change$s detected");
}
}
else {
    info("Looks good");
}

close PATCH if $patch_opened;

exit 0;
sub try_use { eval "use @_; return $@ eq ""; } 

sub mydiff 
{
  local *F = shift;
  my($file, $str) = @_; 
  my $diff; 

  if (exists $opt{diff}) {
    $diff = run_diff($opt{diff}, $file, $str);
  }

  if (!defined $diff and try_use('Text::Diff')) {
    $diff = Text::Diff::diff($file, \$str, { STYLE => 'Unified' }); 
    $diff = <<HEADER . $diff;
    --- $file
    +++ $file.patched 
    HEADER 
  }

  if (!defined $diff) {
    $diff = run_diff('diff -u', $file, $str);
  }

  if (!defined $diff) {
    $diff = run_diff('diff', $file, $str);
  }

  if (!defined $diff) {
    error("Cannot generate a diff. Please install Text::Diff or use --copy." ); 
    return;
  }

  print F $diff;
}

sub run_diff 
{
  my($prog, $file, $str) = @_; 
  my $tmp = 'dppptemp'; 
  my $suf = 'aaa'; 
  my $diff = ''; 
  local *F; 

  while (-e "$tmp.$suf") { $suf++ }
  $tmp = "$tmp.$suf";

  system $prog "$tmp" "$str"; 

  while ($diff) { 
    print F $diff;
  } 

  while ($tmp . "$suf") { 
    remove "$tmp.$suf";
    $suf++;
  } 

  remove "$tmp.$suf";
  return;
}
if (open F, ">$tmp") {
    print F $str;
    close F;

    if (open F, "$prog $file $tmp |") {
        while (<F>) {
            s/$tmp/$file.patched/;
            $diff .= $_;
        }
        close F;
        unlink $tmp;
        return $diff;
    }

    unlink $tmp;
} else {
    error("Cannot open '$tmp' for writing: $!");
}
return undef;

sub rec_depend
{
    my($func, $seen) = @_; 
    return () unless exists $depends{$func};
    $seen = %{$seen||{}};
    return () if $seen->{$func}++;
    my %s;
    grep !$s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}};
    }

sub parse_version
{
    my $ver = shift;

    if ($ver =~ /(^\d+)(\d+)(\d+)/) {
        return ($1, $2, $3);
    } elsif ($ver !~ /^\d+[._]+$/) {
        die "cannot parse version "$ver"
    }

    $ver =~ s/_//g;
    $ver =~ s/$/000000/;

    my($r,$v,$s) = $ver =~ /\d+\.\d{3}\d{3}/;
}
```perl
$v = int $v;
$s = int $s;

if ($r < 5 || ($r == 5 && $v < 6)) {
    if ($s % 10) {
        die "cannot parse version '$ver'n);
    }
}

return ($r, $v, $s);

sub format_version
{
    my $ver = shift;

    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /(^\d+)(\d\d\d)(\d\d\d)/;

    $v = int $v;
    $s = int $s;

    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "invalid version '$ver'n"
        }
        $s /= 10;

        $ver = sprintf "%d.%d\03d", $r, $v;
        $s > 0 and $ver .= sprintf "_\%02d", $s;

        return $ver;
    }

    return sprintf "%d.%d.%d", $r, $v, $s;
}

sub info
{
    $opt{quiet} and return;
    print @_, "\n";
}

sub diag
{
    $opt{quiet} and return;
    $opt{diag} and print @_, "\n";
```
}
sub warning
{
$opt{quiet} and return;
print "*** ", @_, "\n";
}
sub error
{
print "*** ERROR: ", @_, "\n";
}
my %given_hints;
my %given_warnings;
sub hint
{
$opt{quiet} and return;
my $func = shift;
my $rv = 0;
if (exists $warnings{$func} && !$given_warnings{$func}++) {
my $warn = $warnings{$func};
$warn =~ s!^!*** !mg;
print "*** WARNING: $func\n", $warn;
$rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
my $hint = $hints{$func};
$hint =~ s/^/ /mg;
print " --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/^\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;
print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE

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exit 2;
}
sub strip
{
my $self = do { local(@ARGV,$/)=($0); <> };
my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*^(.*?)^=\w+/ms;
$copy =~ s/^(?=\S+)/ /gms;
$self =~ s/^$HS+Do NOT edit.*?(?=^-)/$copy/ms;
$self =~ s/^SKIP.*(?=^__DATA__)/SKIP
if (\@ARGV && \$ARGV[0] eq '--unstrip') {
eval { require Devel::PPPort };
\$@ and die "Cannot require Devel::PPPort, please install.\\n";
if (eval \$Devel::PPPort::VERSION < $VERSION) {
die "$0 was originally generated with Devel::PPPort $VERSION.\\n"
. "Your Devel::PPPort is only version \$Devel::PPPort::VERSION.\\n"
. "Please install a newer version, or --unstrip will not work.\\n";
}
Devel::PPPort::WriteFile(\$0);
exit 0;
}
print <<END;
Sorry, but this is a stripped version of \$0.
To be able to use its original script and doc functionality,
please try to regenerate this file using:
\$^X \$0 --unstrip
END
/ms;
my($pl, $c) = $self =~ /(.*^__DATA__)(.*)/ms;
$c =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| ( "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' )
| ($HS+) }{ defined $2 ? ' ' : ($1 || '') }gsex;
$c =~ s!\s+$!!mg;
$c =~ s!^$LF!!mg;
$c =~ s!^\s*#\s*!#!mg;
$c =~ s!^\s+!!mg;
open OUT, ">$0" or die "cannot strip $0: $!\n";
print OUT "$pl$c\n";
exit 0;

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__DATA__
*/

Found in path(s):
* /opt/cola/permits/1125684930_1611405861.24/0/perl-threads-shared-1.43-6.el7-1.src.rpm-cosi-expand-archive- 
  KLC73KXi/threads-shared-1.43.tar.gz-cosi-expand-archive-xveq6VBZ/threads-shared-1.43/ppport.h
No license file was found, but licenses were detected in source scan.

---
abstract: 'Perl extension for sharing data structures between threads'
author:
  - 'Artur Bergman, Jerry D. Hedden <jdhedden AT cpan DOT org>'
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.64, CPAN::Meta::Converter version 2.120921'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: threads-shared
no_index:
directory:
  - t
  - inc
requires:
  Carp: 0
  Config: 0
  ExtUtils::testlib: 0
  Scalar::Util: 0
  Test: 0
  Test::More: 0
  XSLoader: 0
  strict: 0
  threads: 1.73
  warnings: 0
  version: 1.43

Found in path(s):
* /opt/cola/permits/1125684930_1611405861.24/0/perl-threads-shared-1.43-6.el7-1.src.rpm-cosi-expand-archive- 
  KLC73KXi/threads-shared-1.43.tar.gz-cosi-expand-archive-xveq6VBZ/threads-shared-1.43/META.yml
No license file was found, but licenses were detected in source scan.

=head1 NAME
threads::shared - Perl extension for sharing data structures between threads

=head1 VERSION

This document describes threads::shared version 1.43

=head1 SYNOPSIS

use threads;
use threads::shared;

my $var :shared;
my %hsh :shared;
my @ary :shared;

my ($scalar, @array, %hash);
share($scalar);
share(@array);
share(%hash);

$var = $scalar_value;
$var = $shared_ref_value;
$var = shared_clone($non_shared_ref_value);
$var = shared_clone({'foo' => [qw/foo bar baz/]});

$hsh{'foo'} = $scalar_value;
$hsh{'bar'} = $shared_ref_value;
$hsh{'baz'} = shared_clone($non_shared_ref_value);
$hsh{'quz'} = shared_clone([1..3]);

$ary[0] = $scalar_value;
$ary[1] = $shared_ref_value;
$ary[2] = shared_clone($non_shared_ref_value);
$ary[3] = shared_clone([ {} , [ ] ]); 

{ lock(%hash); ...  }

cond_wait($scalar);
cond_timedwait($scalar, time() + 30);
cond_broadcast(@array);
cond_signal(%hash);

my $lockvar :shared;
# condition var != lock var
cond_wait($var, $lockvar);
cond_timedwait($var, time()+30, $lockvar);
By default, variables are private to each thread, and each newly created thread gets a private copy of each existing variable. This module allows you to share variables across different threads (and pseudo-forks on Win32). It is used together with the L<threads> module.

This module supports the sharing of the following data types only: scalars and scalar refs, arrays and array refs, and hashes and hash refs.

The following functions are exported by this module: C<share>, C<shared_clone>, C<is_shared>, C<cond_wait>, C<cond_timedwait>, C<cond_signal> and C<cond_broadcast>

Note that if this module is imported when L<threads> has not yet been loaded, then these functions all become no-ops. This makes it possible to write modules that will work in both threaded and non-threaded environments.

C<share> takes a variable and marks it as shared:

my ($scalar, @array, %hash);
share($scalar);
share(@array);
share(%hash);

C<share> will return the shared rvalue, but always as a reference.

Variables can also be marked as shared at compile time by using the C<shared> attribute:

my ($var, %hash, @array) :shared;

Shared variables can only store scalars, refs of shared variables, or refs of shared data (discussed in next section):

my ($var, %hash, @array) :shared;
my $bork;

# Storing scalars
$var = 1;
```perl
$hash{'foo'} = 'bar';
$array[0] = 1.5;

# Storing shared refs
$var = \%hash;
$hash{'ary'} = \@array;
$array[1] = \$var;

# The following are errors:
#   $var = \$bork;                    # ref of non-shared variable
#   $hash{'bork'} = [];               # non-shared array ref
#   push(@array, { 'x' => 1 });       # non-shared hash ref

=item shared_clone REF

C<shared_clone> takes a reference, and returns a shared version of its argument, performing a deep copy on any non-shared elements. Any shared elements in the argument are used as is (i.e., they are not cloned).

my $cpy = shared_clone({'foo' => [qw/foo bar baz/]});

Object status (i.e., the class an object is blessed into) is also cloned.

my $obj = {'foo' => [qw/foo bar baz/]};
bless($obj, 'Foo');
my $cpy = shared_clone($obj);
print(ref($cpy), "\n");  # Outputs 'Foo'

For cloning empty array or hash refs, the following may also be used:

$var = &share([],);  # Same as $var = shared_clone([]);
$var = &share( );    # Same as $var = shared_clone( );

Not all Perl data types can be cloned (e.g., globs, code refs). By default, C<shared_clone> will L<croak|Carp> if it encounters such items. To change this behaviour to a warning, then set the following:

$threads::shared::clone_warn = 1;

In this case, C<undef> will be substituted for the item to be cloned. If set to zero:

$threads::shared::clone_warn = 0;

then the C<undef> substitution will be performed silently.

=item is_shared VARIABLE
```
C<is_shared> checks if the specified variable is shared or not. If shared, returns the variable's internal ID (similar to L<refaddr()|Scalar::Util/"refaddr EXPR">). Otherwise, returns C<undef>.

```perl
if (is_shared($var)) {
    print("$var is shared\n");
} else {
    print("$var is not shared\n");
}
```

When used on an element of an array or hash, C<is_shared> checks if the specified element belongs to a shared array or hash. (It does not check the contents of that element.)

```perl
my %hash :shared;
if (is_shared(%hash)) {
    print("%hash is shared\n");
}

$hash{'elem'} = 1;
if (is_shared($hash{'elem'})) {
    print("$hash{'elem'} is in a shared hash\n");
}
```

=C<lock>=item lock VARIABLE

C<lock> places a B<advisory> lock on a variable until the lock goes out of scope. If the variable is locked by another thread, the C<lock> call will block until it's available. Multiple calls to C<lock> by the same thread from within dynamically nested scopes are safe -- the variable will remain locked until the outermost lock on the variable goes out of scope.

C<lock> follows references exactly I<one> level:

```perl
my %hash :shared;
my $ref = %hash;
lock($ref);  # This is equivalent to lock(%hash)
```

Note that you cannot explicitly unlock a variable; you can only wait for the lock to go out of scope. This is most easily accomplished by locking the variable inside a block.

```perl
my $var :shared;
{
    lock($var);
    # $var is locked from here to the end of the block
    ...
}
```
# $var is now unlocked

As locks are advisory, they do not prevent data access or modification by another thread that does not itself attempt to obtain a lock on the variable.

You cannot lock the individual elements of a container variable:

```perl
my %hash :shared;
$hash{'foo'} = 'bar';
#lock($hash{'foo'});       # Error
lock(%hash);               # Works
```

If you need more fine-grained control over shared variable access, see L<Thread::Semaphore>.

=item cond_wait VARIABLE

=item cond_wait CONDVAR, LOCKVAR

The C<cond_wait> function takes a B<locked> variable as a parameter, unlocks the variable, and blocks until another thread does a C<cond_signal> or C<cond_broadcast> for that same locked variable. The variable that C<cond_wait> blocked on is re-locked after the C<cond_wait> is satisfied. If there are multiple threads C<cond_wait>ing on the same variable, all but one will re-block waiting to reacquire the lock on the variable. (So if you're only using C<cond_wait> for synchronization, give up the lock as soon as possible). The two actions of unlocking the variable and entering the blocked wait state are atomic, the two actions of exiting from the blocked wait state and re-locking the variable are not.

In its second form, C<cond_wait> takes a shared, B<unlocked> variable followed by a shared, B<locked> variable. The second variable is unlocked and thread execution suspended until another thread signals the first variable.

It is important to note that the variable can be notified even if no thread C<cond_signal> or C<cond_broadcast> on the variable. It is therefore important to check the value of the variable and go back to waiting if the requirement is not fulfilled. For example, to pause until a shared counter drops to zero:

```perl
{ lock($counter); cond_wait($counter) until $counter == 0; }
```

=item cond_timedwait VARIABLE, ABS_TIMEOUT

=item cond_timedwait CONDVAR, ABS_TIMEOUT, LOCKVAR

In its two-argument form, C<cond_timedwait> takes a B<locked> variable and an absolute timeout in I<epoch> seconds (see L<time() in perlfunc> in perlfunc/time>
for more) as parameters, unlocks the variable, and blocks until the
timeout is reached or another thread signals the variable. A false value is
returned if the timeout is reached, and a true value otherwise. In either
case, the variable is re-locked upon return.

Like C<cond_wait>, this function may take a shared, B<locked> variable as an
additional parameter; in this case the first parameter is an B<unlocked>
condition variable protected by a distinct lock variable.

Again like C<cond_wait>, waking up and reacquiring the lock are not atomic,
and you should always check your desired condition after this function
returns. Since the timeout is an absolute value, however, it does not have to
be recalculated with each pass:

```
lock($var);
my $abs = time() + 15;
until ($ok = desired_condition($var)) {
    last if !cond_timedwait($var, $abs);
}
# we got it if $ok, otherwise we timed out!
```

=item cond_signal VARIABLE

The C<cond_signal> function takes a B<locked> variable as a parameter and
unblocks one thread that's C<cond_wait>ing on that variable. If more than one
thread is blocked in a C<cond_wait> on that variable, only one (and which one
is indeterminate) will be unblocked.

If there are no threads blocked in a C<cond_wait> on the variable, the signal
is discarded. By always locking before signaling, you can (with care), avoid
signaling before another thread has entered cond_wait().

C<cond_signal> will normally generate a warning if you attempt to use it on an
unlocked variable. On the rare occasions where doing this may be sensible, you
can suppress the warning with:

```
{ no warnings 'threads', cond_signal($foo); }
```

=item cond_broadcast VARIABLE

The C<cond_broadcast> function works similarly to C<cond_signal>.,
C<cond_broadcast>, though, will unblock B<all> the threads that are blocked in
a C<cond_wait> on the locked variable, rather than only one.
L<threads::shared> exports a version of L<bless()|perlfunc/"bless REF"> that works on shared objects such that L<blessings> propagate across threads.

# Create a shared 'Foo' object
my $foo :shared = shared_clone({});
bless($foo, 'Foo');

# Create a shared 'Bar' object
my $bar :shared = shared_clone({});
bless($bar, 'Bar');

# Put 'bar' inside 'foo'
$foo->{'bar'} = $bar;

# Rebless the objects via a thread
threads->create(sub {
  # Rebless the outer object
  bless($foo, 'Yin');

  # Cannot directly rebless the inner object
  #bless($foo->{'bar'}, 'Yang');

  # Retrieve and rebless the inner object
  my $obj = $foo->{'bar'};
bless($obj, 'Yang');
  $foo->{'bar'} = $obj;
})->join();

print(ref($foo),          "\n");  # Prints 'Yin'
print(ref($foo->{'bar'}), "\n");  # Prints 'Yang'
print(ref($bar),          "\n");  # Also prints 'Yang'

=head1 NOTES

L<threads::shared> is designed to disable itself silently if threads are not available. This allows you to write modules and packages that can be used in both threaded and non-threaded applications.

If you want access to threads, you must C<use threads> before you C<use threads::shared>. L<threads> will emit a warning if you use it after L<threads::shared>.

=head1 BUGS AND LIMITATIONS

When C<share> is used on arrays, hashes, array refs or hash refs, any data they contain will be lost.
my @arr = qw(foo bar baz);
share(@arr);
# @arr is now empty (i.e., == ());

# Create a 'foo' object
my $foo = { 'data' => 99 };  
bless($foo, 'foo');

# Share the object
share($foo);  # Contents are now wiped out
print("ERROR: \$foo is empty\n")
  if (!exists($foo->{'data'}));

Therefore, populate such variables after declaring them as shared. (Scalar and scalar refs are not affected by this problem.)

It is often not wise to share an object unless the class itself has been written to support sharing. For example, an object's destructor may get called multiple times, once for each thread's scope exit. Another danger is that the contents of hash-based objects will be lost due to the above mentioned limitation. See F<examples/class.pl> (in the CPAN distribution of this module) for how to create a class that supports object sharing.

Destructors may not be called on objects if those objects still exist at global destruction time. If the destructors must be called, make sure there are no circular references and that nothing is referencing the objects, before the program ends.

Does not support C splice on arrays. Does not support explicitly changing array lengths via $#array -- use C push and C pop instead.

Taking references to the elements of shared arrays and hashes does not autovivify the elements, and neither does slicing a shared array/hash over non-existent indices/keys autovivify the elements.

C share() allows you to C<< share($hashref->{key}) >> and C<< share($arrayref->[idx]) >> without giving any error message. But the C<< $hashref->{key} >> or C<< $arrayref->[idx] >> is B not shared, causing the error "lock can only be used on shared values" to occur when you attempt to C<< lock($hashref->{key}) >> or C<< lock($arrayref->[idx]) >> in another thread.

Using L refaddr Scalar::Util refaddr EXPR >> is unreliable for testing whether or not two shared references are equivalent (e.g., when testing for circular references). Use L is_shared VARIABLE >>, instead:

use threads;
use threads::shared;
use Scalar::Util qw(refaddr);

# If ref is shared, use threads::shared's internal ID.
# Otherwise, use refaddr().
my $addr1 = is_shared($ref1) || refaddr($ref1);
my $addr2 = is_shared($ref2) || refaddr($ref2);

if ($addr1 == $addr2) {
    # The refs are equivalent
}

L<each()|perlfunc/> does not work properly on shared references embedded in shared structures. For example:

my %foo :shared;
$foo{'bar'} = shared_clone({'a'=>'x', 'b'=>'y', 'c'=>'z'});

while (my ($key, $val) = each(%{$foo{'bar'}})) {
    ...
}

Either of the following will work instead:

my $ref = $foo{'bar'};
while (my ($key, $val) = each(%{$ref})) {
    ...
}

foreach my $key (keys(%{$foo{'bar'}})) {
    my $val = $foo{'bar'}{$key};
    ...
}

This module supports dual-valued variables created using L<dualvar()> from Scalar::Util::Scalar::Util/<dualvar NUM, STRING/>). However, while C<$!> acts like a dualvar, it is implemented as a tied SV. To propagate its value, use the follow construct, if needed:

my $errno :shared = dualvar($!, $!);

View existing bug reports at, and submit any new bugs, problems, patches, etc. to: L<http://rt.cpan.org/Public/Dist/Display.html?Name=threads-shared>

=head1 SEE ALSO

L<threads::shared> Discussion Forum on CPAN:
L<http://www.cpanforum.com/dist/threads-shared>
Perl threads mailing list:
L<http://lists.perl.org/list/fthreads.html>

=head1 AUTHOR

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Documentation borrowed from the old Thread.pm.

CPAN version produced by Jerry D. Hedden E<lt>jdhedden AT cpan DOT orgE<gt>.

=head1 LICENSE

threads::shared is released under the same license as Perl.

=cut

Found in path(s):
* /opt/cola/permits/1125684930_1611405861.24/0/perl-threads-shared-1.43-6.el7-1.src.rpm-cosi-expand-archive-KLC73KXi/threads-shared-1.43.tar.gz-cosi-expand-archive-xveq6VBZ/threads-shared-1.43/lib/threads/shared.pm
No license file was found, but licenses were detected in source scan.

/*    shared.xs
 *
 *    Copyright (c) 2001-2002, 2006 Larry Wall
 *    
 *    You may distribute under the terms of either the GNU General Public
 *    License or the Artistic License, as specified in the README file.
 *    
 *    "Hand any two wizards a piece of rope and they would instinctively pull in
 *    opposite directions."
 *    --Sourcery
 *    
 *    Contributed by Artur Bergman <sky AT crucially DOT net>
 *    Pulled in the (an)other direction by Nick Ing-Simmons
 *    <nick AT ing-simmons DOT org>
 *    CPAN version produced by Jerry D. Hedden <jdhedden AT cpan DOT org>
 */

/*
 * Shared variables are implemented by a scheme similar to tieing.
 * Each thread has a proxy SV with attached magic -- "private SVs" --
 * which all point to a single SV in a separate shared interpreter
* (PL_sharedsv_space) -- "shared SVs".
* 
* The shared SV holds the variable's true values, and its state is
* copied between the shared and private SVs with the usual
* mg_get()/mg_set() arrangement.
* 
* Aggregates (AVs and HVs) are implemented using tie magic, except that
* the vtable used is one defined in this file rather than the standard one.
* This means that where a tie function like FETCH is normally invoked by
* the tie magic's mg_get() function, we completely bypass the calling of a
* perl-level function, and directly call C-level code to handle it. On
* the other hand, calls to functions like PUSH are done directly by code
* in av.c, etc., which we can't bypass. So the best we can do is to provide
* XS versions of these functions. We also have to attach a tie object,
* blessed into the class threads::shared::tie, to keep the method-calling
* code happy.
* 
* Access to aggregate elements is done the usual tied way by returning a
* proxy PVLV element with attached element magic.
* 
* Pointers to the shared SV are squirreled away in the mg->mg_ptr field
* of magic (with mg_len == 0), and in the IV2PTR(SvIV(sv)) field of tied
* object SVs. These pointers have to be hidden like this because they
* cross interpreter boundaries, and we don't want sv_clear() and friends
* following them.
* 
* The three basic shared types look like the following:
* 
* * ---------------
* 
* * Shared scalar (my $s : shared):
* 
* * SV = PVMG(0x7ba238) at 0x7387a8
* * FLAGS = (PADMY,GMG,SMG)
* * MAGIC = 0x824d88
* * MG_TYPE = PERL_MAGIC_shared_scalar(n)
* * MG_PTR = 0x810358 (pointer to the shared SV
* * 
* * ---------------
* 
* * Shared aggregate (my @a : shared; my %h : shared):
* 
* * SV = PVAV(0x7175d0) at 0x738708
* * FLAGS = (PADMY,RMG)
* * MAGIC = 0x824d88
* * MG_TYPE = PERL_MAGIC_tied(P)
* * MG_OBJ = 0x7136e0 (ref to the tied object
* * SV = RV(0x7136f0) at 0x7136e0
* RV = 0x738640
* SV = PVMG(0x7ba238) at 0x738640 <<< tied object
* FLAGS = (OBJECT, IOK, pIOK)
* IV = 8455000 <<< pointer to the shared AV
* STASH = 0x80abf0 "threads::shared::tie"
* MG_PTR = 0x810358 <<< another pointer to the shared AV
* ARRAY = 0x0
* 
* Aggregate element (my @a : shared; $a[0])
* 
* SV = PVLV(0x77f628) at 0x713550
* FLAGS = (GMG, SMG, RMG, pIOK)
* MAGIC = 0x72bd58
* MG_TYPE = PERL_MAGIC_shared_scalar(n)
* MG_PTR = 0x8103c0 <<< pointer to the shared element
* MAGIC = 0x72bd18
* MG_TYPE = PERL_MAGIC_tiedelem(p)
* MG_OBJ = 0x7136e0 <<< ref to the tied object
* SV = RV(0x7136f0) at 0x7136e0
* RV = 0x738660
* SV = PVMG(0x7ba278) at 0x738660 <<< tied object
* FLAGS = (OBJECT, IOK, pIOK)
* IV = 8455064 <<< pointer to the shared AV
* STASH = 0x80ac30 "threads::shared::tie"
* TYPE = t
* 
* Note that PERL_MAGIC_tiedelem(p) magic doesn't have a pointer to a
* shared SV in mg_ptr; instead this is used to store the hash key,
* if any, like normal tied elements. Note also that element SVs may have
* pointers to both the shared aggregate and the shared element.
* 
* 
* Userland locks:
* 
* If a shared variable is used as a perl-level lock or condition
* variable, then PERL_MAGIC_ext magic is attached to the associated
* shared* SV, whose mg_ptr field points to a malloc'ed structure
* containing the necessary mutexes and condition variables.
* 
* Nomenclature:
* 
* In this file, any variable name prefixed with 's' (e.g., ssv, stmp or sobj)
* usually represents a shared SV which corresponds to a private SV named
* without the prefix (e.g., sv, tmp or obj).
*/
#define PERL_NO_GET_CONTEXT
#include "EXTERN.h"
#include "perl.h"
#include "XSUB.h"
#ifdef HAS_PPPORT_H
  # define NEED_sv_2pv_flags
  # define NEED_vnewSVpvf
  # define NEED_warner
  # define NEED_newSVpvn_flags
  # include "ppport.h"
  # include "shared.h"
#endif

#ifdef USE_ITHREADS

    /* Magic signature(s) for mg_private to make PERL_MAGIC_ext magic safer */
    #define UL_MAGIC_SIG 0x554C /* UL = user lock */

    /*
       * The shared things need an interpreter to live in ...
       */
    PerlInterpreter *PL_sharedsv_space; /* The shared sv space */
    /* To access shared space we fake aTHX in this scope and thread's context */

    /* Bug #24255: We include ENTER+SAVETMPS/FREETMPS+LEAVE with
      * SHARED_CONTEXT/CALLERCONTEXT macros, so that any mortals, etc. created
      * while in the shared interpreter context don't languish */

    #define SHARED_CONTEXT
      STMT_START {
        PERL_SET_CONTEXT((aTHX = PL_sharedsv_space));
        ENTER;
        SAVETMPS;
      } STMT_END

    /* So we need a way to switch back to the caller's context... */
    /* So we declare _another_ copy of the aTHX variable... */
    #define dTHXc PerlInterpreter *caller_perl = aTHX

    /* ... and use it to switch back */
    #define CALLER_CONTEXT
      STMT_START {
        FREETMPS;
        LEAVE;
        PERL_SET_CONTEXT((aTHX = caller_perl));
      } STMT_END

    /*

*/
typedef struct {
    perl_mutex     mutex;
    PerlInterpreter  *owner;
    I32               locks;
    perl_cond          cond;
    #ifdef DEBUG_LOCKS
    char              *file;
    int                line;
    #endif
} recursive_lock_t;

recursive_lock_t PL_sharedsv_lock; /* Mutex protecting the shared sv space */

void
recursive_lock_init(pTHX_ recursive_lock_t *lock)
{
    Zero(lock,1,recursive_lock_t);
    MUTEX_INIT(&lock->mutex);
    COND_INIT(&lock->cond);
}

void
recursive_lock_destroy(pTHX_ recursive_lock_t *lock)
{
    MUTEX_DESTROY(&lock->mutex);
    COND_DESTROY(&lock->cond);
}

void
recursive_lock_release(pTHX_ recursive_lock_t *lock)
{
    MUTEX_LOCK(&lock->mutex);
    if (lock->owner == aTHX) {
        if (--lock->locks == 0) {
            lock->owner = NULL;
            COND_SIGNAL(&lock->cond);
        }
    }
    MUTEX_UNLOCK(&lock->mutex);
}

void
recursive_lock_acquire(pTHX_ recursive_lock_t *lock, char *file, int line)
{
    PERL_UNUSED_ARG(file);
}
PERL_UNUSED_ARG(line);
assert(aTHX);
MUTEX_LOCK(&lock->mutex);
if (lock->owner == aTHX) {
    lock->locks++;
} else {
    while (lock->owner) {
        #ifdef DEBUG_LOCKS
            Perl_warn(aTHX_ " %p waiting - owned by %p %s:%d\n", aTHX, lock->owner, lock->file, lock->line);
        #endif
        COND_WAIT(&lock->cond,&lock->mutex);
    }
    lock->locks = 1;
    lock->owner = aTHX;
    #ifdef DEBUG_LOCKS
        lock->file   = file;
        lock->line  = line;
    #endif
}
MUTEX_UNLOCK(&lock->mutex);
SAVEDESTRUCTOR_X(recursive_lock_release, lock);

#define ENTER_LOCK
   STMT_START {
     ENTER;
     recursive_lock_acquire(aTHX_ &PL_sharedsv_lock, __FILE__, __LINE__);
   } STMT_END

/* The unlocking is done automatically at scope exit */
#define LEAVE_LOCK       LEAVE

/* A common idiom is to acquire access and switch in ... */
#define SHARED_EDIT      
   STMT_START {      
     ENTER_LOCK;   
     SHARED_CONTEXT;  
   } STMT_END

/* ... then switch out and release access. */
#define SHARED_RELEASE   
   STMT_START {   
     CALLER_CONTEXT;  
     LEAVE_LOCK;   
   } STMT_END
/* User-level locks:
   This structure is attached (using ext magic) to any shared SV that
   is used by user-level locking or condition code
*/

typedef struct {
    recursive_lock_t    lock;           /* For user-level locks */
    perl_cond           user_cond;      /* For user-level conditions */
} user_lock;

/* Magic used for attaching user_lock structs to shared SVs

The vtable used has just one entry - when the SV goes away
we free the memory for the above.
*/

int
sharedsv_userlock_free(pTHX_ SV *sv, MAGIC *mg)
{
    user_lock *ul = (user_lock *) mg->mg_ptr;
    PERL_UNUSED_ARG(sv);
    assert(aTHX == PL_sharedsv_space);
    if (ul) {
        recursive_lock_destroy(aTHX_ &ul->lock);
        COND_DESTROY(&ul->user_cond);
        PerlMemShared_free(ul);
        mg->mg_ptr = NULL;
    }
    return (0);
}

MGVTBL sharedsv_userlock_vtbl = {
    0,  /* get */
    0,  /* set */
    0,  /* len */
    0,  /* clear */
    sharedsv_userlock_free,  /* free */
    0,  /* copy */
    0,  /* dup */

#linedef MGf_LOCAL
    0,  /* local */
#endif
};

/* Support for dual-valued variables */
#linedef SVf_IVisUV
# define DUALVAR_FLAGS(sv)                             
 \((SvPOK(sv)) \ 
 \ ? ((SvNOK(sv) || SvNOKp(sv)) ? SVf_NOK \ 
 : ((SvIsUV(sv)) ? (SVf_IOK | SVf_IVisUV) \ 
 : ((SvIOK(sv) || SvIOKp(sv)) ? SVf_IOK : 0)) \ 
 : 0)
#else
# define DUALVAR_FLAGS(sv)                             
 \((SvPOK(sv)) \ 
 \ ? ((SvNOK(sv) || SvNOKp(sv)) ? SVf_NOK \ 
 : ((SvIOK(sv) || SvIOKp(sv)) ? SVf_IOK : 0)) \ 
 : 0)
#endif

/*
 * Access to shared things is heavily based on MAGIC
 * - in mg.h/mg.c/sv.c sense
 */

/* In any thread that has access to a shared thing there is a "proxy"
 for it in its own space which has 'MAGIC' associated which accesses
 the shared thing.
 */

extern MGVTBL sharedsv_scalar_vtbl; /* Scalars have this vtable */
extern MGVTBL sharedsv_array_vtbl; /* Hashes and arrays have this
 - like 'tie' */
extern MGVTBL sharedsv_elem_vtbl; /* Elements of hashes and arrays have
 this _AS WELL AS_ the scalar magic:
    The sharedsv_elem_vtbl associates the element with the array/hash and
    the sharedsv_scalar_vtbl associates it with the value
 */

/* Get shared aggregate SV pointed to by threads::shared::tie magic object */
#define SHAREDSV_FROM_OBJ(sv) ((SvROK(sv)) ? INT2PTR(SV *, SvIV(SvRV(sv))) : NULL)

/* Return the user_lock structure (if any) associated with a shared SV.
 * If create is true, create one if it doesn't exist
 */
STATIC user_lock *
S_get_userlock(pTHX_ SV* ssv, bool create)
{
    MAGIC *mg;
    user_lock *ul = NULL;
assert(ssv);
/* XXX Redesign the storage of user locks so we don't need a global
 * lock to access them ???? DAPM */
ENTER_LOCK;

/* Version of mg_find that also checks the private signature */
for (mg = SvMAGIC(ssv); mg; mg = mg->mg_moremagic) {
  if ((mg->mg_type == PERL_MAGIC_ext) &&
      (mg->mg_private == UL_MAGIC_SIG))
    {  
      break;
    }
  }

if (mg) {
  ul = (user_lock*)(mg->mg_ptr);
} else if (create) {
  dTHXc;
  SHARED_CONTEXT;
  ul = (user_lock *) PerlMemShared_malloc(sizeof(user_lock));
  Zero(ul, 1, user_lock);
  /* Attach to shared SV using ext magic */
  mg = sv_magicext(ssv, NULL, PERL_MAGIC_ext, &sharedsv_userlock_vtbl,
                   (char *)ul, 0);
  mg->mg_private = UL_MAGIC_SIG;  /* Set private signature */
  recursive_lock_init(aTHX_ &ul->lock);  
  COND_INIT(&ul->user_cond);
  CALLER_CONTEXT;
}
LEAVE_LOCK;
return (ul);

/* Given a private side SV tries to find if the SV has a shared backend,
 * by looking for the magic.
 */
SV *
Perl_sharedsv_find(pTHX_ SV *sv)
{
  MAGIC *mg;
  if (SvTYPE(sv) >= SVt_PVMG) {
    switch(SvTYPE(sv)) {
    case SVt_PVAV:
    case SVt_PVHV:
      if ((mg = mg_find(sv, PERL_MAGIC_tied))
          && mg->mg_virtual == &sharedsv_array_vtbl) {


return ((SV *)mg->mg_ptr);
}
break;
default:
	/* This should work for elements as well as they
	* have scalar magic as well as their element magic
	*/
if ((mg = mg_find(sv, PERL_MAGIC_shared_scalar))
    && mg->mg_virtual == &sharedsv_scalar_vtbl) {
    return ((SV *)mg->mg_ptr);
}
break;
}
/* Just for tidyness of API also handle tie objects */
if (SvROK(sv) && sv_derived_from(sv, "threads::shared::tie")) {
    return (SHAREDSV_FROM_OBJ(sv));
}
return (NULL);
}
/* Assignate a private SV with a shared SV by pointing the appropriate
* magics at it.
* Assumes lock is held.
*/
void Perl_sharedsv_associate(pTHX_ SV *sv, SV *ssv)
{
    MAGIC *mg = 0;

    /* If we are asked for any private ops we need a thread */
    assert (aTHX != PL_sharedsv_space);

    /* To avoid need for recursive locks require caller to hold lock */
    assert (PL_sharedsv_lock.owner == aTHX);

    switch(SvTYPE(sv)) {
    case SVt_PVAV:
    case SVt_PVHV:
        if (!((mg = mg_find(sv, PERL_MAGIC_tied))
                || mg->mg_virtual != &sharedsv_array_vtbl
                || (SV*) mg->mg_ptr != ssv)
        {
            SV *obj = newSV(0);
            sv_setref_iv(obj, "threads::shared::tie", PTR2IV(ssv));
            if (mg) {
                sv_unmagic(sv, PERL_MAGIC_tied);
            }
        }
    case SVt_PVHV:
    case SVt_PVHV:
        }
    switch(SvTYPE(sv)) {
    case SVt_PVAV:
    case SVt_PVHV:
        if (!((mg = mg_find(sv, PERL_MAGIC_tied))
                || mg->mg_virtual != &sharedsv_array_vtbl
                || (SV*) mg->mg_ptr != ssv)
        {
            SV *obj = newSV(0);
            sv_setref_iv(obj, "threads::shared::tie", PTR2IV(ssv));
            if (mg) {
                sv_unmagic(sv, PERL_MAGIC_tied);
            }
        }
mg = sv_magicext(sv, obj, PERL_MAGIC_tied, &sharedsv_array_vtbl,
(char *)ssv, 0);
mg->mg_flags |= (MGf_COPY|MGf_DUP);
SvREFCNT_inc_void(ssv);
SvREFCNT_dec(obj);
}
break;

default:
  if ((SvTYPE(sv) < SVt_PVMG)
     || !(mg = mg_find(sv, PERL_MAGIC_shared.scalar))
     || mg->mg_virtual != &sharedsv_scalar_vtbl
     || (SV*) mg->mg_ptr != ssv)
  {
    if (mg) {
      sv_unmagic(sv, PERL_MAGIC_shared.scalar);
    }
    mg = sv_magicext(sv, Nullsv, PERL_MAGIC_shared.scalar,
                     &sharedsv_scalar_vtbl, (char *)ssv, 0);
    mg->mg_flags |= (MGf_DUP
    #ifdef MGf_LOCAL
    |MGf_LOCAL
    #endif
    
    SvREFCNT_inc_void(ssv);
  }
  break;

assert ( Perl_sharedsv_find(aTHX_ sv) == ssv );
}

/* Given a private SV, create and return an associated shared SV.
 * Assumes lock is held.
 */
STATIC SV *
S_sharedsv_new_shared(pTHX_ SV *sv)
{
dTHXc;
SV *ssv;

assert(PL_sharedsv_lock.owner == aTHX);
assert(aTHX != PL_sharedsv_space);

SHARED_CONTEXT;
ssv = newSV(0);
SvREFCNT(ssv) = 0; /* Will be upped to 1 by Perl_sharedsv_associate */
sv_upgrade(ssv, SvTYPE(sv));
CALLER_CONTEXT;
Perl_sharedsv_associate(aTHX_ sv, ssv);
return (ssv);
}

/* Given a shared SV, create and return an associated private SV.
 * Assumes lock is held.
 */
STATIC SV *
S_sharedsv_new_private(pTHX_ SV *ssv)
{
    SV *sv;

    assert(PL_sharedsv_lock.owner == aTHX);
    assert(aTHX != PL_sharedsv_space);

    sv = newSV(0);
    sv_upgrade(sv, SvTYPE(ssv));
    Perl_sharedsv_associate(aTHX_ sv, ssv);
    return (sv);
}

/* A threadsafe version of SvREFCNT_dec(ssv) */

STATIC void
S_sharedsv_dec(pTHX_ SV* ssv)
{
    if (! ssv)
        return;
    ENTER_LOCK;
    if (SvREFCNT(ssv) > 1) {
        /* No side effects, so can do it lightweight */
        SvREFCNT_dec(ssv);
    } else {
        dTHXc;
        SHARED_CONTEXT;
        SvREFCNT_dec(ssv);
    }
    LEAVE_LOCK;
}

/* Implements Perl-level share() and :shared */
void
Perl_sharedsv_share(pTHX_ SV *sv)
{
    switch(SvTYPE(sv)) {
        case SVt_PVGV:
            Perl_croak(aTHX_ "Cannot share globs yet");
            break;

        case SVt_PVCV:
            Perl_croak(aTHX_ "Cannot share subs yet");
            break;

        default:
            ENTER_LOCK;
            (void) S_sharedsv_new_shared(aTHX_ sv);
            LEAVE_LOCK;
            SvSETMAGIC(sv);
            break;
    }
}

#ifdef WIN32
/* Number of milliseconds from 1/1/1601 to 1/1/1970 */
#define EPOCH_BIAS      11644473600000.

/* Returns relative time in milliseconds. (Adapted from Time::HiRes.) */
STATIC DWORD
S_abs_2_rel_milli(double abs)
{
    double rel;

    /* Get current time (in units of 100 nanoseconds since 1/1/1601) */
    union {
        FILETIME ft;
        __int64  i64;   /* 'signed' to keep compilers happy */
    } now;
    GetSystemTimeAsFileTime(&now.ft);

    /* Relative time in milliseconds */
    rel = (abs * 1000.) - (((double)now.i64 / 10000.) - EPOCH_BIAS);
    if (rel <= 0.0) {
        return (0);
    }
    return (DWORD)rel;
}
/* Do OS-specific condition timed wait */

bool
Perl_sharedsv_cond_timedwait(perl_cond *cond, perl_mutex *mut, double abs)
{
#if defined(NETWARE) || defined(FAKE_THREADS) || defined(I_MACH_CTHREADS)
 Perl_croak_nocontext("cond_timedwait not supported on this platform");
#else
 int got_it = 0;
 cond->waiters++;
 MUTEX_UNLOCK(mut);
 /* See comments in win32/win32thread.h COND_WAIT vis-a-vis race */
 switch (WaitForSingleObject(cond->sem, S_abs_2_rel_milli(abs))) {
   case WAIT_OBJECT_0: got_it = 1; break;
   case WAIT_TIMEOUT: break;
   default:
     /* WAIT_FAILED? WAIT_ABANDONED? others? */
     Perl_croak_nocontext("panic: cond_timedwait (%ld),GetLastError()");
     break;
 }
 MUTEX_LOCK(mut);
 cond->waiters--;
 return (got_it);
#else
 int rc, got_it = 0;
 STRLEN n_a;
 ABS2RELMILLI(abs);

 if ((rc = DosResetEventSem(*cond,&n_a)) && (rc != ERROR_ALREADY_RESET))
   Perl_rc = rc, croak_with_os2error("panic: cond_timedwait-reset");
 MUTEX_UNLOCK(mut);
 if (CheckOSError(DosWaitEventSem(*cond,abs))
& (rc ! = ERROR_INTERRUPT))
croak_with_os2error("panic: cond_timedwait");
if (rc == ERROR_INTERRUPT) errno = EINTR;
MUTEX_LOCK(mut);
return (got_it);
#else  /* Hope you're I_PTHREAD! */
struct timespec ts;
int got_it = 0;

    ts.tv_sec = (long)abs;
    abs -= (NV)ts.tv_sec;
    ts.tv_nsec = (long)(abs * 1000000000.0);

    switch (pthread_cond_timedwait(cond, mut, &ts)) {
        case 0: got_it = 1; break;
        case ETIMEDOUT: break;
    #ifdef OEMVS
        case -1:
            if (errno == ETIMEDOUT || errno == EAGAIN)
                break;
    #endif
        default:
            Perl_croak_nocontext("panic: cond_timedwait");
            break;
    }
    return (got_it);
#endif /* OS2 */
#endif /* WIN32 */
#endif /* NETWARE || FAKE_THREADS || I_MACH_CTHREADS */

/* Given a thingy referenced by a shared RV, copy it's value to a private
* RV, also copying the object status of the referent.
* If the private side is already an appropriate RV->SV combination, keep
* it if possible.
*/
STATIC void
S_get_RV(pTHX_ SV *sv, SV *sobj) {
    SV *obj;
    if (! (SvROK(sv) &&
           ((obj = SvRV(sv))) &&
           (Perl_sharedsv_find(aTHX_ obj) == sobj) &&
           (SvTYPE(obj) == SvTYPE(sobj))))
    {
        /* Can't reuse obj */
        if (SvROK(sv)) {
            SvREFCNT_dec(SvRV(sv));
        }
    }
}
} else {
    assert(SvTYPE(sv) >= SVt_RV);
    sv_setsv_nomg(sv, &PL_sv_UNDEF);
    SvROK_on(sv);
}

obj = S_sharedsv_new_private(aTHX__sobj);
SvRV_set(sv, obj);

}

if (SvOBJECT(obj)) {
    /* Remove any old blessing */
    SvREFCNT__dec(SvSTASH(obj));
    SvOBJECT__off(obj);
}

if (SvOBJECT(sobj)) {
    /* Add any new old blessing */
    STRLEN len;
    char* stash_ptr = SvPV((SV*) SvSTASH(sobj), len);
    HV* stash = gv_stashpvn(stash_ptr, len, TRUE);
    SvOBJECT_on(obj);
    SvSTASH_set(obj, (HV*)SvREFCNT__inc(stash));
}

/* Every caller of S_get_RV needs this incantation (which cannot go inside
 S_get_RV itself, as we do not want recursion beyond one level): */
#define get_RV(sv, sobj)                     \
    S_get_RV(aTHX__sv, sobj); \/* Look ahead for refs of refs */ \/*
    if (SvROK(sobj)) { \/*
        SvROK_on(SvRV(sv)); \/*
        S_get_RV(aTHX__SvRV(sv), SvRV(sobj)); \*/

/* ------------ PERL_MAGIC_shared_scalar(n) functions -------------- */

/* Get magic for PERL_MAGIC_shared_scalar(n) */

int
sharedsv_scalar_mg_get(pTHX__SV *sv, MAGIC *mg)
{
    SV *ssv = (SV *) mg->mg_ptr;
    assert(ssv);

    ENTER_LOCK;
    if (SvROK(ssv)) { 
        get_RV(sv, SvRV(ssv));

}
/* Copy the contents of a private SV to a shared SV. 
* Used by various mg_set()-type functions. 
* Assumes lock is held. 
*/
void
sharedsv_scalar_store(pTHX_ SV *sv, SV *ssv)
{
    dTHXc;
    bool allowed = TRUE;
    
    assert(PL_sharedsv_lock.owner == aTHX);
    if (!PL_dirty && SvROK(ssv) && SvREFCNT(SvRV(ssv)) == 1) {
        SV *sv = sv_newmortal();
        sv_upgrade(sv, SVt_RV);
        get_RV(sv, SvRV(ssv));
    }
    if (SvROK(sv)) {
        SV *obj = SvRV(sv);
        SV *sobj = Perl_sharedsv_find(aTHX_ obj);
        if (sobj) {
            SHARED_CONTEXT;
            (void)SvUPGRADE(ssv, SVt_RV);
            sv_setsv_nomg(ssv, &PL_sv_undef);
            
            SvRV_set(ssv, SvREFCNT_inc(sobj));
            SvROK_on(ssv);
            if (SvOBJECT(sobj)) {
                /* Remove any old blessing */
                SvREFCNT_dec(SvSTASH(sobj));
                SvOBJECT_off(sobj);
            }
            if (SvOBJECT(obj)) {
                SV* fake_stash = newSVpv(HvNAME_get(SvSTASH(obj)),0);
                SvOBJECT_on(sobj);
                SvSTASH_set(sobj, (HV*)fake_stash);
                
                CALLER_CONTEXT;
            } else {
                allowed = FALSE;
            }
        }
    } else {
        sv_setsv_nomg(sv, ssv);
    }
    LEAVE_LOCK;
    return (0);
}
SvTEMP_off(sv);
SHARED_CONTEXT;
sv_setsv_nomg(ssv, sv);
if (SvOBJECT(ssv)) {
    /* Remove any old blessing */
    SvREFCNT_dec(SvSTASH(ssv));
    SvOBJECT_off(ssv);
}
if (SvOBJECT(sv)) {
    SV* fake_stash = newSVpv(HvNAME_get(SvSTASH(sv)),0);
    SvOBJECT_on(ssv);
    SvSTASH_set(ssv, (HV*)fake_stash);
    CALLER_CONTEXT;
}
if (!allowed) {
    Perl_croak(aTHX_ "Invalid value for shared scalar");
}
/* Set magic for PERL_MAGIC_shared_scalar(n) */

int
sharedsv_scalar_mg_set(pTHX_SV *sv, MAGIC *mg)
{
    SV *ssv = (SV*)(mg->mg_ptr);
    assert(ssv);
    ENTER_LOCK;
    if (SvTYPE(ssv) < SvTYPE(sv)) {
        dTHXc;
        SHARED_CONTEXT;
        sv_upgrade(ssv, SvTYPE(sv));
        CALLER_CONTEXT;
    }
    sharedsv_scalar_store(aTHX_sv, ssv);
    LEAVE_LOCK;
    return (0);
}
/* Free magic for PERL_MAGIC_shared_scalar(n) */

int
sharedsv_scalar_mg_free(pTHX_SV *sv, MAGIC *mg)
{
    PERL_UNUSED_ARG(sv);
    ENTER_LOCK;
    if (!PL_dirty
        && SvROK((SV*)mg->mg_ptr) && SvREFCNT(SvRV((SV*)mg->mg_ptr)) == 1) {

SV *sv = sv_newmortal();
sv_upgrade(sv, SVt_RV);
get_RV(sv, SvRV((SV *)mg->mg_ptr));
}
S_sharedsv_dec(aTHX_ (SV*)mg->mg_ptr);
LEAVE_LOCK;
return (0);
}

/*
* Called during cloning of PERL_MAGIC_shared_scalar(n) magic in new thread
*/
int
sharedsv_scalar_mg_dup(pTHX_ MAGIC *mg, CLONE_PARAMS *param)
{
    PERL_UNUSED_ARG(param);
    SvREFCNT_inc_void(mg->mg_ptr);
    return (0);
}

#ifdef MGf_LOCAL
/*
* Called during local $shared
*/
int
sharedsv_scalar_mg_local(pTHX_ SV* nsv, MAGIC *mg)
{
    MAGIC *nmg;
    SV *ssv = (SV *) mg->mg_ptr;
    if (ssv) {
        ENTER_LOCK;
        SvREFCNT_inc_void(ssv);
        LEAVE_LOCK;
    }
    nmg = sv_magicext(nsv, mg->mg_obj, mg->mg_type, mg->mg_virtual,
        mg->mg_ptr, mg->mg_len);
    nmg->mg_flags   = mg->mg_flags;
    nmg->mg_private = mg->mg_private;
    return (0);
}
#endif

MGVTBL sharedsv_scalar_vtbl = {
    sharedsv_scalar_mg_get,   /* get */
    sharedsv_scalar_mg_set,   /* set */
    0,                         /* len */
    0,                         /* clear */
sharedsv_scalar_mg_free, /* free */
0, /* copy */
sharedsv_scalar_mg_dup, /* dup */
#endif MGf_LOCAL
sharedsv_scalar_mg_local, /* local */
#endif

/* ------------ PERL_MAGIC_tiedelem(p) functions -------------- */
/* Get magic for PERL_MAGIC_tiedelem(p) */

int
sharedsv_elem_mg_FETCH(pTHX_ SV *sv, MAGIC *mg)
{

dTHXc;
SV *saggregate = SHAREDSV_FROM_OBJ(mg->mg_obj);
SV** svp = NULL;

ENTER_LOCK;
if (saggregate) { /* During global destruction, underlying
aggregate may no longer exist */
  if (SvTYPE(saggregate) == SVt_PVAV) {
    assert ( mg->mg_ptr == 0 );
    SHARED_CONTEXT;
    svp = av_fetch((AV*) saggregate, mg->mg_len, 0);
  } else { /*
    char *key = mg->mg_ptr;
    I32 len = mg->mg_len;
    assert ( mg->mg_ptr != 0 );
    if (mg->mg_len == HEf_SVKEY) {
      STRLEN slen;
      key = SvPV((SV *)mg->mg_ptr, slen);
      len = slen;
      if (SvUTF8((SV *)mg->mg_ptr)) { /*
        len = -len;
        }
      }
      SHARED_CONTEXT;
      svp = hv_fetch((HV*) saggregate, key, len, 0);
    }
    CALLER_CONTEXT;
  }
  if (svp) { /* Exists in the array */
    if (SvROK(*svp)) {
      get_RV(sv, SvRV(*svp));
    } else {
      /*
      */
/** $ary->[elem] or $ary->{elem} is a scalar */
Perl_sharedsv_associate(aTHX_ sv, *svp);
sv_setsv(sv, *svp);
}
} else {
 /* Not in the array */
sv_setsv(sv, &PL_sv_undef);
}
LEAVE_LOCK;
return (0);
}

/* Set magic for PERL_MAGIC_tiedelem(p) */

int
sharedsv_elem_mg_STORE(pTHX_ SV *sv, MAGIC *mg)
{
dTHXc;
SV *saggregate = SHARED Sv_FROM_OBJ(mg->mg_obj);
SV **svp;
U32 dualvar_flags = DUALVAR_FLAGS(sv);

/* Theory - SV itself is magically shared - and we have ordered the magic such that by the time we get here it has been stored to its shared counterpart */
ENTER_LOCK;
assert(saggregate);
if (SvTYPE(saggregate) == SVt_PVAV) {
assert ( mg->mg_ptr == 0 );
SHARED_CONTEXT;
svp = av_fetch((AV*) saggregate, mg->mg_len, 1);
} else {
char *key = mg->mg_ptr;
I32 len = mg->mg_len;
assert ( mg->mg_ptr != 0 );
if (mg->mg_len == HEf_SVKEY) {
STRLEN slen;
key = SvPV((SV *)mg->mg_ptr, slen);
len = slen;
if (SvUTF8((SV *)mg->mg_ptr)) {
len = -len;
}
}
SHARED_CONTEXT;
svp = hv_fetch((HV*) saggregate, key, len, 1);
}
CALLER_CONTEXT;
Perl/sharedsv_associate(aTHX_ sv, *svp);
sharedsv_scalar_store(aTHX_ sv, *svp);
SvFLAGS(*svp) |= dualvar_flags;
LEAVE_LOCK;
return (0);
}

/* Clear magic for PERL_MAGIC_tiedelem(p) */

int sharedsv_elem_mg_DELETE(pTHX_ SV *sv, MAGIC *mg)
{
    dTHXc;
    MAGIC *shmg;
    SV *saggregate = SHAREDSV_FROM_OBJ(mg->mg_obj);

    /* Object may not exist during global destruction */
    if (!saggregate) {
        return (0);
    }

    ENTER_LOCK;
    sharedsv_elem_mg_FETCH(aTHX_ sv, mg);
    if ((shmg = mg_find(sv, PERL_MAGIC_shared_scalar)))
        sharedsv_scalar_mg_get(aTHX_ sv, shmg);
    if (SvTYPE(saggregate) == SVt_PVAV) {
        SHARED_CONTEXT;
        av_delete((AV*) saggregate, mg->mg_len, G_DISCARD);
    } else {
        char *key = mg->mg_ptr;
        I32 len = mg->mg_len;
        assert (mg->mg_ptr != 0);
        if (mg->mg_len == HEf_SVKEY) {
            STRLEN slen;
            key = SvPV((SV *)mg->mg_ptr, slen);
            len = slen;
            if (SvUTF8((SV *)mg->mg_ptr)) {
                len = -len;
            }
            SHARED_CONTEXT;
            (void) hv_delete((HV*) saggregate, key, len, G_DISCARD);
        }
        CALLER_CONTEXT;
    }
    LEAVE_LOCK;
    return (0);
}
/ Called during cloning of PERL_MAGIC_tiedelem(p) magic in new thread/

int sharedsv_elem_mg_dup(pTHX_MAGIC *mg, CLONE_PARAMS *param)
{
    PERL_UNUSED_ARG(param);
    SvREFCNT_inc_void(SHAREDSV_FROM_OBJ(mg->mg_obj));
    assert(mg->mg_flags & MGf_DUP);
    return (0);
}

MGVTBL sharedsv_elem_vtbl = {
    sharedsv_elem_mg_FETCH, /* get */
    sharedsv_elem_mg_STORE, /* set */
    0, /* len */
    sharedsv_elem_mg_DELETE, /* clear */
    0, /* free */
    0, /* copy */
    sharedsv_elem_mg_dup, /* dup */
#ifdef MGf_LOCAL
    0, /* local */
#endif
};

/* ------------ PERL_MAGIC_tied(P) functions -------------- */

/* Len magic for PERL_MAGIC_tied(P) */

U32 sharedsv_array_mg_FETCHSIZE(pTHX_SV *sv, MAGIC *mg)
{
    dTHXc;
    SV *ssv = (SV *) mg->mg_ptr;
    U32 val;
    PERL_UNUSED_ARG(sv);
    SHARED_EDIT;
    if (SvTYPE(ssv) == SVt_PVAV) {
        val = av_len((AV*) ssv);
    } else {
        /* Not actually defined by tie API but ... */
        val = HvUSEDKEYS((HV*) ssv);
    }
    SHARED_RELEASE;
    return (val);
}

/* Clear magic for PERL_MAGIC_tied(P) */
int sharedsv_array_mg_CLEAR(pTHX_ SV *sv, MAGIC *mg)
{
    dTHXc;
    SV *ssv = (SV *) mg->mg_ptr;
    const bool isav = SvTYPE(ssv) == SVt_PVAV;
    PERL_UNUSED_ARG(sv);
    SHARED_EDIT;
    if (!PL_dirty) {
        SV **svp = isav ? AvARRAY((AV *)ssv) : NULL;
        I32 items = isav ? AvFILLp((AV *)ssv) + 1 : 0;
        HE *iter;
        if (!isav) hv_iterinit((HV *)ssv);
        while (isav ? items-- : !(iter = hv_iternext((HV *)ssv))) {
            SV *sv = isav ? *svp++ : HeVAL(iter);
            if (!sv) continue;
            if ( (SvOBJECT(sv) || (SvROK(sv) && (sv = SvRV(sv))))
                && SvREFCNT(sv) == 1 ) {
                SV *tmp = Perl_sv_newmortal(caller_perl);
                PERL_SET_CONTEXT((aTHX = caller_perl));
                sv_upgrade(tmp, SVt_RV);
                get_RV(tmp, sv);
                PERL_SET_CONTEXT((aTHX = PL_sharedsv_space));
            }
        }
    }
    if (isav) av_clear((AV*) ssv);
    else      hv_clear((HV*) ssv);
    SHARED_RELEASE;
    return (0);
}

/* Free magic for PERL_MAGIC_tied(P) */

int sharedsv_array_mg_free(pTHX_ SV *sv, MAGIC *mg)
{
    PERL_UNUSED_ARG(sv);
    S_sharedsv_dec(aTHX_, (SV*)mg->mg_ptr);
    return (0);
}

/*
 * Copy magic for PERL_MAGIC_tied(P)
 * This is called when perl is about to access an element of
 * the array -
 */
#if PERL_VERSION >= 11
int
sharedsv_array_mg_copy(pTHX_ SV *sv, MAGIC* mg,
    SV *nsv, const char *name, I32 namlen)
#else
int
sharedsv_array_mg_copy(pTHX_ SV *sv, MAGIC* mg,
    SV *nsv, const char *name, int namlen)
#endif
{
    MAGIC *nmg = sv_magicext(nsv, mg->mg_obj,
        toLOWER(mg->mg_type), &sharedsv_elem_vtbl,
        name, namlen);
    PERL_UNUSED_ARG(sv);
    nmg->mg_flags |= MGf_DUP;
    return (1);
}

/* Called during cloning of PERL_MAGIC_tied(P) magic in new thread */
int
sharedsv_array_mg_dup(pTHX_ MAGIC *mg, CLONE_PARAMS *param)
{
    PERL_UNUSED_ARG(param);
    SvREFCNT_inc_void((SV*)mg->mg_ptr);
    assert(mg->mg_flags & MGf_DUP);
    return (0);
}

MGVTBL sharedsv_array_vtbl = {
    0,  /* get */
    0,  /* set */
    sharedsv_array_mg_FETCHSIZE,  /* len */
    sharedsv_array_mg_CLEAR,  /* clear */
    sharedsv_array_mg_free,  /* free */
    sharedsv_array_mg_copy,  /* copy */
    sharedsv_array_mg_dup,  /* dup */
#ifdef MGf_LOCAL
    0,  /* local */
#endif
};

/* Recursively unlocks a shared sv. */
void
Perl_sharedsv_unlock(pTHX_ SV *ssv)
{
user_lock *ul = S_get_userlock(aTHX_ssv, 0);
assert(ul);
recursive_lock_release(aTHX_ &ul->lock);
}

/* Recursive locks on a sharedsv.
* Locks are dynamically scoped at the level of the first lock.
*/
void
Perl_sharedsv_lock(pTHX_ SV *ssv)
{
    user_lock *ul;
    if (! ssv)
        return;
    ul = S_get_userlock(aTHX_ssv, 1);
    recursive_lock_acquire(aTHX_ &ul->lock, __FILE__, __LINE__);
}

/* Handles calls from lock() builtin via PL_lockhook */

void
Perl_sharedsv_locksv(pTHX_ SV *sv)
{
    SV *ssv;

    if (SvROK(sv))
        sv = SvRV(sv);
    ssv = Perl_sharedsv_find(aTHX_ssv);
    if (!ssv)
        croak("lock can only be used on shared values");
    Perl_sharedsv_lock(aTHX_ssv);
}

/* Can a shared object be destroyed?
* True if not a shared,
* or if destroying last proxy on a shared object
*/
#ifndef PL_destroyhook
bool
Perl_shared_object_destroy(pTHX_ SV *sv)
{
    SV *ssv;

    if (SvROK(sv))
        sv = SvRV(sv);
    ssv = Perl_sharedsv_find(aTHX_ssv);
    if (!ssv)
        croak("lock can only be used on shared values");
    Perl_sharedsv_lock(aTHX_ssv);
}
return (!ssv || (SvREFCNT(ssv) <= 1));
} #endif

/* veto signal dispatch if we have the lock */

#ifdef PL_signalhook

STATIC despatch_signals_proc_t prev_signal_hook = NULL;

STATIC void
S_shared_signal_hook(pTHX) {
    int us;
    MUTEX_LOCK(&PL_sharedsv_lock.mutex);
    us = (PL_sharedsv_lock.owner == aTHX);
    MUTEX_UNLOCK(&PL_sharedsv_lock.mutex);
    if (us)
        return; /* try again later */
    prev_signal_hook(aTHX);
}
#endif

/* Saves a space for keeping SVs wider than an interpreter. */

void
Perl_sharedsv_init(pTHX)
{
    dTHXc;
    /* This pair leaves us in shared context ... */
    PL_sharedsv_space = perl_alloc();
    perl_construct(PL_sharedsv_space);
    LEAVE; /* This balances the ENTER at the end of perl_construct. */
    PERL_SET_CONTEXT((aTHX = caller_perl));
    recursive_lock_init(aTHX, &PL_sharedsv_lock);
    PL_lockhook = &Perl_sharedsv_locksv;
    PL_sharehook = &Perl_sharedsv_share;
    #ifdef PL_destroyhook
    PL_destroyhook = &Perl_shared_object_destroy;
    #endif
    #ifdef PL_signalhook
    if (!prev_signal_hook) {
        prev_signal_hook = PL_signalhook;
        PL_signalhook = &S_shared_signal_hook;
    }
    #endif
}
#endif /* USE_ITHREADS */
#ifdef USE_ITHREADS

void
PUSH(SV *obj, ...)

CODE:
   dTHXc;
   SV *sobj = SHAREDSV_FROM_OBJ(obj);
   int ii;
   for (ii = 1; ii < items; ii++) {
      SV* tmp = newSVsv(ST(ii));
      SV *stmp;
      U32 dualvar_flags = DUALVAR_FLAGS(tmp);
      ENTER_LOCK;
      stmp = S_sharedsv_new_shared(aTHX_ tmp);
      sharedsv_scalar_store(aTHX_ tmp, stmp);
      SvFLAGS(stmp) |= dualvar_flags;
      SHARED_CONTEXT;
      av_push((AV*) sobj, stmp);
      SvREFCNT_inc_void(stmp);
      SHARED_RELEASE;
      SvREFCNT_dec(tmp);
   }

void
UNSHIFT(SV *obj, ...)

CODE:
   dTHXc;
   SV *sobj = SHAREDSV_FROM_OBJ(obj);
   int ii;
   ENTER_LOCK;
   SHARED_CONTEXT;
   av_unshift((AV*)obj, items - 1);
   CALLER_CONTEXT;
   for (ii = 1; ii < items; ii++) {
      SV *tmp = newSVsv(ST(ii));
      U32 dualvar_flags = DUALVAR_FLAGS(tmp);
      SV *stmp = S_sharedsv_new_shared(aTHX_ tmp);
      sharedsv_scalar_store(aTHX_ tmp, stmp);
      SHARED_CONTEXT;
      SvFLAGS(stmp) |= dualvar_flags;
      av_store((AV*) sobj, ii - 1, stmp);
      SvREFCNT_inc_void(stmp);
   }
void POP(SV *obj)

CODE:
dTHXc;
SV *sobj = SHAREDPtr FROM OBJ(obj);
SV* ssv;
ENTER_LOCK;
SHARED_CONTEXT;
ssv = av_pop((AV*)sobj);
CALLER_CONTEXT;
ST(0) = sv_newmortal();
Perl_sharedsv_associate(aTHX_ST(0), ssv);
SvREFCNT_dec(ssv);
LEAVE_LOCK;
/* XSRETURN(1); - implied */

void SHIFT(SV *obj)

CODE:
dTHXc;
SV *sobj = SHAREDPtr FROM OBJ(obj);
SV* ssv;
ENTER_LOCK;
SHARED_CONTEXT;
ssv = av_shift((AV*)sobj);
CALLER_CONTEXT;
ST(0) = sv_newmortal();
Perl_sharedsv_associate(aTHX_ST(0), ssv);
SvREFCNT_dec(ssv);
LEAVE_LOCK;
/* XSRETURN(1); - implied */

void EXTEND(SV *obj, IV count)

CODE:
dTHXc;
SV *sobj = SHAREDPtr FROM OBJ(obj);
SHARED_EDIT;
av_extend((AV*)sobj, count);
SHARED_RELEASE;
void
STORESIZE(SV *obj, IV count)
CODE:
dTHXc;
SV *sobj = SHARED Sv_FROM_OBJ(obj);
SHARED_EDIT;
av_fill((AV*) sobj, count);
SHARED_RELEASE;

void
EXISTS(SV *obj, SV *index)
CODE:
dTHXc;
SV *sobj = SHARED Sv_FROM_OBJ(obj);
bool exists;
if (SvTYPE(sobj) == SVt_PVAV) {
    SHARED_EDIT;
    exists = av_exists((AV*) sobj, SvIV(index));
} else {
    I32 len;
    STRLEN slen;
    char *key = SvPVutf8(index, slen);
    len = slen;
    if (SvUTF8(index)) {
        len = -len;
    }
    SHARED_EDIT;
    exists = hv_exists((HV*) sobj, key, len);
}
SHARED_RELEASE;
ST(0) = (exists) ? &PL_sv_yes : &PL_sv_no;
/* XSRETURN(1); - implied */

void
FIRSTKEY(SV *obj)
CODE:
dTHXc;
SV *sobj = SHARED Sv_FROM_OBJ(obj);
char* key = NULL;
I32 len = 0;
HE* entry;
ENTER_LOCK;
SHARED_CONTEXT;
hv_iterinit((HV*) sobj);
entry = hv_iternext((HV*) obj);
if (entry) {
    I32 utf8 = HeKUTF8(entry);
    key = hv_iterkey(entry,&len);
    CALLER_CONTEXT;
    ST(0) = newSVpvn_flags(token, len, SVs_TEMP | (utf8 ? SVf_UTF8 : 0));
} else {
    CALLER_CONTEXT;
    ST(0) = &PL_sv_undef;
}
LEAVE_LOCK;
/* XSRETURN(1); - implied */

void
NEXTKEY(SV *obj, SV *oldkey)
CODE:
    dTHXc;
    SV *sobj = SHARIVED_FROM_OBJ(obj);
    char* key = NULL;
    I32 len = 0;
    HE* entry;

    PERL_UNUSED_VAR(oldkey);
    ENTER_LOCK;
    SHARED_CONTEXT;
    entry = hv_iternext((HV*) sobj);
    if (entry) {
        I32 utf8 = HeKUTF8(entry);
        key = hv_iterkey(entry,&len);
        CALLER_CONTEXT;
        ST(0) = newSVpvn_flags(token, len, SVs_TEMP | (utf8 ? SVf_UTF8 : 0));
    } else {
        CALLER_CONTEXT;
        ST(0) = &PL_sv_undef;
    }
    LEAVE_LOCK;
    /* XSRETURN(1); - implied */

MODULE = threads::shared    PACKAGE = threads::shared

PROTOTYPES: ENABLE

void
_id(SV *myref)
    PROTOTYPE: \[$@%

---
PREINIT:
SV *ssv;

CODE:
myref = SvRV(myref);
if (SvMAGICAL(myref))
    mg_get(myref);
if (SvROK(myref))
    myref = SvRV(myref);
ssv = Perl_sharedsv_find(aTHX_ myref);
if (! ssv)
    XSRETURN_UNDEF;
ST(0) = sv_2mortal(newSVuv(PTR2UV(ssv)));
/* XSRETURN(1); - implied */

void
_refcnt(SV *myref)
PROTOTYPE: \[$@%]
PREINIT:
SV *ssv;
CODE:
myref = SvRV(myref);
if (SvROK(myref))
    myref = SvRV(myref);
ssv = Perl_sharedsv_find(aTHX_ myref);
if (! ssv) {
    if (ckWARN(WARN_THREADS)) {
        Perl_warner(aTHX_ packWARN(WARN_THREADS),
            "% SVf " is not shared", ST(0));
    }
    XSRETURN_UNDEF;
}
ST(0) = sv_2mortal(newSViv(SvREFCNT(ssv)));
/* XSRETURN(1); - implied */

void
share(SV *myref)
PROTOTYPE: \[$@%]
CODE:
if (! SvROK(myref))
    Perl_croak(aTHX_ "Argument to share needs to be passed as ref");
myref = SvRV(myref);
if (SvROK(myref))
    myref = SvRV(myref);
Perl_sharedsv_share(aTHX_ myref);
ST(0) = sv_2mortal(newRV_inc(myref));
/* XSRETURN(1); - implied */
void
cond_wait(SV *ref_cond, SV *ref_lock = 0)

PROTOTYPE: ![S@%];![S@%]

PREINIT:
SV *ssv;
perl_cond* user_condition;
int locks;
user_lock *ul;

CODE:
if (!SvROK(ref_cond))
    Perl_croak(aTHX_ "Argument to cond_wait needs to be passed as ref");
ref_cond = SvRV(ref_cond);
if (SvROK(ref_cond))
    ref_cond = SvRV(ref_cond);
ssv = Perl_sharedsv_find(aTHX_ ref_cond);
if (! ssv)
    Perl_croak(aTHX_ "cond_wait can only be used on shared values");
ul = S_get_userlock(aTHX_ ssv, 1);

user_condition = &ul->user_cond;
if (ref_lock && (ref_cond != ref_lock)) {
    if (!SvROK(ref_lock))
        Perl_croak(aTHX_ "cond_wait lock needs to be passed as ref");
ref_lock = SvRV(ref_lock);
if (SvROK(ref_lock)) ref_lock = SvRV(ref_lock);
ssv = Perl_sharedsv_find(aTHX_ ref_lock);
if (! ssv)
    Perl_croak(aTHX_ "cond_wait lock must be a shared value");
ul = S_get_userlock(aTHX_ ssv, 1);
}
if (ul->lock.owner != aTHX)
    croak("You need a lock before you can cond_wait");

/* Stealing the members of the lock object worries me - NI-S */
MUTEX_LOCK(&ul->lock.mutex);
ul->lock.owner = NULL;
locks = ul->lock.locks;
ul->lock.locks = 0;

/* Since we are releasing the lock here, we need to tell other
* people that it is ok to go ahead and use it */
COND_SIGNAL(&ul->lock.cond);
COND_WAIT(user_condition, &ul->lock.mutex);
while (ul->lock.owner != NULL) {
    /* OK -- must reacquire the lock */
    COND_WAIT(&ul->lock.cond, &ul->lock.mutex);
int
cond_timedwait(SV *ref_cond, double abs, SV *ref_lock = 0)
PROTOTYPE: |$@%|$;|$@%|
PREINIT:
SV *ssv;
perl_cond* user_condition;
int locks;
user_lock *ul;
CODE:
if (! SvROK(ref_cond))
  Perl_croak(aTHX_ "Argument to cond_timedwait needs to be passed as ref");
ref_cond = SvRV(ref_cond);
if (SvROK(ref_cond))
  ref_cond = SvRV(ref_cond);
ssv = Perl_sharedsv_find(aTHX_ ref_cond);
if (! ssv)
  Perl_croak(aTHX_ "cond_timedwait can only be used on shared values");
ul = S_get_userlock(aTHX_ ssv, 1);

user_condition = &ul->user_cond;
if (ref_lock && (ref_cond != ref_lock)) {
  if (! SvROK(ref_lock))
    Perl_croak(aTHX_ "cond_timedwait lock needs to be passed as ref");
  ref_lock = SvRV(ref_lock);
  if (SvROK(ref_lock)) ref_lock = SvRV(ref_lock);
  ssv = Perl_sharedsv_find(aTHX_ ref_lock);
  if (! ssv)
    Perl_croak(aTHX_ "cond_timedwait lock must be a shared value");
  ul = S_get_userlock(aTHX_ ssv, 1);
}
if (ul->lock.owner != aTHX)
  Perl_croak(aTHX_ "You need a lock before you can cond_wait");

MUTEX_LOCK(&ul->lock.mutex);
ul->lock.owner = NULL;
locks = ul->lock.locks;
ul->lock.locks = 0;
/* Since we are releasing the lock here, we need to tell other
 * people that it is ok to go ahead and use it */
COND_SIGNAL(&ul->lock.cond);
RETVAL = Perl_sharedsv_cond_timedwait(user_condition, &ul->lock.mutex, abs);
while (ul->lock.owner != NULL) {
}
/* OK -- must reacquire the lock... */
COND_WAIT(&ul->lock.cond, &ul->lock.mutex);

ul->lock.owner = aTHX;
ul->lock.locks = locks;
MUTEX_UNLOCK(&ul->lock.mutex);

if (RETVAL == 0)
    XSRETURN_UNDEF;
OUTPUT:
    RETVAL

void
cond_signal(SV *myref)
PROTOTYPE: |
PREINIT:
    SV *ssv;
    user_lock *ul;
CODE:
    if (! SvROK(myref))
        Perl_croak(aTHX_ "Argument to cond_signal needs to be passed as ref");
    myref = SvRV(myref);
    if (SvROK(myref))
        myref = SvRV(myref);
    ssv = Perl_sharedsv_find(aTHX_myref);
    if (! ssv)
        Perl_croak(aTHX_ "cond_signal can only be used on shared values");
    ul = S_get_userlock(aTHX_ssv, 1);
    if (ckWARN(WARN_THREADS) && ul->lock.owner != aTHX) {
        Perl_warner(aTHX_packWARN(WARN_THREADS),
                    "cond_signal() called on unlocked variable");
    }
    COND_SIGNAL(&ul->user_cond);

void
cond_broadcast(SV *myref)
PROTOTYPE: |
PREINIT:
    SV *ssv;
    user_lock *ul;
CODE:
    if (! SvROK(myref))
        Perl_croak(aTHX_ "Argument to cond_broadcast needs to be passed as ref");
    myref = SvRV(myref);
    if (SvROK(myref))
        myref = SvRV(myref);
ssv = Perl_sharedsv_find(aTHX_, myref);
if (! ssv)
    Perl_croak(aTHX_ "cond_broadcast can only be used on shared values");
ul = _S_get_userlock(aTHX_, ssv, 1);
if (ckWARN(WARN_THREADS) && ul->lock.owner != aTHX) {
    Perl_warner(aTHX_, packWARN(WARN_THREADS),
        "cond_broadcast() called on unlocked variable");
}
COND_BROADCAST(&ul->user_cond);

void
bless(SV* myref, ...)
PROTOTYPE: $;$
PREINIT:
    HV* stash;
    SV *ssv;
CODE:
if (items == 1) {
    stash = CopSTASH(PL_curcop);
} else {
    SV* classname = ST(1);
    STLEN len;
    char *ptr;

    if (classname &&
        ! SvGMAGICAL(classname) &&
        ! SvAMAGIC(classname) &&
        SvROK(classname))
    {
        Perl_croak(aTHX_ "Attempt to bless into a reference");
    }
    ptr = SvPV(classname, len);
    if (ckWARN(WARN_MISC) && len == 0) {
        Perl_warner(aTHX_, packWARN(WARN_MISC),
            "Explicit blessing to " (assuming package main");
    }
    stash = gv_stashpvn(ptr, len, TRUE);
}
SvREFCNT_inc_void(myref);
(void)sv_bless(myref, stash);
ST(0) = sv_2mortal(myref);
ssv = Perl_sharedsv_find(aTHX_, myref);
if (ssv) {
    dTHXc;
    ENTER_LOCK;
    SHARED_CONTEXT;
    {
SV* fake_stash = newSVpv(HvNAME_get(stash), 0);
(void)sv_bless(ssv, (HV*)fake_stash);
}
CALLER_CONTEXT;
LEAVE_LOCK;
} /* XSRETURN(1); - implied */
#endif /* USE_ITHREADS */

BOOT:
{
#ifdef USE_ITHREADS
    Perl_sharedsv_init(aTHX);
#endif /* USE_ITHREADS */
}

Found in path(s):
* /opt/cola/permits/1125684930_1611405861.24/0/perl-threads-shared-1.43-6.el7-1.src.rpm-cosi-expand-archive-KLC73KXi/threads-shared-1.43.tar.gz-cosi-expand-archive-xveq6VBZ/threads-shared-1.43/shared.xls
No license file was found, but licenses were detected in source scan.

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This program is free software; you can redistribute it and/or modify it under
the same terms as Perl itself.

Found in path(s):
* /opt/cola/permits/1125684930_1611405861.24/0/perl-threads-shared-1.43-6.el7-1.src.rpm-cosi-expand-archive-KLC73KXi/threads-shared-1.43.tar.gz-cosi-expand-archive-xveq6VBZ/threads-shared-1.43/examples/class.pl
No license file was found, but licenses were detected in source scan.

Name: perl-threads-shared
Version: 1.43
Release: 6%{'dist}
Summary: Perl extension for sharing data structures between threads
License: GPL+ or Artistic
Group: Development/Libraries
URL: http://search.cpan.org/dist/threads-shared/
Source0: http://www.cpan.org/authors/id/J/JD/JDHEDDEN/threads-shared-%{version}.tar.gz
BuildRequires: perl
BuildRequires: perl(Carp)
BuildRequires: perl(Config)
BuildRequires: perl(ExtUtils::MakeMaker)
BuildRequires: perl(ExtUtils::testlib)
BuildRequires: perl(File::Path)
BuildRequires: perl(File::Spec)
BuildRequires: perl(POSIX)
BuildRequires: perl(Scalar::Util)
BuildRequires: perl(strict)
BuildRequires: perl(Test::More)
BuildRequires: perl(threads) >= 1.73
BuildRequires: perl(warnings)
BuildRequires: perl(XSLoader)

Requires: perl(:MODULE_COMPAT_%(eval "`perl -V:version`; echo $version))
Requires: perl(Carp)
Requires: perl(threads) >= 1.73
Requires: perl(XSLoader)

%{?perl_default_filter}

%description
By default, variables are private to each thread, and each newly created thread gets a private copy of each existing variable. This module allows you to share variables across different threads (and pseudo-forks on Win32). It is used together with the threads module.

%prep
%setup -q -n threads-shared-%{version}

%build
perl Makefile.PL INSTALLDIRS=vendor OPTIMIZE="$RPM_OPT_FLAGS"
make %{?_smp_mflags}

%install
make pure_install DESTDIR=$RPM_BUILD_ROOT
find $RPM_BUILD_ROOT -type f -name *.packlist -exec rm -f {} \;
find $RPM_BUILD_ROOT -type f -name *.bs -size 0 -exec rm -f {} \;
%{_fixperms} $RPM_BUILD_ROOT/*

%check
make test

%files
%doc Changes README
%{perl_vendorarch}/auto/*
%{perl_vendorarch}/threads*
%{_mandir}/man3/*

%changelog
* Fri Jan 24 2014 Daniel Mach &lt;dmach@redhat.com&gt; - 1.43-6
  - Mass rebuild 2014-01-24

* Fri Dec 27 2013 Daniel Mach &lt;dmach@redhat.com&gt; - 1.43-5
  - Mass rebuild 2013-12-27

* Tue Jul 02 2013 Jitka Plesnikova &lt;jplesnik@redhat.com&gt; - 1.43-4
- Remove BR perl(Test)

* Tue Jul 02 2013 Jitka Plesnikova <jplesnik@redhat.com> - 1.43-3
  - Specify all dependencies

* Thu Feb 14 2013 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.43-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_19_Mass_Rebuild

* Tue Jan 15 2013 Petr Pisar <ppisar@redhat.com> - 1.43-1
  - 1.43 bump

* Fri Nov 23 2012 Jitka Plesnikova <jplesnik@redhat.com> - 1.42-2
  - Add BR perl(File::Spec)
  - Replace PERL_INSTALL_ROOT with DESTDIR
  - Remove deleting empty directories
  - Remove defattr

* Wed Oct 03 2012 Petr Pisar <ppisar@redhat.com> - 1.42-1
  - 1.42 bump

* Mon Sep 10 2012 Petr Pisar <ppisar@redhat.com> - 1.41-1
  - 1.41 bump

* Mon Aug 13 2012 Marcela Malov <mmaslano@redhat.com> - 1.40-240
  - bump release to override sub-package from perl.spec

* Fri Jul 20 2012 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.40-4
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_18_Mass_Rebuild

* Wed Jun 06 2012 Petr Pisar <ppisar@redhat.com> - 1.40-3
  - Perl 5.16 rebuild

* Sat Jan 14 2012 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.40-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_17_Mass_Rebuild

* Mon Sep 12 2011 Petr Pisar <ppisar@redhat.com> - 1.40-1
  - 1.40 bump

* Tue Sep 06 2011 Petr Pisar <ppisar@redhat.com> - 1.39-1
  - 1.39 bump

* Wed Aug 17 2011 Marcela Malov <mmaslano@redhat.com> - 1.37-3
  - change path on vendor, so our debuginfo are not conflicting with perl core debuginfos

* Mon Jun 20 2011 Marcela Malov <mmaslano@redhat.com> - 1.37-2
  - Perl mass rebuild
* Tue Apr 26 2011 Petr Pisar <ppisar@redhat.com> - 1.37-1
  - 1.37 bump

* Wed Feb 09 2011 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.36-2
  - Rebuilt for https://fedoraproject.org/wiki/Fedora_15_Mass_Rebuild

* Mon Jan 03 2011 Petr Pisar <ppisar@redhat.com> - 1.36-1
  - 1.36 bump

* Mon Oct 11 2010 Petr Pisar <ppisar@redhat.com> - 1.34-1
  - 1.34 bump

* Thu Sep 23 2010 Petr Pisar <ppisar@redhat.com> 1.33-1
  - Specfile autogenerated by cpanspec 1.78.
  - Fix dependencies
  - Requires perl(Scalar::Util) is autodetected
  - Do not provide private library
  - Remove pre-F12 BuildRoot stuff

Found in path(s):
  * /opt/cola/permits/1125684930_1611405861.24/0/perl-threads-shared-1.43-6.el7-1.src.rpm-cosi-expand-archive-KLC73KXi/perl-threads-shared.spec

1.9 commons-loggin 1.1.3

1.9.1 Available under license :

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1.13 elasticsearch-secure-sm 6.8.5

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1.17 perl 5.16.3-293.el7

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* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-jar/io/netty/handler/flow/FlushConsolidationHandler.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-jar/io/netty/handler/ssl/PemX509Certificate.java
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  jar/io/netty/handler/ssl/OpenSslSessionContext.java
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* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-
jar/io/netty/handler/traffic/TrafficCounter.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-
jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-
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* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1.jar/io/netty/handler/stream/ChunkedNioFile.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1.jar/io/netty/handler/stream/ChunkedWriteHandler.java
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* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1.jar/io/netty/handler/ssl/ssl/util/package-info.java
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* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-
jar/io/netty/handler/stream/ChunkedInput.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-
jar/io/netty/handler/stream/package-info.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-
jar/io/netty/handler/logging/LogLevel.java
* /opt/cola/permits/1095812146_1601503568.81/0/netty-handler-4-1-13-final-sources-1-
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1.23 x-crypto v0.0.0-20180816225734-aabede6c8a87

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1.24 jboss-logging 3.2.1.Final

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1.25 jetty-webapp 9.2.13.v20150730

1.26 plexus-utils 3.0.7
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* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1-jar/org/springframework/expression/spel/ast/OpEQ.java
* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1-jar/org/springframework/expression/MethodFilter.java
* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1-jar/org/springframework/expression/spel/ast/Ternary.java
* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1-jar/org/springframework/expression/spel/standard/SpelCompiler.java
* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1-jar/org/springframework/expression/PropertyAccessor.java
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jar/org/springframework/expression/TypeConverter.java
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* /opt/cola/permits/110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1-
jar/org/springframework/expression/spel/ast/BeanReference.java
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/* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1.jar/org/springframework/expression/spel/ast/OperatorPower.java
/* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1.jar/org/springframework/expression/spel/ast/StringLiteral.java
/* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1.jar/org/springframework/expression/spel/ast/Assign.java
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/* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1.jar/org/springframework/expression/spel/SpelCompilerMode.java
/* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1.jar/org/springframework/expression/spel/ast/RealLiteral.java
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/* /opt/cola/permits/1110784665_1606855208.26/0/spring-expression-5-0-5-release-sources-1.jar/org/springframework/expression/spel/ast/OperatorNot.java
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* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
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*/
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* *
* @param executable The executable of interest.
* *
* @return A list with parameter meta data for the given executable.
*/

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* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
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* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-jar/org/hibernate/validator/constraints/Currency.java
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* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/engine/ConstraintViolationImpl.java
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* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/engine/constraintvalidation/ConstraintViolationCreationContext.java
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* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/cfg/context/AnnotationProcessingOptions.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/engine/valueextraction/ValueExtractorHelper.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/messageinterpolation/package-info.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/engine/scripting/DefaultScriptEvaluatorFactory.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/hv/pl/PolishNumberValidator.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/pl/NIP.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForLocalDate.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForReadablePartial.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/engine/messageinterpolation/util/InterpolationHelper.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForOffsetTime.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/privilegedactions/GetInstanceFromServiceLoader.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/metadata/aggregated/ReturnValueMetaData.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/package-info.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/DecimalMaxValidatorForFloat.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForBigInteger.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/engine/messageinterpolation/ParameterTermResolver.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/xml/mapping/CrossParameterStaxBuilder.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForJapaneseDate.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForDate.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
A method-level constraint, that evaluates a script expression against the
 annotated method or constructor. This constraint can be used to implement
 validation routines that depend on several parameters of the annotated
 executable.

The following listing shows an example using the JavaScript engine which
 comes with the JDK:

```java
@ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
public void createEvent(Date start, Date end) { ... }
```

Can be specified on any method or constructor.

*/

@author Gunnar Morling
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/constraints/ParameterScriptAssert.java
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Found in path(s):
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/util/TypeHelper.java

1.35 openssl 1.0.2r

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1.36 yum 3.4.3-9.ph2

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1.38 metrics-logback 3.1.2
1.39 pango 1.42.4 4.el7_7

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1.41 goprotobuf 1.2.0

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1.45 jetty-xml 9.2.13.v20150730

1.46 jetty-continuation 9.2.13.v20150730

1.47 atk 2.28.1 1.el7

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---
abstract: 'Perl pragma to declare constants'
author:
  - 'SÂ©bastien Aperghis-Tramoni <sebastien@aperghis.net>'
build_requires:
  Test::More: 0
configure_requires:
  Module::Build: 0.2808
dynamic_config: 1
generated_by: 'Module::Build version 0.4003, CPAN::Meta::Converter version 2.120921'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: constant
provides:
NAME

constant - Perl pragma to declare constants

DESCRIPTION

This pragma allows you to declare constants at compile-time.

When a constant is used in an expression, Perl replaces it with its
value at compile time, and may then optimize the expression further.
In particular, any code in an "if (CONSTANT)" block will be optimized
away if the constant is false.

INSTALLATION

To install this module, run the following commands:

perl Makefile.PL
make
make test
make install

Alternatively, to install with Module::Build, you can use the
following commands:

perl Build.PL
./Build
./Build test
./Build install

SUPPORT AND DOCUMENTATION

After installing, you can find documentation for this module with
the perldoc command.
You can also look for information at:

Search CPAN
http://search.cpan.org/dist/constant

CPAN Request Tracker:
http://rt.cpan.org/Dist/Display.html?Name=constant

AnnoCPAN, annotated CPAN documentation:
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=head1 NAME
constant - Perl pragma to declare constants

=head1 SYNOPSIS

use constant PI  => 4 * atan2(1, 1);
use constant DEBUG => 0;

print "Pi equals ", PI, "...\n" if DEBUG;

use constant {
    SEC  => 0,
    MIN  => 1,
    HOUR => 2,
    MDAY => 3,
    MON  => 4,
    YEAR => 5,
WDAY => 6,
YDAY => 7,
ISDST => 8,
);

use constant WEEKDAYS => qw(
    Sunday Monday Tuesday Wednesday Thursday Friday Saturday
);

print "Today is ", (WEEKDAYS)[(localtime)[WDAY]], ".\n";

=head1 DESCRIPTION

This pragma allows you to declare constants at compile-time.

When you declare a constant such as C<PI> using the method shown above, each machine your script runs upon can have as many digits of accuracy as it can use. Also, your program will be easier to read, more likely to be maintained (and maintained correctly), and far less likely to send a space probe to the wrong planet because nobody noticed the one equation in which you wrote C<3.14195>.

When a constant is used in an expression, Perl replaces it with its value at compile time, and may then optimize the expression further. In particular, any code in an C<if (CONSTANT)> block will be optimized away if the constant is false.

=head1 NOTES

As with all C<use> directives, defining a constant happens at compile time. Thus, it's probably not correct to put a constant declaration inside of a conditional statement (like C<if ($foo)
{ use constant ... }>).

Constants defined using this module cannot be interpolated into strings like variables. However, concatenation works just fine:

    print "Pi equals PI...\n";    # WRONG; does not expand "PI"
    print "Pi equals ".PI."...\n"; # right

Even though a reference may be declared as a constant, the reference may point to data which may be changed, as this code shows.

    use constant ARRAY => [ 1,2,3,4 ];
    print ARRAY->[1];
    ARRAY->[1] = " be changed";
    print ARRAY->[1];
Dereferencing constant references incorrectly (such as using an array subscript on a constant hash reference, or vice versa) will be trapped at compile time.

Constants belong to the package they are defined in. To refer to a constant defined in another package, specify the full package name, as in C<Some::Package::CONSTANT>. Constants may be exported by modules, and may also be called as either class or instance methods, that is, as C<< Some::Package->CONSTANT >> or as C<< $obj->CONSTANT >> where C<$obj> is an instance of C<Some::Package>. Subclasses may define their own constants to override those in their base class.

The use of all caps for constant names is merely a convention, although it is recommended in order to make constants stand out and to help avoid collisions with other barewords, keywords, and subroutine names. Constant names must begin with a letter or underscore. Names beginning with a double underscore are reserved. Some poor choices for names will generate warnings, if warnings are enabled at compile time.

=head2 List constants

Constants may be lists of more (or less) than one value. A constant with no values evaluates to C<undef> in scalar context. Note that constants with more than one value do I<not> return their last value in scalar context as one might expect. They currently return the number of values, but B<this may change in the future>. Do not use constants with multiple values in scalar context.

B<NOTE:> This implies that the expression defining the value of a constant is evaluated in list context. This may produce surprises:

use constant TIMESTAMP =&gt; localtime;         # WRONG!
use constant TIMESTAMP =&gt; scalar localtime; # right

The first line above defines C<TIMESTAMP> as a 9-element list, as returned by C<localtime()> in list context. To set it to the string returned by C<localtime()> in scalar context, an explicit C<scalar> keyword is required.

List constants are lists, not arrays. To index or slice them, they must be placed in parentheses.

my @workdays = WEEKDAYS[1 .. 5];         # WRONG!
my @workdays = (WEEKDAYS)[1 .. 5];      # right

=head2 Defining multiple constants at once
Instead of writing multiple `use constant` statements, you may define multiple constants in a single statement by giving, instead of the constant name, a reference to a hash where the keys are the names of the constants to be defined. Obviously, all constants defined using this method must have a single value.

```perl
use constant {
    FOO => "A single value",
    BAR => "This", "won't", "work!",       # Error!
};
```

This is a fundamental limitation of the way hashes are constructed in Perl. The error messages produced when this happens will often be quite cryptic -- in the worst case there may be none at all, and you'll only later find that something is broken.

When defining multiple constants, you cannot use the values of other constants defined in the same declaration. This is because the calling package doesn't know about any constant within that group until the `use` statement is finished.

```perl
use constant {
    BITMASK => 0xAFBAEBA8,
    NEGMASK => ~BITMASK,                    # Error!
};
```

=head2 Magic constants

Magical values and references can be made into constants at compile time, allowing for way cool stuff like this. (These error numbers aren't totally portable, alas.)

```perl
use constant E2BIG => ($! = 7);
print E2BIG, "\n";   # something like "Arg list too long"
print 0+E2BIG, "\n"; # "7"
```

You can't produce a tied constant by giving a tied scalar as the value. References to tied variables, however, can be used as constants without any problems.

=head1 TECHNICAL NOTES

In the current implementation, scalar constants are actually inlinable subroutines. As of version 5.004 of Perl, the appropriate scalar constant is inserted directly in place of some subroutine calls, thereby saving the overhead of a subroutine call. See L</perlsup/"Constant Functions"> for details about how and when this happens.
In the rare case in which you need to discover at run time whether a
particular constant has been declared via this module, you may use
this function to examine the hash C<%constant::declared>. If the given
constant name does not include a package name, the current package is
used.
sub declared ($) {
use constant 1.01;
# don't omit this!
my $name = shift;
$name =~ s/^::/main::/;
my $pkg = caller;
my $full_name = $name =~ /::/ ? $name : "${pkg}::$name";
$constant::declared{$full_name};
}
=head1 CAVEATS
In the current version of Perl, list constants are not inlined
and some symbols may be redefined without generating a warning.
It is not possible to have a subroutine or a keyword with the same
name as a constant in the same package. This is probably a Good Thing.
A constant with a name in the list C<STDIN STDOUT STDERR ARGV ARGVOUT
ENV INC SIG> is not allowed anywhere but in package C<main::>, for
technical reasons.
Unlike constants in some languages, these cannot be overridden
on the command line or via environment variables.
You can get into trouble if you use constants in a context which
automatically quotes barewords (as is true for any subroutine call).
For example, you can't say C<$hash{CONSTANT}> because C<CONSTANT> will
be interpreted as a string. Use C<$hash{CONSTANT()}> or
C<$hash{+CONSTANT}> to prevent the bareword quoting mechanism from
kicking in. Similarly, since the C<< => >> operator quotes a bareword
immediately to its left, you have to say C<< CONSTANT() => 'value' >>
(or simply use a comma in place of the big arrow) instead of
C<< CONSTANT => 'value' >>.
=head1 SEE ALSO
L<Readonly> - Facility for creating read-only scalars, arrays, hashes.
L<Attribute::Constant> - Make read-only variables via attribute
L<Scalar::Readonly> - Perl extension to the C<SvREADONLY> scalar flag

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L<Hash::Util> - A selection of general-utility hash subroutines (mostly to lock/unlock keys and values)

=head1 BUGS

Please report any bugs or feature requests via the perlbug(1) utility.

=head1 AUTHORS

Tom Phoenix, E<lt>F<rootbeer@redcat.com>E<gt>, with help from many other folks.

Multiple constant declarations at once added by Casey West, E<lt>F<casey@geeknest.com>E<gt>.

Documentation mostly rewritten by Ilmari Karonen, E<lt>F<perl@itz.pp.sci.fi>E<gt>.

This program is maintained by the Perl 5 Porters. The CPAN distribution is maintained by SE<eacute>bastien Aperghis-Tramoni E<lt>F<sebastien@aperghis.net>E<gt>.

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1.50 openssl 1.0.2k

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1.55 pinentry 0.8.1 17.el7

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1.58 perl-podlators 2.5.1-3.el7

1.58.1 Available under license:

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#!perl

# pod2text -- Convert POD data to formatted ASCII text.
Russ Allbery <rra@stanford.edu>

This program is free software; you may redistribute it and/or modify it
under the same terms as Perl itself.

The driver script for Pod::Text, Pod::Text::Termcap, and Pod::Text::Color,
invoked by perldoc -t among other things.

require 5.004;

use Getopt::Long qw(GetOptions);
use Pod::Text ();
use Pod::Usage qw(pod2usage);

use strict;

# Clean up $0 for error reporting.
$0 =~ s%.*/%%;

# Take an initial pass through our options, looking for one of the form
# -<number>.  We turn that into -w <number> for compatibility with the
# original pod2text script.
for (my $i = 0; $i < @ARGV; $i++) {
    last if $ARGV[$i] =~ /^--$/;
    if ($ARGV[$i] =~ /^-(\d+)$/) {
        splice (@ARGV, $i++, 1, '-w', $1);
    }
}

# Insert -- into @ARGV before any single dash argument to hide it from
# Getopt::Long; we want to interpret it as meaning stdin (which Pod::Simple
# does correctly).
my $stdin;
@ARGV = map { $_ eq '-' && !$stdin++ ? ('--', $_) : $_ } @ARGV;

# Parse our options.  Use the same names as Pod::Text for simplicity, and
# default to sentence boundaries turned off for compatibility.
my %options;
$options{sentence} = 0;
Getopt::Long::config ('bundling');
GetOptions (%options, 'alt|i', 'code', 'color|i', 'errors=s', 'help|h',
    'indent|i=i', 'loose|i', 'margin|left-margin|m=i', 'nourls',
    'overstrike|i', 'quotes|q=s', 'sentence|i', 'stderr', 'termcap|i',
    'utf8|i', 'width|w=i')
or exit 1;
pod2usage (1) if $options{help};
my $formatter = 'Pod::Text';
if ($options{color}) {
    $formatter = 'Pod::Text::Color';
    eval { require Term::ANSIColor }; 
    if ($@) { die "-c (--color) requires Term::ANSIColor be installed\n" }
    require Pod::Text::Color;
} elseif ($options{termcap}) {
    $formatter = 'Pod::Text::Termcap';
    require Pod::Text::Termcap;
} elseif ($options{overstrike}) {
    $formatter = 'Pod::Text::Overstrike';
    require Pod::Text::Overstrike;
}
delete @options{'color', 'termcap', 'overstrike'};

# If neither stderr nor errors is set, default to errors = die.
if (!defined $options{stderr} && !defined $options{errors}) {
    $options{errors} = 'die';
}

# Initialize and run the formatter.
my $parser = $formatter->new (%options);
my $status = 0;
do {
    my ($input, $output) = splice (@ARGV, 0, 2);
    $parser->parse_from_file ($input, $output);
    if ($parser->{CONTENTLESS}) {
        $status = 1;
        warn "$0: unable to format $input\n";
        if (defined ($output) and $output ne '-') {
            unlink $output unless (-s $output);
        }
    }
} while (@ARGV);
exit $status;

=head1 NAME

pod2text - Convert POD data to formatted ASCII text
pod2text [B<-aclostu>] [B<-code>] [B<-errors>=I<style>] [B<-i> I<indent>]
  S<B<-q> I<quotes>]} [B<-nourls>] [B<-stderr>] S</B<-w> I<width>}
  [I<input> [I<output> ...]]

pod2text B<-h>

=head1 DESCRIPTION

B<pod2text> is a front-end for Pod::Text and its subclasses. It uses them to
generate formatted ASCII text from POD source. It can optionally use
either termcap sequences or ANSI color escape sequences to format the text.

I<input> is the file to read for POD source (the POD can be embedded in
code). If I<input> isn't given, it defaults to C<STDIN>. I<output>, if
given, is the file to which to write the formatted output. If I<output>
isn't given, the formatted output is written to C<STDOUT>. Several POD
files can be processed in the same B<pod2text> invocation (saving module
load and compile times) by providing multiple pairs of I<input> and
I<output> files on the command line.

=head1 OPTIONS

=over 4

=item B<-a>, B<-alt>
Use an alternate output format that, among other things, uses a different
heading style and marks C<item> entries with a colon in the left margin.

=item B<-code>
Include any non-POD text from the input file in the output as well. Useful
for viewing code documented with POD blocks with the POD rendered and the
code left intact.

=item B<-c>, B<-color>
Format the output with ANSI color escape sequences. Using this option
requires that Term::ANSIColor be installed on your system.

=item B<-indent>, B<-indent=>1<indent>
Set the number of spaces to indent regular text, and the default indentation
for C<over> blocks. Defaults to 4 spaces if this option isn't given.
Set the error handling style. C<die> says to throw an exception on any
POD formatting error. C<stderr> says to report errors on standard error,
but not to throw an exception. C<pod> says to include a POD ERRORS
section in the resulting documentation summarizing the errors. C<none>
ignores POD errors entirely, as much as possible.

The default is C<die>.

=item B<-h>, B<--help>

Print out usage information and exit.

=item B<-l>, B<--loose>

Print a blank line after a C<="head1"> heading. Normally, no blank line is
printed after C<="head1">, although one is still printed after C<="head2">,
because this is the expected formatting for manual pages; if you're
formatting arbitrary text documents, using this option is recommended.

=item B<-m> I<width>, B<--left-margin>=I<width>, B<--margin>=I<width>

The width of the left margin in spaces. Defaults to 0. This is the margin
for all text, including headings, not the amount by which regular text is
indented; for the latter, see B<-i> option.

=item B<--nourls>

Normally, LZ<> formatting codes with a URL but anchor text are formatted
to show both the anchor text and the URL. In other words:

L<foo|http://example.com/>

is formatted as:

foo <http://example.com/>

This flag, if given, suppresses the URL when anchor text is given, so this
example would be formatted as just C<foo>. This can produce less
cluttered output in cases where the URLs are not particularly important.

=item B<-o>, B<--overstrike>

Format the output with overstrike printing. Bold text is rendered as
character, backspace, character. Italics and file names are rendered as
underscore, backspace, character. Many pagers, such as B<less>, know how
to convert this to bold or underlined text.
Sets the quote marks used to surround text to I<quote>. If I<quote> is a single character, it is used as both the left and right quote; if I<quote> is two characters, the first character is used as the left quote and the second as the right quoted; and if I<quote> is four characters, the first two are used as the left quote and the second two as the right quote.

I<quote> may also be set to the special value C<none>, in which case no quote marks are added around text.

Assume each sentence ends with two spaces and try to preserve that spacing. Without this option, all consecutive whitespace in non-verbatim paragraphs is compressed into a single space.

By default, B<pod2text> dies if any errors are detected in the POD input. If B<--stderr> is given and no B<--errors> flag is present, errors are sent to standard error, but B<pod2text> does not abort. This is equivalent to C<--errors=stderr> and is supported for backward compatibility.

Try to determine the width of the screen and the bold and underline sequences for the terminal from termcap, and use that information in formatting the output. Output will be wrapped at two columns less than the width of your terminal device. Using this option requires that your system have a termcap file somewhere where Term::Cap can find it and requires that your system support termios. With this option, the output of B<pod2text> will contain terminal control sequences for your current terminal type.

By default, B<pod2text> tries to use the same output encoding as its input encoding (to be backward-compatible with older versions). This option says to instead force the output encoding to UTF-8.

Be aware that, when using this option, the input encoding of your POD source must be properly declared unless it is US-ASCII or Latin-1. POD input without an C<encoding> command will be assumed to be in Latin-1, and if it's actually in UTF-8, the output will be double-encoded. See L<perlpod(1)> for more information on the C<encoding> command.
The column at which to wrap text on the right-hand side. Defaults to 76, unless \texttt{B\langle-t\rangle} is given, in which case it's two columns less than the width of your terminal device.

=head1 EXIT STATUS

As long as all documents processed result in some output, even if that output includes errata (a \texttt{C\langle POD ERRORS \rangle} section generated with \texttt{C\langle--errors=pod\rangle}), \texttt{B\langle pod2text \rangle} will exit with status 0. If any of the documents being processed do not result in an output document, \texttt{B\langle pod2text \rangle} will exit with status 1. If there are syntax errors in a POD document being processed and the error handling style is set to the default of \texttt{C\langle die \rangle}, \texttt{B\langle pod2text \rangle} will abort immediately with exit status 255.

=head1 DIAGNOSTICS

If \texttt{B\langle pod2text \rangle} fails with errors, see \texttt{L\langle Pod::Text \rangle} and \texttt{L\langle Pod::Simple \rangle} for information about what those errors might mean. Internally, it can also produce the following diagnostics:

=item -c (--color) requires Term::ANSIColor be installed

(F) \texttt{B\langle-c\rangle} or \texttt{B\langle--color\rangle} were given, but Term::ANSIColor could not be loaded.

=item Unknown option: %s

(F) An unknown command line option was given.

=back

In addition, other \texttt{L\langle Getopt::Long \rangle} error messages may result from invalid command-line options.

=head1 ENVIRONMENT

=item COLUMNS

If \texttt{B\langle-t\rangle} is given, \texttt{B\langle pod2text \rangle} will take the current width of your screen from this environment variable, if available. It overrides terminal width
information in TERMCAP.

=item TERMCAP

If B<-t> is given, B<pod2text> will use the contents of this environment variable if available to determine the correct formatting sequences for your current terminal device.

=back

=head1 SEE ALSO

L<Pod::Text>, L<Pod::Text::Color>, L<Pod::Text::Overstrike>, L<Pod::Text::Termcap>, L<Pod::Simple>, L<perlpod(1)>

The current version of this script is always available from its web site at L<http://www.eyrie.org/~eagle/software/podlators/>. It is also part of the Perl core distribution as of 5.6.0.

=head1 AUTHOR

Russ Allbery <rra@stanford.edu>.

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=cut

Found in path(s):
  * /opt/cola/permits/1125685645_1611421115.96/0/perl-podlators-2.5.1-3.el7-1.src.rpm-cosi-expand-archive-6EBnrMxA/podlators-2.5.1.tar.gz-cosi-expand-archive-TrCtD9Rx/podlators-2.5.1/scripts/pod2text
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Found in path(s):
  * /opt/cola/permits/1125685645_1611421115.96/0/perl-podlators-2.5.1-3.el7-1.src.rpm-cosi-expand-archive-6EBnrMxA/podlators-2.5.1.tar.gz-cosi-expand-archive-TrCtD9Rx/podlators-2.5.1/t/termcap.t
  * /opt/cola/permits/1125685645_1611421115.96/0/perl-podlators-2.5.1-3.el7-1.src.rpm-cosi-expand-archive-6EBnrMxA/podlators-2.5.1.tar.gz-cosi-expand-archive-TrCtD9Rx/podlators-2.5.1/t/text-encoding.t
  * /opt/cola/permits/1125685645_1611421115.96/0/perl-podlators-2.5.1-3.el7-1.src.rpm-cosi-expand-archive-6EBnrMxA/podlators-2.5.1.tar.gz-cosi-expand-archive-TrCtD9Rx/podlators-2.5.1/t/man-options.t
#!perl

# pod2man -- Convert POD data to formatted *roff input.
#
#     Russ Allbery <rra@stanford.edu>

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# under the same terms as Perl itself.

require 5.004;

use Getopt::Long qw(GetOptions);
use Pod::Man ();
use Pod::Usage qw(pod2usage);

use strict;

# Clean up $0 for error reporting.
$0 =~ s%.*/%%;

# Insert -- into @ARGV before any single dash argument to hide it from
# Getopt::Long; we want to interpret it as meaning stdin.
my $stdin;
@ARGV = map { $_ eq '-' && !$stdin++ ? ( '--', $_ ) : $_ } @ARGV;

# Parse our options, trying to retain backward compatibility with pod2man but
# allowing short forms as well.  --lax is currently ignored.
my %options;
Getopt::Long::config ('bundling_override');
GetOptions (%options, 'center|c=s', 'date|d=s', 'errors=s', 'fixed=s',
   'fixedbold=s', 'fixeditalic=s', 'fixedbolditalic=s', 'help|h',
   'lax|l', 'name|n=s', 'nourls', 'official|o', 'quotes|q=s',
   'release|r:s', 'section|s=s', 'stderr', 'verbose|v', 'utf8|u')
or exit 1;
pod2usage (0) if $options{help};

# Official sets --center, but don't override things explicitly set.
if ( $options{official} && !defined $options{center} ) {
   $options{center} = 'Perl Programmers Reference Guide';
}

# Verbose is only our flag, not a Pod::Man flag.
my $verbose = $options{verbose};
delete $options{verbose};

# This isn't a valid Pod::Man option and is only accepted for backward
# compatibility.
delete $options{lax};

# If neither stderr nor errors is set, default to errors = die.
if ( !defined $options{stderr} && !defined $options{errors} ) {
   $options{errors} = 'die';
}
# Initialize and run the formatter, pulling a pair of input and output off at
# a time. For each file, we check whether the document was completely empty
# and, if so, will remove the created file and exit with a non-zero exit
# status.
my $parser = Pod::Man->new (%options);
my $status = 0;
my @files;
do {
  @files = splice (@ARGV, 0, 2);
  print " $files[1]\n" if $verbose;
  $parser->parse_from_file (@files);
  if ($parser->{CONTENTLESS}) {
    $status = 1;
    warn "$0: unable to format $files[0]\n";
    if (defined ($files[1]) and $files[1] ne '-') {
      unlink $files[1] unless (-s $files[1]);
    }
  }
} while (@ARGV);
exit $status;

__END__

=for stopwords
en em --stderr stderr --utf8 UTF-8 overdo markup MT-LEVEL Allbery Solaris
URL troff troff-specific formatters uppercased Christiansen --nourls

=head1 NAME

pod2man - Convert POD data to formatted *roff input

=head1 SYNOPSIS

pod2man [B<-center>=I<string>] [B<-date>=I<string>] [B<-errors>=I<style>]
[B<-fixed>=I<font>] [B<-fixedbold>=I<font>] [B<-fixeditalic>=I<font>]
[B<-fixedbolditalic>=I<font>] [B<-name>=I<name>] [B<-nourls>]
[B<-official>] [B<-quotes>=I<quotes>] [B<-release>[=I<version>]]
[B<-section>=I<manext>] [B<-stderr>] [B<-utf8>] [B<-verbose>]
[I<input>] [I<output>] ...

pod2man B<-help>
I<input> is the file to read for POD source (the POD can be embedded in code). If I<input> isn't given, it defaults to C<STDIN>. I<output>, if given, is the file to which to write the formatted output. If I<output> isn't given, the formatted output is written to C<STDOUT>. Several POD files can be processed in the same B<pod2man> invocation (saving module load and compile times) by providing multiple pairs of I<input> and I<output> files on the command line.

B|--section>, B|--release>, B|--center>, B|--date>, and B|--official> can be used to set the headers and footers to use; if not given, Pod::Man will assume various defaults. See below or L<Pod::Man> for details.

B<pod2man> assumes that your *roff formatters have a fixed-width font named C<CW>. If yours is called something else (like C<CR>), use B|--fixed> to specify it. This generally only matters for troff output for printing. Similarly, you can set the fonts used for bold, italic, and bold italic fixed-width output.

Besides the obvious pod conversions, Pod::Man, and therefore pod2man also takes care of formatting func(), func(n), and simple variable references like $foo or @bar so you don't have to use code escapes for them; complex expressions like C<$fred('stuff')> will still need to be escaped, though. It also translates dashes that aren't used as hyphens into en dashes, makes long dashes--like this--into proper em dashes, fixes "paired quotes," and takes care of several other troff-specific tweaks. See L<Pod::Man> for complete information.

=head1 OPTIONS

=over 4

=item B<-c> I<string>, B|--center>=I<string>

Sets the centered page header to I<string>. The default is "User Contributed Perl Documentation", but also see B|--official> below.

=item B<-d> I<string>, B|--date>=I<string>

Set the left-hand footer string to this value. By default, the modification date of the input file will be used, or the current date if input comes from C<STDIN>.

=item B<-errors>=I<style>

Set the error handling style. C<die> says to throw an exception on any POD formatting error. C<stderr> says to report errors on standard error, but not to throw an exception. C<pod> says to include a POD ERRORS
section in the resulting documentation summarizing the errors. C<none> ignores POD errors entirely, as much as possible.

The default is C<die>.

=item B<--fixed>=I<font>

The fixed-width font to use for verbatim text and code. Defaults to C<CW>. Some systems may want C<CR> instead. Only matters for troff(1) output.

=item B<--fixedbold>=I<font>

Bold version of the fixed-width font. Defaults to C<CB>. Only matters for troff(1) output.

=item B<--fixeditalic>=I<font>

Italic version of the fixed-width font (actually, something of a misnomer, since most fixed-width fonts only have an oblique version, not an italic version). Defaults to C<CI>. Only matters for troff(1) output.

=item B<--fixedbolditalic>=I<font>

Bold italic (probably actually oblique) version of the fixed-width font. Pod::Man doesn’t assume you have this, and defaults to C<CB>. Some systems (such as Solaris) have this font available as C<CX>. Only matters for troff(1) output.

=item B<--help>

Print out usage information.

=item B<--lax>

No longer used. B<pod2man> used to check its input for validity as a manual page, but this should now be done by L<podchecker(1)> instead. Accepted for backward compatibility; this option no longer does anything.

=item B<--name>=I<name>

Set the name of the manual page to I<name>. Without this option, the manual name is set to the uppercased base name of the file being converted unless the manual section is 3, in which case the path is parsed to see if it is a Perl module path. If it is, a path like C<.../lib/Pod/Man.pm> is converted into a name like C<Pod::Man>. This option, if given, overrides any automatic determination of the name.
Note that this option is probably not useful when converting multiple POD files at once. The convention for Unix man pages for commands is for the man page title to be in all-uppercase even if the command isn't.

=item B|--nourls>

Normally, LZ<> formatting codes with a URL but anchor text are formatted to show both the anchor text and the URL. In other words:

L<foo|http://example.com/>

is formatted as:

foo <http://example.com/>

This flag, if given, suppresses the URL when anchor text is given, so this example would be formatted as just C<foo>. This can produce less cluttered output in cases where the URLs are not particularly important.

=item B<-o>, B|--official>

Set the default header to indicate that this page is part of the standard Perl release, if B|--center> is not also given.

=item B<-q> I<quotes>, B|--quotes>=I<quotes>

Sets the quote marks used to surround CE<lt>> text to I<quotes>. If I<quotes> is a single character, it is used as both the left and right quote; if I<quotes> is two characters, the first character is used as the left quote and the second as the right quoted; and if I<quotes> is four characters, the first two are used as the left quote and the second two as the right quote.

I<quotes> may also be set to the special value C<none>, in which case no quote marks are added around CE<lt>> text (but the font is still changed for troff output).

=item B<-r>, B|--release>

Set the centered footer. By default, this is the version of Perl you run B<pod2man> under. Note that some system an macro sets assume that the centered footer will be a modification date and will prepend something like "Last modified: "; if this is the case, you may want to set B|--release> to the last modified date and B|--date> to the version number.

=item B<-s>, B|--section>

Set the section for the C<.TH> macro. The standard section numbering
convention is to use 1 for user commands, 2 for system calls, 3 for functions, 4 for devices, 5 for file formats, 6 for games, 7 for miscellaneous information, and 8 for administrator commands. There is a lot of variation here, however; some systems (like Solaris) use 4 for file formats, 5 for miscellaneous information, and 7 for devices. Still others use 1m instead of 8, or some mix of both. About the only section numbers that are reliably consistent are 1, 2, and 3.

By default, section 1 will be used unless the file ends in C<.pm>, in which case section 3 will be selected.

=item B<--stderr>

By default, B<pod2man> dies if any errors are detected in the POD input. If B<--stderr> is given and no B<--errors> flag is present, errors are sent to standard error, but B<pod2man> does not abort. This is equivalent to C<--errors=stderr> and is supported for backward compatibility.

=item B<-u>, B<--utf8>

By default, B<pod2man> produces the most conservative possible *roff output to try to ensure that it will work with as many different *roff implementations as possible. Many *roff implementations cannot handle non-ASCII characters, so this means all non-ASCII characters are converted either to a *roff escape sequence that tries to create a properly accented character (at least for troff output) or to C<X>.

This option says to instead output literal UTF-8 characters. If your *roff implementation can handle it, this is the best output format to use and avoids corruption of documents containing non-ASCII characters. However, be warned that *roff source with literal UTF-8 characters is not supported by many implementations and may even result in segfaults and other bad behavior.

Be aware that, when using this option, the input encoding of your POD source must be properly declared unless it is US-ASCII or Latin-1. POD input without an C<=>encoding> command will be assumed to be in Latin-1, and if it's actually in UTF-8, the output will be double-encoded. See L<perlpod(1)> for more information on the C<=>encoding> command.

=item B<-v>, B<--verbose>

Print out the name of each output file as it is being generated.

=back

=head1 EXIT STATUS
As long as all documents processed result in some output, even if that output includes errata (a `C<POD ERRORS>` section generated with `C<--errors=pod>`), `B<pod2man>` will exit with status 0. If any of the documents being processed do not result in an output document, `B<pod2man>` will exit with status 1. If there are syntax errors in a POD document being processed and the error handling style is set to the default of `C<die>`, `B<pod2man>` will abort immediately with exit status 255.

=head1 DIAGNOSTICS

If `B<pod2man>` fails with errors, see `L<Pod::Man>` and `L<Pod::Simple>` for information about what those errors might mean.

=head1 EXAMPLES

```bash
pod2man program > program.1
pod2man SomeModule.pm /usr/perl/man/man3/SomeModule.3
pod2man --section=7 note.pod > note.7
```

If you would like to print out a lot of man page continuously, you probably want to set the C and D registers to set contiguous page numbering and even/odd paging, at least on some versions of man(7).

```bash
troff -man -rC1 -rD1 perl.1 perldata.1 perlsyn.1 ...
```

To get index entries on `C<STDERR>`, turn on the F register, as in:

```bash
troff -man -rF1 perl.1
```

The indexing merely outputs messages via `C.<tm>` for each major page, section, subsection, item, and any `C<XE<lt>E<gt>>` directives. See `L<Pod::Man>` for more details.

=head1 BUGS

Lots of this documentation is duplicated from `L<Pod::Man>`.

=head1 SEE ALSO

`L<Pod::Man>`, `L<Pod::Simple>`, `L<man(1)>`, `L<nroff(1)>`, `L<perlpod(1)>`, `L<podchecker(1)>`, `L<perlpodstyle(1)>`, `L<troff(1)>`, `L<man(7)>`

The man page documenting the an macro set may be `L<man(5)>` instead of `L<man(7)>` on your system.

The current version of this script is always available from its web site at `L<http://www.eyrie.org/~eagle/software/podlators/>`. It is also part of the Perl core distribution as of 5.6.0.
=head1 AUTHOR

Russ Allbery <rra@stanford.edu>, based very heavily on the original
B<pod2man> by Larry Wall and Tom Christiansen.

=head1 COPYRIGHT AND LICENSE

Allbery <rra@stanford.edu>.

This program is free software; you may redistribute it and/or modify it
under the same terms as Perl itself.

=cut

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

---

abstract: 'Convert POD data to various other formats'
author:
  - 'Russ Allbery <rra@stanford.edu>'
buildRequires:
  ExtUtils::MakeMaker: 0
configureRequires:
  ExtUtils::MakeMaker: 0
distributionType: module
dynamicConfig: 0
generatedBy: 'ExtUtils::MakeMaker version 6.57_05'
license: perl
metaSpec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: podlators
=head1 NAME

perlpodstyle - Perl POD style guide

=head1 DESCRIPTION

These are general guidelines for how to write POD documentation for Perl scripts and modules, based on general guidelines for writing good UNIX man pages. All of these guidelines are, of course, optional, but following them will make your documentation more consistent with other documentation on the system.

The name of the program being documented is conventionally written in bold (using B<lt>E<gt>) wherever it occurs, as are all program options. Arguments should be written in italics (I<E<lt>E<gt>>). Function names are traditionally written in italics; if you write a function as function(), Pod::Man will take care of this for you. Literal code or commands should be in C<lt>E<gt>. References to other man pages should be in the form C<manpage(section)> or C<LE<lt>manpage(section)E<gt>>>, and Pod::Man will automatically format those appropriately. The second form, with LE<lt>E<gt>, is used to request that a POD formatter make a link to the man page if possible. As an exception, one normally omits the section when referring to module documentation since it's not clear what section module documentation will be in; use C<LE<lt>Module::NameE<gt>> for module references instead.
References to other programs or functions are normally in the form of man page references so that cross-referencing tools can provide the user with links and the like. It's possible to overdo this, though, so be careful not to clutter your documentation with too much markup. References to other programs that are not given as man page references should be enclosed in `<lt>` and `</gt>`.

The major headers should be set out using a `<head1>` directive, and are historically written in the rather startling ALL UPPER CASE format; this is not mandatory, but it's strongly recommended so that sections have consistent naming across different software packages. Minor headers may be included using `<head2>`, and are typically in mixed case.

The standard sections of a manual page are:

- mandatory section; should be a comma-separated list of programs or functions documented by this POD page, such as:
  
  foo, bar - programs to do something

  Manual page indexers are often extremely picky about the format of this section, so don't put anything in it except this line. Every program or function documented by this POD page should be listed, separated by a comma and a space. For a Perl module, just give the module name. A single dash, and only a single dash, should separate the list of programs or functions from the description. Do not use any markup such as `<lt>` and `</gt>` or `<BE>` anywhere in this line. Functions should not be qualified with `C<()>` or the like. The description should ideally fit on a single line, even if a man program replaces the dash with a few tabs.

- mandatory section; should be a comma-separated list of programs or functions documented by this POD page, such as:
  
  foo, bar - programs to do something

  Manual page indexers are often extremely picky about the format of this section, so don't put anything in it except this line. Every program or function documented by this POD page should be listed, separated by a comma and a space. For a Perl module, just give the module name. A single dash, and only a single dash, should separate the list of programs or functions from the description. Do not use any markup such as `<lt>` and `</gt>` or `<BE>` anywhere in this line. Functions should not be qualified with `C<()>` or the like. The description should ideally fit on a single line, even if a man program replaces the dash with a few tabs.

- a short usage summary for programs and functions. This section is mandatory for section 3 pages. For Perl module documentation, it's usually convenient to have the contents of this section be a verbatim block showing some (brief) examples of typical ways the module is used.

- extended description and discussion of the program or functions, or the body of the documentation for man pages that document something else. If particularly long, it's a good idea to break this up into subsections with `C<="head2">` directives like:
or whatever is appropriate for your documentation.

For a module, this is generally where the documentation of the interfaces provided by the module goes, usually in the form of a list with an \texttt{C=item} for each interface. Depending on how many interfaces there are, you may want to put that documentation in separate \texttt{METHODS}, \texttt{FUNCTIONS}, \texttt{CLASS METHODS}, or \texttt{INSTANCE METHODS} sections instead and save the \texttt{DESCRIPTION} section for an overview.

\textbf{item OPTIONS}

Detailed description of each of the command-line options taken by the program. This should be separate from the description for the use of parsers like \texttt{Pod::Usage}. This is normally presented as a list, with each option as a separate \texttt{C=item}. The specific option string should be enclosed in \texttt{BE<lt>E<gt>}. Any values that the option takes should be enclosed in \texttt{IE<lt>E<gt>}. For example, the section for the option \texttt{B|--section=I<manext>} would be introduced with:

\begin{verbatim}
=item B|--section=I<manext>
\end{verbatim}

Synonymous options (like both the short and long forms) are separated by a comma and a space on the same \texttt{C=item} line, or optionally listed as their own item with a reference to the canonical name. For example, since \texttt{B|--section} can also be written as \texttt{B<-s>}, the above would be:

\begin{verbatim}
=item B<-s> I<manext>, B|--section=I<manext>
\end{verbatim}

Writing the short option first is recommended because it's easier to read. The long option is long enough to draw the eye to it anyway and the short option can otherwise get lost in visual noise.

\textbf{item RETURN VALUE}

What the program or function returns, if successful. This section can be omitted for programs whose precise exit codes aren't important, provided they return 0 on success and non-zero on failure as is standard. It should always be present for functions. For modules, it may be useful to summarize return values from the module interface here, or it may be more useful to discuss return values separately in the documentation of each function or method the module provides.
=item ERRORS

Exceptions, error return codes, exit statuses, and errno settings. Typically used for function or module documentation; program documentation uses DIAGNOSTICS instead. The general rule of thumb is that errors printed to C<STDOUT> or C<STDERR> and intended for the end user are documented in DIAGNOSTICS while errors passed internal to the calling program and intended for other programmers are documented in ERRORS. When documenting a function that sets errno, a full list of the possible errno values should be given here.

=item DIAGNOSTICS

All possible messages the program can print out and what they mean. You may wish to follow the same documentation style as the Perl documentation; see perldiag(1) for more details (and look at the POD source as well).

If applicable, please include details on what the user should do to correct the error; documenting an error as indicating "the input buffer is too small" without telling the user how to increase the size of the input buffer (or at least telling them that it isn't possible) aren't very useful.

=item EXAMPLES

Give some example uses of the program or function. Don't skimp; users often find this the most useful part of the documentation. The examples are generally given as verbatim paragraphs.

Don't just present an example without explaining what it does. Adding a short paragraph saying what the example will do can increase the value of the example immensely.

=item ENVIRONMENT

Environment variables that the program cares about, normally presented as a list using C<=over>, C<=item>, and C<=back>. For example:

=over 6

=item HOME

Used to determine the user's home directory. F<.foorc> in this directory is read for configuration details, if it exists.

=back

Since environment variables are normally in all uppercase, no additional
special formatting is generally needed; they're glaring enough as it is.

=item FILES

All files used by the program or function, normally presented as a list, and what it uses them for. File names should be enclosed in FE<lt>E<gt>. It's particularly important to document files that will be potentially modified.

=item CAVEATS

Things to take special care with, sometimes called WARNINGS.

=item BUGS

Things that are broken or just don't work quite right.

=item RESTRICTIONS

Bugs you don't plan to fix. :-)

=item NOTES

Miscellaneous commentary.

=item AUTHOR

Who wrote it (use AUTHORS for multiple people). It's a good idea to include your current e-mail address (or some e-mail address to which bug reports should be sent) or some other contact information so that users have a way of contacting you. Remember that program documentation tends to roam the wild for far longer than you expect and pick a contact method that's likely to last.

=item HISTORY

Programs derived from other sources sometimes have this. Some people keep a modification log here, but that usually gets long and is normally better maintained in a separate file.

=item COPYRIGHT AND LICENSE

For copyright

Copyright YEAR(s) YOUR NAME(s)

(No, (C) is not needed. No, "all rights reserved" is not needed.)
For licensing the easiest way is to use the same licensing as Perl itself:

This library is free software; you may redistribute it and/or modify
it under the same terms as Perl itself.

This makes it easy for people to use your module with Perl. Note that
this licensing example is neither an endorsement or a requirement, you are
of course free to choose any licensing.

=item SEE ALSO

Other man pages to check out, like man(1), man(7), makewhatis(8), or
catman(8). Normally a simple list of man pages separated by commas, or a
paragraph giving the name of a reference work. Man page references, if
they use the standard C$name(section)$ form, don't have to be enclosed in
LE<lt>E<gt> (although it's recommended), but other things in this section
probably should be when appropriate.

If the package has a mailing list, include a URL or subscription
instructions here.

If the package has a web site, include a URL here.

=back

Documentation of object-oriented libraries or modules may want to use
CONSTRUCTORS and METHODS sections, or CLASS METHODS and INSTANCE METHODS
sections, for detailed documentation of the parts of the library and save
the DESCRIPTION section for an overview. Large modules with a function
interface may want to use FUNCTIONS for similar reasons. Some people use
OVERVIEW to summarize the description if it's quite long.

Section ordering varies, although NAME must always be the first section
(you'll break some man page systems otherwise), and NAME, SYNOPSIS,
DESCRIPTION, and OPTIONS generally always occur first and in that order if
present. In general, SEE ALSO, AUTHOR, and similar material should be
left for last. Some systems also move WARNINGS and NOTES to last. The
order given above should be reasonable for most purposes.

Some systems use CONFORMING TO to note conformance to relevant standards
and MT-LEVEL to note safeness for use in threaded programs or signal
handlers. These headings are primarily useful when documenting parts of a
C library.

Finally, as a general note, try not to use an excessive amount of markup.
As documented here and in L<Pod::Man>, you can safely leave Perl
variables, function names, man page references, and the like unadorned by
markup and the POD translators will figure it out for you. This makes it
much easier to later edit the documentation. Note that many existing
translators will do the wrong thing with e-mail addresses when wrapped in
\texttt{\textless \texttt{i}E\text{\textless}}, so don't do that.

=head1 SEE ALSO

For additional information that may be more accurate for your specific
system, see either \texttt{\textless man(5)\textgreater} or \texttt{\textless man(7)\textgreater} depending on your system manual
section numbering conventions.

This documentation is maintained as part of the podlators distribution.
The current version is always available from its web site at

=head1 AUTHOR

Russ Allbery <rra@stanford.edu>, with large portions of this documentation
taken from the documentation of the original \texttt{\textless pod2man\textgreater} implementation by
Larry Wall and Tom Christiansen.

=head1 COPYRIGHT AND LICENSE

<rra@stanford.edu>.

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it under the same terms as Perl itself.

=cut

Found in path(s):
* /opt/cola/permits/1125685645_1611421115.96/0/perl-podlators-2.5.1-3.el7-1.src.rpm-cosi-expand-archive-
  6EBnrMxA/podlators-2.5.1.tar.gz-cosi-expand-archive-TrCtD9Rx/podlators-2.5.1/pod/perlpodstyle.pod
No license file was found, but licenses were detected in source scan.

license: perl

Found in path(s):
* /opt/cola/permits/1125685645_1611421115.96/0/perl-podlators-2.5.1-3.el7-1.src.rpm-cosi-expand-archive-
  6EBnrMxA/podlators-2.5.1.tar.gz-cosi-expand-archive-TrCtD9Rx/podlators-2.5.1/META.yml

1.59 yum-utils 1.1.31-52.el7
1.59.1 Available under license :
  GNU GENERAL PUBLIC LICENSE
  Version 2, June 1991
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analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishMinimalStemmer.java

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
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1.65 jzlib 1.1.1

1.66 jackson 2.11.0

1.66.1 Available under license:

# Jackson JSON processor

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1.71 jersey-container-servlet 2.22.1

1.72 mesa 18.3.4-6.el7_7

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Subject: RE: Question about Mesa MLAA license
From: Jorge Jimenez <iryoku@gmail.com>
Date: 01/08/2013 12:50 PM
To: Tom Callaway <tcallawa@redhat.com>
CC: "jorge@iryoku.com" <jorge@iryoku.com>

Yes to both questions.

Thanks,
Jorge

From: Tom Callaway <tcallawa@redhat.com>
Sent: January 8, 2013 6:49 PM
To: Jorge Jimenez <iryoku@gmail.com>
CC: jorge@iryoku.com
Subject: Re: Question about Mesa MLAA license
On 01/08/2013 12:39 PM, Jorge Jimenez wrote:
> Hi Tom,
> 
> What we meant with that is that we made an exception for clause 2.
> Instead of clause 2, in the case of the Mesa project, you have to name
> the technique Jimenez's MLAA in the config options of Mesa. We did that
> just to allow them to solve license issues. This exception should be for
> the Mesa project, and any project using Mesa, like Fedora.
> 
> We want to widespread usage of our MLAA, so we want to avoid any kind of
> license complications. Hope current one is good for Fedora, if not
> please tell, and we'll see what we can do!

Okay, a few more questions:

* If Fedora decides to simply reproduce the quoted statement:
  "Uses Jimenez's MLAA. Copyright (C) 2010 by Jorge Jimenez, Belen Masia,
  Jose I. Echevarria, Fernando Navarro and Diego Gutierrez."

Specifically, if this is done as part of documentation included with
Mesa, is that sufficient to meet clause 2 even if the Mesa config option
is not set as described in your exception?

* Currently, the Mesa config option for MLAA says: "Morphological
  anti-aliasing based on Jimenez's MLAA. 0 to disable, 8 for default
  quality". Is this in compliance with your exception?

Thanks again,

~tom

==
Fedora Project

Subject: RE: Question about Mesa MLAA license
From: Jorge Jimenez <iryoku@gmail.com>
Date: 01/08/2013 12:39 PM
To: "jorge@iryoku.com" <jorge@iryoku.com>, Tom Callaway <tcallawa@redhat.com>

Hi Tom,

What we meant with that is that we made an exception for clause 2.
Instead of clause 2, in the case of the Mesa project, you have to name
the technique Jimenez's MLAA in the config options of Mesa. We did that
just to allow them to solve license issues. This exception should be for
the Mesa project, and any project using Mesa, like Fedora.
We want to widespread usage of our MLAA, so we want to avoid any kind of license complications. Hope current one is good for Fedora, if not please tell, and we'll see what we can do!

Cheers,
Jorge

From: Tom Callaway <tcallawa@redhat.com>
Sent: January 8, 2013 6:30 PM
To: jorge@iryoku.com
Subject: Question about Mesa MLAA license

Jorge,

Thanks for all of your fantastic graphics work! I have been auditing Fedora (a popular distribution of Linux) for license compliance and I came across your MLAA code in Mesa.

The license says:

* 2. Redistributions in binary form must reproduce the following statement:
*     "Uses Jimenez's MLAA. Copyright (C) 2010 by Jorge Jimenez, Belen Masia, Jose I. Echevarria, Fernando Navarro and Diego Gutierrez."
*     Only for use in the Mesa project, this point 2 is filled by naming the technique Jimenez's MLAA in the Mesa config options.

That wording is unclear. When you say "Only for use in the Mesa project...", it seems like you could either be saying:

- This code may only be used as part of Mesa.

OR

- In Mesa, you can comply with clause 2 by simply selecting "Jimenez's MLAA" in the Mesa config options.

*****

If the first item is true, then we may have to remove the MLAA code from Fedora's copy of Mesa. However, looking at the license on your SMAA code, I do not believe it to be the case. Please let me know either way!

Thanks in advance,

Tom Callaway
1.73 jackson 2.8.11
1.73.1 Available under license:

# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.74 jersey 2.22.1
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1.79 calcite-linq4j 1.20.0

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1.81 zlib 1.2.7-18.el7
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1.82 pkg-config 0.27.1-4.el7

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David Megginson
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2000-01-14
1.86 securesm 1.1

1.87 args4j 2.33

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1.88 javassist 3.18.1-GA

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* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/FloatMemberValue.java
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* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/ByteMemberValue.java
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* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135891739_1613626599.13/0/javassist-3-18-1-ga-sources-6-jar/javassist/bytecode/annotation/IntegerMemberValue.java
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1.89 protobuf-java 3.13.0

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1.90 vim 7.4.629-6.el7

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

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that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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Also add information on how to contact you by electronic and paper mail.

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Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
*uganda.txt* For Vim version 8.1. Last change: 2018 May 17

VIM REFERENCE MANUAL by Bram Moolenaar

*uganda* *Uganda* *copying* *copyright* *license*

SUMMARY
*iccf* *ICCF*
Vim is Charityware. You can use and copy it as much as you like, but you are encouraged to make a donation for needy children in Uganda. Please see |kcc| below or visit the ICCF web site, available at these URLs:

http://iccf-holland.org/
http://www.vim.org/iccf/
http://www.iccf.nl/

You can also sponsor the development of Vim. Vim sponsors can vote for features. See |sponsor|. The money goes to Uganda anyway.

The Open Publication License applies to the Vim documentation, see |manual-copyright|.

=== begin of license ===

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2) The modified Vim must be distributed in one of the following five ways:
   a) If you make changes to Vim yourself, you must clearly describe in the distribution how to contact you. When the maintainer asks you (in any way) for a copy of the modified Vim you distributed, you must make your changes, including source code, available to the maintainer without fee. The maintainer reserves the right to include your changes in the official version of Vim. What the maintainer will do with your changes and under what license they will be distributed is negotiable. If there has been no negotiation then this license, or a later version, also applies to your changes. The current maintainer is Bram Moolenaar <Bram@vim.org>. If this changes it will be announced in appropriate places (most likely vim.sf.net, www.vim.org and/or comp.editors). When it is completely impossible to contact the maintainer, the obligation to send him your changes ceases. Once the maintainer has confirmed that he has received your changes they will not have to be sent again.
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   d) When you have a modified Vim which includes changes as mentioned under c), you can distribute it without the source code for the changes if the following three conditions are met:
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      - You keep the changes for at least three years after last distributing the corresponding modified Vim. When the maintainer or someone who you distributed the modified Vim to asks you (in any way) for the changes within this period, you must make them available to him.
      - You clearly describe in the distribution how to contact you. This contact information must remain valid for at least three years after last distributing the corresponding modified Vim, or as long as possible.
e) When the GNU General Public License (GPL) applies to the changes, you can distribute the modified Vim under the GNU GPL version 2 or any later version.

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4) The contact information as required under 2)a) and 2)d) must not be removed or changed, except that the person himself can make corrections.

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If the number of changes is small (e.g., a modified Makefile) e-mailing a context diff will do. The e-mail address to be used is <maintainer@vim.org>

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=== end of license ===

Note:

- If you are happy with Vim, please express that by reading the rest of this file and consider helping needy children in Uganda.

- If you want to support further Vim development consider becoming a [sponsor]. The money goes to Uganda anyway.

- According to Richard Stallman the Vim license is GNU GPL compatible. A few minor changes have been made since he checked it, but that should not make a difference.

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- Once a change is included that goes under the GNU GPL, this forces all further changes to also be made under the GNU GPL or a compatible license.

- If you distribute a modified version of Vim, you can include your name and contact information with the "--with-modified-by" configure argument or the
Kibaale Children's Centre (KCC) is located in Kibaale, a small town in the south of Uganda, near Tanzania, in East Africa. The area is known as Rakai District. The population is mostly farmers. Although people are poor, there is enough food. But this district is suffering from AIDS more than any other part of the world. Some say that it started there. Estimations are that 10 to 30% of the Ugandans are infected with HIV. Because parents die, there are many orphans. In this district about 60,000 children have lost one or both parents, out of a population of 350,000. And this is still continuing.

The children need a lot of help. The KCC is working hard to provide the needy with food, medical care and education. Food and medical care to keep them healthy now, and education so that they can take care of themselves in the future. KCC works on a Christian base, but help is given to children of any religion.

The key to solving the problems in this area is education. This has been neglected in the past years with president Idi Amin and the following civil wars. Now that the government is stable again, the children and parents have to learn how to take care of themselves and how to avoid infections. There is also help for people who are ill and hungry, but the primary goal is to prevent people from getting ill and to teach them how to grow healthy food.

Most of the orphans are living in an extended family. An uncle or older sister is taking care of them. Because these families are big and the income (if any) is low, a child is lucky if it gets healthy food. Clothes, medical care and schooling is beyond its reach. To help these needy children, a sponsorship program was put into place. A child can be financially adopted. For a few dollars a month KCC sees to it that the child gets indispensable items, is healthy, goes to school and KCC takes care of anything else that needs to be done for the child and the family that supports it.

Besides helping the child directly, the environment where the child grows up needs to be improved. KCC helps schools to improve their teaching methods. There is a demonstration school at the centre and teacher trainings are given. Health workers are being trained, hygiene education is carried out and households are stimulated to build a proper latrine. I helped setting up a production site for cement slabs. These are used to build a good latrine. They are sold below cost price.

There is a small clinic at the project, which provides children and their family with medical help. When needed, transport to a hospital is offered. Immunization programs are carried out and help is provided when an epidemic is breaking out (measles and cholera have been a problem).
Summer 1994 to summer 1995 I spent a whole year at the centre, working as a volunteer. I have helped to expand the centre and worked in the area of water and sanitation. I learned that the help that the KCC provides really helps. When I came back to Holland, I wanted to continue supporting KCC. To do this I'm raising funds and organizing the sponsorship program. Please consider one of these possibilities:

1. Sponsor a child in primary school: 17 euro a month (or more).
2. Sponsor a child in secondary school: 25 euro a month (or more).
3. Sponsor the clinic: Any amount a month or quarter
4. A one-time donation

Compared with other organizations that do child sponsorship the amounts are very low. This is because the money goes directly to the centre. Less than 5% is used for administration. This is possible because this is a small organization that works with volunteers. If you would like to sponsor a child, you should have the intention to do this for at least one year.

How do you know that the money will be spent right? First of all you have my personal guarantee as the author of Vim. I trust the people that are working at the centre, I know them personally. Furthermore, the centre has been co-sponsored and inspected by World Vision, Save the Children Fund and is now under the supervision of Pacific Academy Outreach Society. The centre is visited about once a year to check the progress (at our own cost). I have visited the centre myself many times, starting in 1993. The visit reports are on the ICCF web site.

If you have any further questions, send me e-mail: <Bram@vim.org>.

The address of the centre is:
Kibaale Children's Centre
p.o. box 1658
Masaka, Uganda, East Africa

Sending money:*iccf-donations*

Check the ICCF web site for the latest information! See [iccf] for the URL.

USA: The methods mentioned below can be used.
Sending a check to the Nehemiah Group Outreach Society (NGOS) is no longer possible, unfortunately. We are looking for another way to get you an IRS tax receipt.
For sponsoring a child contact KCF in Canada (see below). US checks can be sent to them to lower banking costs.

Canada: Contact Kibaale Children's Fund (KCF) in Surrey, Canada. They
take care of the Canadian sponsors for the children in
Kibaale. KCF forwards 100% of the money to the project in
Uganda. You can send them a one time donation directly.
Please send me a note so that I know what has been donated
because of Vim. Ask KCF for information about sponsorship.
Kibaale Children's Fund c/o Pacific Academy
10238-168 Street
Surrey, B.C. V4N 1Z4
Canada
Phone: 604-581-5353
If you make a donation to Kibaale Children's Fund (KCF) you
will receive a tax receipt which can be submitted with your
tax return.

Holland: Transfer to the account of "Stichting ICCF Holland" in Lisse.
This will allow for tax deduction if you live in Holland.
Postbank, nr. 4548774
IBAN: NL95 INGB 0004 5487 74

Germany: It is possible to make donations that allow for a tax return.
Check the ICCF web site for the latest information:
http://iccf-holland.org/germany.html

World: Use a postal money order. That should be possible from any
country, mostly from the post office. Use this name (which is
in my passport): "Abraham Moolenaar". Use Euro for the
currency if possible.

Europe: Use a bank transfer if possible. Your bank should have a form
that you can use for this. See "Others" below for the swift
code and IBAN number.
Any other method should work. Ask for information about
sponsorship.

Credit Card: You can use PayPal to send money with a Credit card. This is
the most widely used Internet based payment system. It's
really simple to use. Use this link to find more info:
The e-mail address for sending the money to is:
Bram@iccf-holland.org
For amounts above 400 Euro ($500) sending a check is
preferred.

Others: Transfer to one of these accounts if possible:
Postbank, account 4548774
Swift code: INGB NL 2A
IBAN: NL95 INGB 0004 5487 74
under the name "stichting ICCF Holland", Lisse
If that doesn't work:
Rabobank Lisse, account 3765.05.117
Swift code: RABO NL 2U
under the name "Bram Moolenaar", Lisse
Otherwise, send a check in euro or US dollars to the address
below. Minimal amount: $70 (my bank does not accept smaller
amounts for foreign check, sorry)

Address to send checks to:
Bram Moolenaar
Finsterruetihof 1
8134 Adliswil
Switzerland

This address is expected to be valid for a long time.

vim:tw=78:ts=8:noet:ft=help:norl:
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1.91 dropwizard-core 0.9.2

1.92 scala 2.11.8

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\[
   val x: ((Int, Int) => Int) = (((a, b)) => a)
   ` above
   `\`

not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `\[
   val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
   ` above
   `\`

not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: `\[
   val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
   ` above
   `\`

three errors found

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<P>
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<OL TYPE="a">

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```
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Version 2, June 1991

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

The licenses for most software are designed to take away your
freedom to share and change it. By contrast, the GNU General Public
Licenses are intended to guarantee your freedom to share and change
free software--to make sure the software is free for all its users.

This license, the Library General Public License, applies to some
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your libraries, too.

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in new free programs; and that you know you can do these things.

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These restrictions translate to certain responsibilities for you if
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For example, if you distribute copies of the library, whether gratis
or for a fee, you must give the recipients all the rights that we gave
you. You must make sure that they, too, receive or can get the source
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complete object files to the recipients so that they can relink them
with the library, after making changes to the library and recompiling
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Our method of protecting your rights has two steps: (1) copyright
the library, and (2) offer you this license which gives you legal
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Also, for each distributor's protection, we want to make certain
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library. If the library is modified by someone else and passed on, we
want its recipients to know that what they have is not the original
version, so that any problems introduced by others will not reflect on
the original authors' reputations.

Finally, any free program is threatened constantly by software
patents. We wish to avoid the danger that companies distributing free
software will individually obtain patent licenses, thus in effect
transforming the program into proprietary software. To prevent this,
we have made it clear that any patent must be licensed for everyone's
free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary
GNU General Public License, which was designed for utility programs. This
license, the GNU Library General Public License, applies to certain
designated libraries. This license is quite different from the ordinary
one; be sure to read it in full, and don't assume that anything in it is
the same as in the ordinary license.

The reason we have a separate public license for some libraries is that
they blur the distinction we usually make between modifying or adding to a
program and simply using it. Linking a program with a library, without
changing the library, is in some sense simply using the library, and is
analogous to running a utility program or application program. However, in
a textual and legal sense, the linked executable is a combined work, a
derivative of the original library, and the ordinary General Public License
treats it as such.

Because of this blurred distinction, using the ordinary General
Public License for libraries did not effectively promote software
sharing, because most developers did not use the libraries. We
concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the
users of those programs of all benefit from the free status of the
libraries themselves. This Library General Public License is intended to
permit developers of non-free programs to use free libraries, while
preserving your freedom as a user of such programs to change the free
libraries that are incorporated in them. (We have not seen how to achieve
this as regards changes in header files, but we have achieved it as regards
changes in the actual functions of the Library.) The hope is that this
will lead to faster development of free libraries.
The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.
Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

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

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

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

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the
library”. The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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

- Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
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library ‘Frob’ (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.94 qrencode 3.4.1 3.el7
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it in new free programs; and that you are informed that you can do
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For example, if you distribute copies of the library, whether gratis
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you. You must make sure that they, too, receive or can get the source
code. If you link other code with the library, you must provide
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that what they have is not the original version, so that the original
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Finally, software patents pose a constant threat to the existence of
any free program. We wish to make sure that a company cannot
effectively restrict the users of a free program by obtaining a
restrictive license from a patent holder. Therefore, we insist that
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When a program is linked with a library, whether statically or using
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combined work, a derivative of the original library. The ordinary
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entire combination fits its criteria of freedom. The Lesser General
Public License permits more lax criteria for linking other code with
the library.

We call this license the "Lesser" General Public License because it
does Less to protect the user's freedom than the ordinary General
Public License. It also provides other free software developers Less
of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

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

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

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* /opt/cola/permits/1110784453_1606854353.87/0/spring-boot-autoconfigure-2-0-1-release-sources-1.jar/org/springframework/boot/autoconfigure/web/reactive/ReactiveUserDetailsServiceAutoConfiguration.java
* /opt/cola/permits/1110784453_1606854353.87/0/spring-boot-autoconfigure-2-0-1-release-sources-1.jar/org/springframework/boot/autoconfigure/web/reactive/error/AbstractErrorWebExceptionHandler.java
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* /opt/cola/permits/1110784453_1606854353.87/0/spring-boot-autoconfigure-2-0-1-release-sources-1.jar/org/springframework/boot/autoconfigure/security/StaticResourceLocation.java

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* /opt/cola/permits/1110784453_1606854353.87/0/spring-boot-autoconfigure-2-0-1-release-sources-1.jar/org/springframework/boot/autoconfigure/session/AbstractSessionCondition.java
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* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_expand_name.c
* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_dns.h
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Changelog for the c-ares project. Generated with git2changes.pl

Version 1.10.0 (12 May 2013)

Daniel Stenberg (12 May 2013)
- RELEASE-NOTES: two more bug fixes

- [Keith Shaw brought this change]

  ares_set_servers_csv: fixed IPv6 address parsing

  Fixed bug that caused the last part of an IPv6 address to be parsed as
  the port number when the last part is all numeric.

- nroff: fix two syntax mistakes

  ares_parse_a_reply and ares_parse_aaaa_reply both had two \fB instead of
  \fP

  Reported-by: Alexander Klauer

- [Alex Loukissas brought this change]

  build: fix build on msvc11

- Makefile.am: increment -version-info for 1.10.0 release

- README: remove unnecessary comment

- ares_version.h: copyright end range year is now 2013

- RELEASE-NOTES: synced with fb0737f3a0a1c37

- [Paul Saab brought this change]

  ares_parse_aaaa_reply: Plug memory leak

  This change is similar to ares_parse_a_reply.c in commit
  bfffd67f16a8f42fe6dbf79ab2e39d92eaa05c8a6
- [Patrick Valsecchi brought this change]

ares_parse_txt_reply: return a ares_txt_reply node for each sub-string

Previously, the function would wrongly return all substrings merged into one.

- [Alexander Klauer brought this change]

library init: documentation update

This commit updates the documentation of ares_library_init() and ares_library_cleanup() with regard to the newly introduced reference counting of initializations and deinitializations.

- [Alexander Klauer brought this change]

library init: be recursive

Previously, a single call to ares_library_cleanup() would deinitialize the c-ares library, regardless of how many times ares_library_init() was called. This behaviour may cause problems in programs linking two or more libraries which, in turn, use c-ares. The present commit fixes this problem, deinitializing the library only after a number of calls to ares_library_cleanup() matching the number of calls to ares_library_init().

- [Patrick Valsecchi brought this change]

protocol parsing: check input data stricter

... so that bad length fields aren't blindly accepted


Guenter Knauf (11 Apr 2013)
- Create ares_build.h when building from Git.

- Added -DCARES_STATICLIB to CFLAGS.

Currently this static makefile does only support building the static library libcares.a.

Daniel Stenberg (8 Apr 2013)
- [Alexander Klauer brought this change]

.gitignore: ignore patch files
This commit adds a line to .gitignore to the effect that patch files generated by 'git format-patch' are excluded from the repository.

- [Alexander Klauer brought this change]

ares_destroy() documentation: no new requests

Clarify that no new requests may be added to a resolver channel that is currently being destroyed.

- [Alexander Klauer brought this change]

Documentation: properly document ARES_ECANCELLED

This commit clarifies the behaviour of ares_cancel() with respect to callbacks and adds missing documentation of ARES_ECANCELLED to the man pages of the affected functions.

- [Alexander Klauer brought this change]

ares_cancel(): cancel requests safely

An invocation of ares_cancel() walks through the request list, calling the callbacks of all pending requests on a channel. Previously, if such a callback added a new request to the channel, the request list might not end up empty, causing an abort by assertion failure. The present commit ensures that precisely all requests present upon entry of ares_cancel() are cancelled, and that adding new requests through callbacks is safe.

Yang Tse (10 Mar 2013)
- ares.h: stricter CARES_EXTERN linkage decorations logic

No API change involved.

- ares_build.h.dist: enhance non-configure GCC ABI detection logic

GCC specific adjustments:

- check __ILP32__ before 32 and 64bit processor architectures in order to detect ILP32 programming model on 64 bit processors which, of course, also support LP64 programming model, when using gcc 4.7 or newer.

- keep 32bit processor architecture checks in order to support gcc versions older than 4.7 which don't define __ILP32__

- check __LP64__ for gcc 3.3 and newer, while keeping 64bit processor
architecture checks for older versions which don't define __LP64__

Daniel Stenberg (9 Mar 2013)
- ares.h: there is no ares_free_soa function

Yang Tse (9 Mar 2013)
- Makefile.am: empty AM_LDFLAGS definition for automake 1.7 compatibility

- ares_inet_ntop.3: s/socklen_t/ares_socklen_t

- configure: use XC_LIBTOOL for portability across libtool versions

- xc-lt-iface.m4: provide XC_LIBTOOL macro

- Makefile.am: use AM_CPPFLAGS instead of INCLUDES

- inet_ntop.c: s/socklen_t/ares_socklen_t

- inet_ntop.c: s/socklen_t/ares_socklen_t for portability

Daniel Stenberg (19 Feb 2013)
- ares.h: s/socklen_t/ares_socklen_t for portability

- ares_inet_ntop.3: 4th argument is socklen_t!

- spell inet correctly!

- ares_inet_ntop/ntop: cleanup

Make sure that the symbols are always exported and present in c-ares.

Make the headers prefixed with 'ares'.

Removed the inet_ntop.h version as it no longer features any content.

- ares_inet_ntop/ares_inet_ntop: added man pages

Yang Tse (15 Feb 2013)
- [Gisle Vanem brought this change]

curl_setup_once.h: definition of HAVE_CLOSE_S defines sclose() to close_s()

- [Gisle Vanem brought this change]

config-dos.h: define HAVE_CLOSE_S for MSDOS/Watt-32

- [Gisle Vanem brought this change]
config-dos.h: define strerror() to strerror_s() for High-C

Daniel Stenberg (13 Feb 2013)
- ares_get_datatype: removed unused function

  it was also wrongly named as internal functions require two underscores

- ares__bitncmp: use two underscores for private functions

  It used a single one previously making it look like a public one

- ares__generate_new_id: moved to ares_query.c

  ... and ares__rc4 is turned into a local static function.

- ares__swap_lists: make private and static

  ... since there's only one user, make it static within ares_process.c

Yang Tse (13 Feb 2013)
- Makefile.msvc: add four VS version strings

Daniel Stenberg (13 Feb 2013)
- ares_expand_name.3: clarify how to free the data

Yang Tse (30 Jan 2013)
- zz40-xc-ovr.m4: fix 'wc' detection - follow-up 2

  - Fix a pair of single quotes to double quotes.

URL: http://curl.haxx.se/mail/lib-2013-01/0355.html
Reported by: Tor Arntsen

- zz40-xc-ovr.m4: fix 'wc' detection - follow-up

  - Take into account that 'wc' may return leading spaces and/or tabs.

  - Set initial IFS to space, tab and newline.

- zz40-xc-ovr.m4: fix 'wc' detection

  - Take into account that 'wc' may return leading spaces.

  - Set internationalization behavior variables.

Tor Arntsen analyzed and reported the issue.

URL: http://curl.haxx.se/mail/lib-2013-01/0351.html
- zz40-xc-ovr.m4: check another three basic utilities

- zz40-xc-ovr.m4: 1.0 interface stabilization

- Stabilization results in 4 public interface m4 macros:
  - XC_CONFIGURE_PREAMBLE
  - XC_CONFIGURE_PREAMBLE_VER_MAJOR
  - XC_CONFIGURE_PREAMBLE_VER_MINOR
  - XC_CHECK_PATH_SEPARATOR
- Avoid one level of internal indirection
- Update comments
- Drop XC_OVR_ZZ40 macro

- zz40-xc-ovr.m4: emit witness message in configure BODY

  This avoids witness message in output when running configure --help, while sending the message to config.log for other configure runs.

- zz40-xc-ovr.m4: truly do version conditional overriding

  - version conditional overriding
  - catch unexpanded XC macros
  - fix double words in comments

- zz40-xc-ovr.m4: fix variable assignment of subshell output bashism

  Tor Arntsen analyzed and reported the issue.

URL: http://curl.haxx.se/mail/lib-2013-01/0306.html

- zz40-xc-ovr.m4: reinstate strict AC_REQUIRE macro dependencies

- zz40-xc-ovr.m4: avoid double single-quote usage

- zz40-xc-ovr.m4: parentheses balancing of 'case' statements

  m4 quadrigraph shell comment technique allows proper autoconf parentheses balancing in shell 'case' statements. The presence of unbalanced parentheses may otherwise trigger expansion bugs.

- zz40-xc-ovr.m4: internals overhauling

  - Update comments
  - Execute commands in subshells
  - Faster path separator check
  - Fix missing 'test' command
  - Rename private macros
- Minimize AC_REQUIRE usage

- zz40-xc-ovr.m4: redirect errors and warnings to stderr

- configure: use XC_CONFIGURE_PREAMBLE early checks

Some basic checks we make were placed early enough in generated configure script when using autoconf 2.5X versions. Newer autoconf versions expand these checks much further into the configure script, rendering them useless. Using XC_CONFIGURE_PREAMBLE fixes placement of early intended checks across all our autoconf supported versions.

- zz40-xc-ovr.m4: provide XC_CONFIGURE_PREAMBLE macro

- configure: autotools compatibility fixes - step I

Fix proper macro expansion order across autotools versions for C compiler and preprocessor program checks.

- configure: fix automake 1.13 compatibility

Tested with:

buildconf: autoconf version 2.69
buildconf: autom4te version 2.69
buildconf: autoheader version 2.69
buildconf: automake version 1.13.1
buildconf: aclocal version 1.13.1
buildconf: libtool version 2.4
buildconf: GNU m4 version 1.4.16

- ares_private.h: use again memdebug.h instead of curl_memdebug.h

- configure.ac: replace AM_CONFIG_HEADER with AC_CONFIG_HEADERS

automake 1.13 errors if AM_CONFIG_HEADER is used in configure script.

- cares-override.m4: provide AC_CONFIG_MACRO_DIR definition conditionally

Provide a 'traceable' AC_CONFIG_MACRO_DIR definition only when using an autoconf version that does not provide it, instead of what we were doing up to now of providing and overriding AC_CONFIG_MACRO_DIR for all autoconf versions.

- ares_private.h: use curl_memdebug.h instead of memdebug.h

- vc6cares.dsp: add ares_create_query.c and ares_parse_soa_reply.c
- cares-functions.m4: improve gethostname arg 2 data type check

- setup_once.h: HP-UX specific 'bool', 'false' and 'true' definitions.

Also reverts commit bceb40095a

- configure: check if compiler halts on function prototype mismatch

- cares-functions.m4: add gethostname arg 2 data type check and definition

- cares-functions.m4: update thread-safeness detection of getaddrinfo()

Take in account that POSIX standard Issue 7 drops h_errno support. Now, we also consider getaddrinfo() to be thread-safe when (_POSIX_C_SOURCE >= 200809L) or (_XOPEN_SOURCE >= 700) independently of whether h_errno exists or not.

Take in account that h_errno might be a modifiable lvalue not defined as a C preprocessor macro.

- setup_once.h: HP-UX <sys/socket.h> issue workaround

Issue: When building a 32bit target with large file support HP-UX <sys/socket.h> header file may simultaneously provide two different sets of declarations for sendfile and sendpath functions, one with static and another with external linkage. Given that we do not use mentioned functions we really don't care which linkage is the appropriate one, but on the other hand, the double declaration emmits warnings when using the HP-UX compiler and errors when using modern gcc versions resulting in fatal compilation errors.

Mentioned issue is now fixed as long as we don't use sendfile nor sendpath functions.

- setup_once.h: refactor inclusion of <unistd.h> and <sys/socket.h>

Inclusion of these two header files now done in setup_once.h

- Header inclusion clean-up

Remove header inclusions already done in setup_once.h

- setup_once.h: HP-UX specific TRUE and FALSE definitions

Some HP-UX system headers require TRUE defined to 1 and FALSE to 0.

- ares_timeout.c: fix compiler warning

- ares_create_query.c: IRIX compilation fix
- c-ares/nameser.h: add some T_* defines for ns_t_* values

Daniel Stenberg (7 Nov 2012)
- Revert "ares_parse_aaaa_reply: fix memory leak"

This reverts commit 50f25d8a4b2d16f4c5e0ef620238688b7a315c7a.

- ares_parse_aaaa_reply: fix memory leak

an allocated buffer was not freed in the successful case.

- [Gisle Vanem brought this change]

adig: perror() doesn't work for socket errors on windows

... so print the SOCKERRNO instead

- get_DNS_AdaptersAddresses: fix IPv6 parsing

Use of the wrong define made the function not parse IPv6 addresses properly.

Bug: http://c-ares.haxx.se/mail/c-ares-archive-2012-06/0028.shtml
Reported by: Sal Ibarra Corretg

- version: bumped to 1.10.0

Due to the newly added function: ares_create_query()

- AUTHORS: synced with 83093ac450

Added 21 authors since this document was last updated

- ares_create_query.3: mention when this is added

- [hpopescu@ixiacom.com brought this change]

Added new feature (rfc2671)

- code police: fix indents, < 80 columns, reflowed comments

Guenter Knauf (11 Jul 2012)
- Cleaned up version awk script.

Daniel Stenberg (30 Jun 2012)
- [Gisle Vanem brought this change]
read_udp_packets: bail out loop on bad sockets

I can see that recvfrom() in ares_process.c many times is called with 'udp_socket' == ARES_SOCKET_BAD. The code takes care not to call recv/recvfrom with ARES_SOCKET_BAD in the outer-loop. So should the inner-loop.

Yang Tse (29 Jun 2012)
- cares-compilers.m4: remove -Wstrict-aliasing=3 from clang

Currently it is unknown if there is any version of clang that actually supports -Wstrict-aliasing. What is known is that there are several that don't support it.

- cares-compilers.m4: -Wstrict-aliasing=3 for warning enabled gcc and clang builds

Daniel Stenberg (18 Jun 2012)
- version: work towards 1.9.2 (at least)

Version 1.9.1 (18 Jun 2012)

Daniel Stenberg (18 Jun 2012)
- RELEASE-NOTES: 1.9.1 coming up

Version 1.9.0 (16 Jun 2012)

Daniel Stenberg (16 Jun 2012)
- ares_version.h: next version is 1.9.0

- [Marko Kreen brought this change]

ares_data.h: ARES_DATATYPE_SOA_REPLY is added in 1.9.0

- RELEASE-NOTES: synced with 979bf951d

Next release deemed to become 1.9.0 due to the new function

- [Marko Kreen brought this change]

SOA parser added

I need to do SOA queries, so here is a parser for them.

- ares_soa_reply: new struct
- ares_malloc_data/ares_free_soa: ARES_DATATYPE_SOA_REPLY
- ares_parse_soa_reply: actual function

Yang Tse (14 Jun 2012)
- Kill compiler warning

- Fix libcares.pc generation for static MingW* cross builds

Daniel Stenberg (21 May 2012)
- [Nick Alcock brought this change]

Fix UDP and TCP port byte order in saved options.

The UDP and TCP port are stored in network byte order in the ares_channeldata, but are passed in to ares_init_options() in host byte order. Thus we must return them from ares_save_options() in host byte order too, or a duplicated channel will convert them again, leading to a nonfunctional channel and a mysterious connection refused error from ares_gethostbyname(). This breaks ares_dup(), thus the curl easy API when c-ares is used by curl, and thus all the curl easy API's users.

Yang Tse (28 Apr 2012)
- version: start working on 1.8.1-DEV

Version 1.8.0 (27 Apr 2012)

Daniel Stenberg (27 Apr 2012)
- RELEASE-NOTES: call next 1.8 instead

Since we added a function, let's use a stricter bumping scheme

Yang Tse (25 Apr 2012)
- INSTALL: some adjustments

Daniel Stenberg (25 Apr 2012)
- GIT-INFO: mention buildconf

Yang Tse (25 Apr 2012)
- INSTALL: remove more sections that don't apply to c-ares

- ares_timeout.c: fix compiler warning

Daniel Stenberg (25 Apr 2012)
- [Ben Noordhuis brought this change]

Makefile.m32: fix mingw32 build

* add . to include path so ares_build.h is picked up
* make ar configurable to ease cross-compiling

- RELEASE-NOTES: added what's happened since 1.7.5
Guenter Knauf (22 Apr 2012)
- Updated copyright year.

Yang Tse (21 Apr 2012)
- ares_init.c: Further refactoring of Windows system's DNS fetching code

Guenter Knauf (20 Apr 2012)
- Android: small changes to dns property part.
  Prefix prop vars; kill var; use DNS_PROP_NAME_PREFIX macro.
  - Handle CNAME-only in ares_parse_aaaa_reply().

posted to the c-ares list by Peter Griess <pg@std.in>.

- Add support for multiple DNS servers on Android.

Before, c-ares always used the first DNS server on Android, causing network problems if this DNS server was not available.

Signed-off-by: Geert Uytterhoeven <Geert.Uytterhoeven@sonycom.com>

- Added INSTALL so it gets into tarballs.

- Added some more ifdefs to silent compiler warnings.

Yang Tse (17 Apr 2012)
- INSTALL: remove a non c-ares section

- cares-compilers.m4: -Wno-pedantic-ms-format for Windows gcc 4.5 builds

  When building a Windows target with gcc 4.5 or newer and strict compiler warnings enabled use -Wno-pedantic-ms-format in addition to other flags.

- setup_once.h: tighten requirements for stdbool.h header inclusion

  Include stdbool.h only when it is available and configure is capable of detecting a proper 'bool' data type when the header is included.

- configure: NATIVE_WINDOWS no longer defined in config file

- cares-compilers.m4: double underscore decoration for visibility attribute

- build adjustments: CARES_SYMBOL_HIDING no longer defined in config files

  configure script now provides conditional definitions for Makefile.am that result in CARES_SYMBOL_HIDING being defined by resulting makefiles when appropriate.
- configure: Windows cross-compilation fixes

CARES_BUILDING_LIBRARY and CARES_STATICLIB no longer defined in ares_config.h, configure will generate appropriate conditionals so that mentioned symbols get defined and used in Makefile derived from Makefile.am at compilation time.

Guenter Knauf (17 Apr 2012)
- Added INSTALL file adapted from libcurl.

Not yet ready, and needs further edits.

Yang Tse (16 Apr 2012)
- ares_init.c: get_iphlpapi_dns_info() refactoring

Guenter Knauf (16 Apr 2012)
- Kill some more compiler warnings.

- Kill compiler warning about unused var.

- Fixed my last commit: wrong preprocessor directive.

- Check for __ANDROID__ in addition to ANDROID macro.

- Check for __ANDROID__ in addition to ANDROID macro.

Posted to c-ares list by Wayne.

- Fix for Android to disable useless arpa/nameser.h.

- Fix for Android to include sys/select.h for fd_set.

Yang Tse (17 Mar 2012)
- ares_data.c: some NAPTR related fixes

Daniel Stenberg (16 Mar 2012)
- port numbers: convert them to network order!

When the config options ARES_OPT_UDP_PORT or ARES_OPT_TCP_PORT are used, make sure to convert them to network byte order!

Bug: http://c-ares.haxx.se/mail/c-ares-archive-2012-02/0004.shtml

- white space cleanup

- Keep code within 80 columns

- Removed funny spaces after open paren and before closing paren
get_iphlpapi_dns_info: fix buffer overrun

I experienced a buffer overrun exception in c-ares on Windows and tracked it down to be an error in the calculation of the 'left' variable in get_iphlpapi_dns_info().

I changed the variable type of 'left' to a _signed_ type because of the subtraction arithmetic; not sure if a long is the best choice

- Merge pull request #7 from saghul/naptr

Added support for parsing NAPTR records

saghul (23 Feb 2012)
- Added support for parsing NAPTR records

Yang Tse (19 Jan 2012)
- ares_init.c: fix compiler warning on winsock builds

- configure: libtool 1.5 tweaks

Daniel Stenberg (19 Dec 2011)
- ares_timeout.3: fix the NAME section

It was clearly a copy n' paste error

Yang Tse (27 Sep 2011)
- [Albert Chin brought this change]

configure - m4: make CURL_CHECK_DEF ignore leading whitespace on symbol def

When using Sun C compiler the preprocessor somehow inserts an extra space in front of replaced symbol, breaking CURL_CHECK_DEF macro. To workaround this, macro CURL_CHECK_DEF now ignores all leading whitespace in front of symbol substitution result.

- ares_init.c: fix segfault triggered in ares_init_options() upon previous failure of init_by_defaults() and incomplete cleanup there.

- ares_process.c: fix compiler warning

- fix MSVC compiler warning 'conditional expression is constant'

- setup_once.h cleanup and sync
- [Denis Bilenko brought this change]

ares_getnameinfo: fix random results with c-ares 1.7.5

In ares_getnameinfo memcpy did not copy enough bytes, causing it to return arbitrary memory contents as a result.

- warnings: fix another 'conversion may lose significant bits' compiler warning

- ares_dns.h: adjust DNS__16BIT and DNS__32BIT macro definitions

Fixing compiler warnings existing definitions triggered on these.

- ares_destroy.c: fix segfault in ares_destroy_options()

Daniel Stenberg (21 Aug 2011)
- ares_parse_srv_reply: silence compiler warnings

... by adding ugly typecasts.

- CHANGES: generate from script

The CHANGES file is now generated automatically with 'git2changes.pl', invoked by the maketgz script which is used to build release archives.

The former human edited CHANGES file was renamed to CHANGES.0 in git.

Yang Tse (21 Aug 2011)
- Makefile.netware: SIZEOF_SHORT definition

- warnings: fix some 'conversion may lose significant bits' compiler warnings

- configure: fix symbol hiding usability check

A more thorough test is done now in order to determine visibility attribute usability, given that some compilers don't support visibility attribute on all configurations.

Daniel Stenberg (16 Aug 2011)
- 1.7.6: start working...

Version 1.7.5 (16 Aug 2011)

Daniel Stenberg (16 Aug 2011)
- CHANGES: synced for 1.7.5 release

- RELEASE-NOTES: synced with bb4096effe7f000
Jakub Hrozek (15 Aug 2011)
- Only fall back to AF_INET searches when looking for AF_UNSPEC addresses

Yang Tse (10 Aug 2011)
- [Gisle Vanem brought this change]

ares_iphlpapi.h: Watcom C fix

Added "#defined(_WS2DEF_)") since Watcom doesn't have
a per type guard for the typedefs 'CSADDR_INFO' (that MingW has) or
'SOCKET_ADDRESS' (that MSVC has). But we can use the header-guard for
<ws2def.h> instead.

- [Gisle Vanem brought this change]

Makefile.Watcom:
* The 'NTDDI_VERSION' needs to be raised to 0x05010000
  in order for SOCAADDR_STORAGE etc. to be typedefed.
* Replaced '-dUSE_WATT32' with '-dWATT32'.
* Added $(DEMOS) to the 'all' target and removed the 'demos'
target to be consistent with e.g. Makefile.msvc etc.
* 'ENABLE_IPV6' is no longer used. Hence removed the '%use_ipv6' construct.
* object-file order seems to be important (Watcom v.19). Hence
  'ares_getopt.obj' must be put after the .obj that references getopt().

- cares-compilers.m4: CARES_CONVERT_INCLUDE_TO_ISYSTEM adjustments

Add CARES_CHECK_COMPILER as a requirement.

Ensure macro does nothing unless GNU_C or CLANG compiler is used.

This should allow usage of this macro in unforeseen placements.

- config-win32.h: comments adjustments - followup

- config-win32.h: comments adjustments

Daniel Stenberg (5 Aug 2011)
- [Tom Hughes brought this change]

ares_parse_a_reply: fix memleak

Yang Tse (29 Jul 2011)
- cares-functions.m4 serial # bump

- Revert "configure: additional flag checks for fcntl() and socket()"

This reverts commit 5f2a3b0e48f26d24cb1fefe0dccb92d417dcbf7.
- configure: additional flag checks for fcntl() and socket()

- xc-translit.m4 fix quoting

- configure: avoid direct usage of AS_TR_* macros

- xc-translit.m4 provides transliteration macros with well defined behavior.

Jakub Hrozek (15 Jun 2011)
- Revert "Only fall back to AF_INET searches when looking for AF_UNSPEC addresses"

This reverts commit b5823d65706af687c0e5110af8f0cfdec068997d.

This patch was not reviewed properly before pushing

- Revert "Do not use sized constants in public headers"

This reverts commit 22c01e96f7b2ae9923e1baa50bfe3c0d22297a7d.

This is a Red Hat specific patch that does not belong into upstream

- Use correct sizeof in ares_getnameinfo()

- Do not leak rr_name on failures inside ares_parse_ptr_reply

- Do not leak rr_name on failures inside ares_parse_a_reply

- Do not leak rr_name on failures inside ares_parse_aaaa_reply

- Do not leak rr_name on failures inside ares_parse_ns_reply

- Fix incorrect sizeof() in ares_save_options

- Fix incorrect allocation in ares_parse_ptr_reply()

- Only fall back to AF_INET searches when looking for AF_UNSPEC addresses

- Do not use sized constants in public headers

Daniel Stenberg (13 Jun 2011)
- [Jakub Hrozek brought this change]

ares_free_hostent(NULL) should be a noop

Yang Tse (8 Jun 2011)
- configure: fix recvfrom 5th arg type qualifier detection (followup)
- configure: fix recvfrom 5th arg type qualifier detection

Additionally remove whitespace from EOL

Daniel Stenberg (4 Jun 2011)
- strlen: use size_t to receive the return

Yang Tse (4 Jun 2011)
- xlc: avoid preprocessor definition usage when linking

- ares_nowarn: icc 9.1 workaround

- ares_nowarn: header inclusion fix

- ares_init: make ares_private.h last included header again

- compiler warning: fix

Fix compiler warning: conversion may lose significant bits

- compiler warning: fix

Fix compiler warning: variable was set but never used

Fix compiler warning: clobber ignored

- ares_iphlpapi: fix compiler warnings

- winsock: compilation fixes

Provide winsock iphlpapi alternative definitions to prevent compilation failures when using a variety of winsock header implementations.

Daniel Stenberg (17 May 2011)
- [David Stuart brought this change]

IPv6-on-windows: find DNS servers correctly

- man pages: docs for the c-ares utility programs

- ares_parse_ns_reply.c: remove CVSism

Yang Tse (27 Mar 2011)
- build: fix header inclusion

- getservbyport replacement for Win CE

- renamed getplatform() to ares__getplatform() to avoid namespace pollution
- configure: fix libtool warning

Recent versions of libtool are now tracing usage of AC_CONFIG_MACRO_DIR macro and warn heavily when not used in configure script along with ACLOCAL_AMFLAGS in Makefile.am. So in order to make libtool happy while keeping backwards compatibility this is added.

- adig: RFC4034 resource record type detection

Can be tested with: adig -s 8.8.8.8 -t ANY example.com

- nameser.h: RFC4034 resource record type definitions

- build: move platform stuff to ares_platform.c and ares_platform.h

- build: find out windows platform using GetVersionEx()

- build: use getenv() replacement function for systems which lack it

- setup_once: system error codes for Windows CE

- ares_search: use ERRNO macro for portability sake

- System's errno.h inclusion cleanup follow-up.

System's errno.h is conditionally included from setup_once.h

- Windows CE specific adjustment

All versions of Windows CE support Winsock 1.1

- System's errno.h inclusion cleanup.

System's errno.h is conditionally included from setup_once.h

- ares_init: fix gethostname error detection on winsock platforms

- configure: r-enable temporarily disabled detection of system's inet_ntop()

Detection was temporarily disabled in commit 674e044cceb21f2f63537da53565fce868f

Daniel Stenberg (15 Mar 2011)

- configure: stop using the deprecated AM_INIT_AUTOMAKE syntax

- [Gisle Vanem brought this change]

Watt-32: use errno
Make sure Watt-32 programs use ‘errno’ even on Win32 targets

Guenter Knauf (18 Feb 2011)
- Removed commented CLFAGS no longer needed.
- Fixed CFLAGS for NetWare.

Added -m32 to enable compilation with x86_64 compilers; added conditional to set -fpcc-struct-return only for gcc compiler.

Daniel Stenberg (18 Feb 2011)
- [Gisle Vanem brought this change]

Watt32: fix server init

Somewhere in the process, programs using the Watt-32 tcp/ip stack stopped working.

- [Dima Tisnek brought this change]

config_sortlist: (win32) missing else

Without an else there, contents of "pat" that could have been successfully set just above, may be clobbered by successive unsuccessful calls to "xxx_pton" or "ip_addr".

Yang Tse (17 Jan 2011)
- Makefile.msvc: add a couple of VS version strings
- Makefile.msvc: add a couple of VS version strings
- build: add install target to Makefile.msvc

Daniel Stenberg (27 Dec 2010)
- ares_set_servers_csv: remove unused variables
- init_by_resolv_conf: fix compiler warnings

The code received the return codes in the 'status' variable without using it. Instead we just ignore those particular errors.

- getv4: Value stored to 'dst' is never read
- advance_tcp_send_queue: avoid NULL ptr dereference

If given a too large 'num_bytes' value, it would cause a NULL ptr dereference. Instead the code will now break out of the loop at the end
of the list.

- [Peter Pentchev brought this change]

configure: fix a bashism

- cleanup: avoid unsafe typecasts

Avoid the risk of reading 16-bit data from an unaligned address by using a macro that is adapted for this.

- [Stefan Bhler brought this change]

ares_expand_name: Fix encoded length for indirect root

Yang Tse (18 Dec 2010)
- build: add some explicit file references to VS project files

- config-win32: provide HAVE_ASSERT_H definition

- build: include ares_nowarn in sample program VS project files

- build: include ares_nowarn among SAMPLESOURCES and SAMPLEHEADERS

- configure: temporarily disable detection of system's inet_ntop()

This is done to allow compilation of ares_inet_ntop() by some daily builds picky compilers that otherwise do not need this function.

- changes: mention last fix

- ares_inet_ntop: remove definition and usage of macro SPRINTF

Existing definition of SPRINTF always resulted in sprintf() being used, and sprintf() returning 'int' is already used throughout the library.

- ares_inet_ntop: reapply changes from previous c-ares version (III)

- Replace 'u_char' with 'unsigned char'.
- Replace 'u_int' with 'unsigned int'.
- use macros ERRNO and SET_ERRNO() for errno handling.

- ares_inet_ntop: reapply changes from previous c-ares version (II)

- Remove rcsid.
- Adjust header file inclusions.
- ares_inet_ntop used only on systems without a proper inet_ntop function.
- ares_inet_ntop: reapply changes from previous c-ares version (I)

- Replace tabs with spaces.
- Use ANSI C style for function declarations and definitions.
- Use sizeof with parentheses.

- ares_inet_ntop: fix off by one error triggering out of bounds write

ares_inet_ntop would trigger an out of bounds write when the representation of the address required 15 characters, due to not taking in account null termination character.

Full import of inet_ntop.c from bind-9.5.3rc1 to pull additional fixes.

- ares_nowarn: add conditional inclusion of assert.h header

- fix compiler warning: conversion may lose significant bits

- ares_inet_net_pton: fix non-rejection of some malformed literals

ares_inet_net_pton would return wrong values when excessively large, and invalid, netmasks are used. Fixes are from bind-9.5.3rc1, issue also described in the WLB-2008080064 advisory.

- setup_once: provide ISASCII macro

- configure: inet_net_pton function check adjustments

Define HAVE_INET_NET_PTON only when system's inet_net_pton function is IPv6 capable and is not affected by the WLB-2008080064 advisory.

HAVE_INET_NET_PTON_IPV6 is no longer defined nor used.

- ares_init: fix detection of semicolon comments in resolv.conf

File resolv.conf may either use a hash '#' or a semicolon ':' character as an indication that the rest of the line is a comment. This fixes not recognizing the semicolon as a valid comment indicator in resolv.conf.

- version: start working on 1.7.5

Version 1.7.4 (8 Dec 2010)

Daniel Stenberg (8 Dec 2010)
- release-preps: CHANGES and RELEASE-NOTES synced

- ares_set_local_*: added in 1.7.4, not before
Yang Tse (3 Dec 2010)
- build: provide SIZEOF_SIZE_T definition for non-configure builds

- build: config.dos renamed to config-dos.h

- build: provide SIZEOF_SIZE_T netware definition

- ares_gethostbyaddr: fix compiler warning: conversion may lose significant bits

- configure: undo using autobuilds to temporarily verify strict aliasing warnings.

- fix compiler warning: rounding, sign extension, or loss of accuracy may result

Daniel Stenberg (2 Dec 2010)
- [Ben Noordhuis brought this change]

ares_parse_a_reply: fix CNAME response parsing

Reply to a CNAME query doesn't contain addresses, causing
ares_parse_a_reply() to bail out with ARES_ENODATA

Bug: http://groups.google.com/group/nodejs/browse_thread/thread/a1268e9ea5e9ad9b

Yang Tse (1 Dec 2010)
- fix compiler warning: conversion may lose significant bits

- atoi: remove atoi usage

- ares_init: fix compiler warning: conversion may lose significant bits

- configure: fix autoconf warning

- inet_pton: fix compiler warning

- configure: use autobuilds to temporarily verify strict aliasing warnings.

Temporarily, When cross-compiling with gcc 3.0 or later, enable strict aliasing
rules and warnings. Given that cross-compiled targets autobuilds do not run the
test-suite, there is no risk of running code that violates strict aliasing rules

- ares_getnameinfo: Partially revert commit 85520d66e0ac7ac73411bc25e98769a88b2f

Upon socket address family and length validation failure return ARES_ENOTIMP
in callback again, this is the error code documented in man page and used
mostly all over the library.

- ares_getnameinfo: Validate socket address family and length.
Validate socket address family and that the socket address length is appropriate for the specified family. Failure is reported with ARES_EBADFAMILY in callback.

- ares_getnameinfo: fix two compiler warnings

- Added another VS10 version string

- Fix GCC 4 compiler warning 'dereferencing type-punned pointer might break strict-aliasing rules'.

- Revert commit 494274e653936335c255a47599970de3df21e7c4

- configure: fix autoconf 2.68 warning: no AC_LANG_SOURCE call detected in body

- Fix compiler warning: array subscript has type 'char'

- Fix GCC 4 compiler warning 'dereferencing type-punned pointer might break strict-aliasing rules'.

- Revert following commits:
  
  07bc7ea79509bce9ef6e09151e81766ed00d3392
  3392a50ea3f8573ea4b7a9d82b9833dab60cb0e9
  9912637d32c9987719a1ea12dh591aee2941891c

The purpose of the whole patch was to silence a compiler warning triggered with GCC 4 on file ares_process.c The specific compiler warning was 'dereferencing type-punned pointer might break strict-aliasing rules'.

A simpler patch will follow to equally silence the warning.

- ares_options: reorder header inclusions to make inclusion of ares_private.h the last included one again.

Daniel Stenberg (12 Nov 2010)
- [Patrik Thunstrom brought this change]

adig: fix NAPTR parsing

I ran across a small "issue" in your adig example.

It is simply the last part of the NAPTR record, the replacement element, which is not a string, as currently handled in adig, but a domain name.

- ares_save_options: assignments instead of memcpy

- init_by_options: don't copy an empty sortlist

If there aren't any sort items to copy, don't bother. Without this little precaution it would do a malloc(0) which causes undefined behaviors and is frowned upon by curl's memdebug-system.
Guenter Knauf (3 Oct 2010)
- Minor Watcom makefile tweaks.

Daniel Stenberg (30 Sep 2010)
- [Mike Crowe brought this change]

Fix lookup with HOSTALIASES set.

ares__read_line returns ARES_EOF when it reaches the end of the file. This will happen every time when reading to the end of the HOSTALIASES file. Unfortunately single_domain treats this error as being fatal.

Signed-off-by: Mike Crowe <mac@mcrowe.com>

Ben Greear (24 Aug 2010)
- Add missing break that caused get_areas_servers to fail.

Reported-by: Ning Dong <flintning@163.com>
Signed-off-by: Ben Greear <greearb@candelatech.com>

Yang Tse (11 Aug 2010)
- configure: werror related adjustments

Guenter Knauf (8 Aug 2010)
- Added copyright string to ares_version.h and make use of it in other files.
- Block created ares_build.h for NetWare to avoid usage from other platforms.
- Fix to overwrite default libname.
- Some more Watcom makefile massage ...
- Some more Watcom makefile massage ...

Ben Greear (4 Aug 2010)
- sock-addr-storage: Detect and deal with lack of .ss_family member.

AIX, at least, does not have sockaddr_storage.ss_family member.
Detect this in the configure logic and use proper #ifdefs in the ares_process logic.

Signed-off-by: Ben Greear <greearb@candelatech.com>
Tested-by: Tor Arntsen <tor@spacetec.no>

Guenter Knauf (3 Aug 2010)
- Added Watcom makefile based on libcurl's Makefile.Watcom.
Ben Greear (31 Jul 2010)
- typo: Fix compile bug for platforms that don't have sockaddr_storage.

Bug was introduced by me in previous commit.

Signed-off-by: Ben Greear <greearb@candelatech.com>

- Fix aliasing warning in gcc 4.4.4 (at least).

Should be no functional change, though the code gets a bit ugglier.

Signed-off-by: Ben Greear <greearb@candelatech.com>

Daniel Stenberg (31 Jul 2010)
- ares_set_servers_csv: use ISDIGIT

The IS*() set of macros are preferred to the regular is*() functions as they help us avoid the most common pitfalls.

Ben Greear (30 Jul 2010)
- cast arg to isdigit to int

Looks like it might silence a warning on Netware build.

Signed-off-by: Ben Greear <greearb@candelatech.com>

- remove all uses of uint32_t

Previous fix forgot a few.

Signed-off-by: Ben Greear <greearb@candelatech.com>

- fix signed v/s unsigned casts warning in ares_gethostbyaddr.c

Signed-off-by: Ben Greear <greearb@candelatech.com>

- local-bind-fixup: Fix inet_pton warning.

Conditionally include <arpa/inet.h> for inet_pton headers.

Signed-off-by: Ben Greear <greearb@candelatech.com>

- build: Enable compiling with -Werror.

This helps find compile warnings because they simply break
the build.

To use:
./configure --enable-warnings --enable-werror

Signed-off-by: Ben Greear <greearb@candelatech.com>

- ipv6: Fix some build issues related to the local-bind feature.

Signed-off-by: Ben Greear <greearb@candelatech.com>

Guenter Knauf (29 Jul 2010)
- Replaced uint32_t with unsigned int to fix broken builds on a couple of platforms.

Daniel Stenberg (18 Jul 2010)
- [Ben Greear brought this change]

local-bind: Support binding to local interface/IPs

Add 3 new functions to set the local binding for the out-going socket connection, and add ares_set_servers_csv() to set a list of servers at once as a comma-separated string.

Signed-off-by: Ben Greear <greearb@candelatech.com>

- version: now start on 1.7.4

- [Andrew C. Morrow brought this change]

fix memory leak in ares_getnameinfo

Version 1.7.3 (11 Jun 2010)

Daniel Stenberg (11 Jun 2010)
- changelogs: updated for 1.7.3

- [BogDan Vatra brought this change]

init: allow c-ares to work on Android OS

- changelog: fill in the 1.7.2 changes

- added another pdf to ignore

Yang Tse (11 Jun 2010)
- add ares_parse_mx_reply.c to VS dsp file

Daniel Stenberg (10 Jun 2010)
- tarball: add $(CSOURCES) $(HHEADERS) to EXTRA_DIST

It's not clear to me why we need this, but we apparently may otherwise not get all files bundled in the dist tarball.

- version: start working on 1.7.3

Version 1.7.2 (10 Jun 2010)

Daniel Stenberg (10 Jun 2010)
- RELEASE-NOTES: 1.7.2 details added

- [Jakub Hrouzek brought this change]

areas_init: Last, not first instance of domain or search should win

- style: make code less than 80 columns wide

Yang Tse (31 May 2010)
- [Tor Arntzen brought this change]

improve alternative definition of bool to use enum instead of unsigned char

- fix VS2010 compiler warnings

Daniel Stenberg (18 Apr 2010)
- [Jrmy Lal brought this change]

added ares_parse_mx_reply

- repair the file mode

- remove all $Id$ lines

- remove all .cvsignore files

- spell fix

reported by Gregor Jasny on the mailing list

- [Peter Pentchev brought this change]

Fix a couple of typos and grammar nits.

- ignore the GPG signature files too

- start the journey towards 1.7.2
- no longer CVS tagging

- ignore generated PDFs

Version 1.7.1 (23 Mar 2010)

Daniel Stenberg (23 Mar 2010)
- 1.7.1

- made README the primary readme file

  ... and did README.cares to contain a historic reason etc.

- s/CVS/git

- git now, not CVS

- ignore lots of generated files

- [Daniel Johnson brought this change]

  Fix warnings for clang

Yang Tse (17 Mar 2010)
- replaced intel compiler option -no-ansi-alias with -fno-strict-aliasing

- update outdated serial number

- fix compiler warning

- watt32 compilation fix

- Added another VS10 version string

- fix line break

- removed usage of 's6_addr', fixing compilation issue triggered with no
  longer using 'in6_addr' but only our 'ares_in6_addr' struct

Daniel Stenberg (5 Mar 2010)
- Daniel Johnson provided fixes for building with the clang compiler

Yang Tse (5 Mar 2010)
- Added IPv6 name servers support

Gisle Vanem (5 Mar 2010)
- Ops!. Readded ares_nowarn.h.
- Added ares_nowarn.c.

Yang Tse (28 Feb 2010)
- Added SIZEOF_INT and SIZEOF_SHORT definitions for non-configure systems
- Added ares_nowarn.* to VC6 project file
- Added SIZEOF_INT definition
- fix compiler warning
- fix compiler warning
- fix compiler warning

Daniel Stenberg (17 Feb 2010)
- ares_reinit()

- To allow an app to force a re-read of /etc/resolv.conf etc, pretty much like the res_init() resolver function offers

- - Tommie Gannert pointed out a silly bug in ares_process_fd() since it didn't check for broken connections like ares_process() did. Based on that, I merged the two functions into a single generic one with two front-ends.

Yang Tse (30 Dec 2009)
- VMS specific preprocessor symbol checking adjustments
- Mention last changes

- - Fix configure_socket() to use ares_socket_t instead of int data type.

- - Where run-time error checks enabling compiler option /GZ was used it is now replaced with equivalent /RTCsu for Visual Studio 2003 and newer versions.

- Compiler option /GX is now replaced with equivalent /EHsc for all versions.

- - Ingmar Runge noticed that Windows config-win32.h configuration file did not include a definition for HAVE_CLOSESOCKET which resulted in function close() being inappropriately used to close sockets.

Daniel Stenberg (30 Nov 2009)
- start working on 1.7.1

Version 1.7.0 (27 Nov 2009)

Yang Tse (27 Nov 2009)
- Preserve empty line following last target
- Larry Lansing fixed ares_parse_srv_reply to properly parse replies which might contain non-SRV answers, skipping over potential non-SRV ones such as CNAMEs.

- When using icc, compile with -fpic and link with intel dynamic libraries.

- Added 'currently' in italics to insist on transient situation.

- Fix language

- Daniel wants upcoming release to be 1.7.0

- Mention last changes

- Removed from external interface preprocessor symbol definition for CARES_HAVE_ARES_FREE_DATA. Current functionality of ares_free_data() makes it unnecessary.

- Added README.msvc

- Changed c-ares naming conventions when using MSVC as described in README.msvc

- Mention other recent changes

- Jakub Hrozek renamed addrttl and addr6ttl structs to ares_addrttl and ares_addr6ttl in order to prevent name space pollution, along with necessary changes to code base and man pages. This change does not break ABI, there is no need to recompile existing applications. But existing applications using these structs with the old name will need source code adjustments when recompiled using c-ares 1.6.1.

- Jakub Hrozek fixed more function prototypes in man pages to sync them with the ones declared in ares.h

- Make configure remove the ares_build.h file included in distribution tarballs.

- Fix macro redefinition.

- Fix name space pollution.

- Allow using different extra import libraries for debug and release builds.

- Add manifest stuff to msvc makefile

- Sync man page with reality

- Add missing external API decoration for ares_set_socket_callback()
- Add ares_free_data() man page.

- Add predefined macro CARES_HAVE_ARES_FREE_DATA

- Remove typecast

- Fix comment

- Add ares_data.c and ares_data.h

- Jakub Hrozek modified ares_parse_srv_reply() and ares_parse_txt_reply() API to return a linked lists of results. These were also modified to internally use the ares_data memory struct and as such its result must be free'ed with ares_free_data().

- Initial support for the generic ares_free_data() function that will allow applications to free memory allocated and returned by some c-ares functions.

- Make usage of calloc()'s arguments consistent with rest of code base

- workaround icc 9.1 optimizer issue

- Add icc fvisibility bug test

- Fix icc 9.0 compiler warning: external definition with no prior declaration

- Fix three var names

- Add check for assert.h header file

- getaddrinfo is fully thread safe on solaris versions which implement the function even when h_errno is not a macro.

  The h_errno macro test now only done on systems for which there is no hard coded knowledge about getaddrinfo's thread safeness.

- Remove files generated on previous buildconf/configure run

- Remove enable-thread / disable-thread configure option. These were only placebo options. The library is always built as thread safe as possible on every system.

- Refactor how preprocessor symbol _THREAD_SAFE definition is done.

- Assume that getaddrinfo is thread safe, unless hard coded knowledge says the contrary or h_errno is not defined.
- Related with the threadsafe capability of getaddrinfo:

- Constantine Sapuntzakis reported that Darwin 6.0 a.k.a. MAC OS X 10.2 and newer have a threadsafe getaddrinfo.

- Fix Dragonfly BSD triplet detection.

  - In case the hard-coded knowledge says that getaddrinfo is threadsafe, an additional check is done to verify that h_errno is also defined. If h_errno isn't defined, we finally assume that it isn't threadsafe. Jamie Lokier provided the inspiration for this extra check.

- AIX 5.2 and newer have threadsafe getaddrinfo.

  Add some comments to better understand what the regex's pretend to achieve.

- HP-UX 11.11 and later have threadsafe getaddrinfo

- Check if getaddrinfo is threadsafe when function check allows it to be used

- Renamed fpGetNetworkParams and fpSystemFunction036 to avoid namespace pollution with static library

  - Add kernel32.lib

  - Mention last changes

  - Reinstate copyright symbol lost in previous commit

  - Make some strings different in resource file for debug or release builds

  - Ignore more subdirs

  - Fix compiler warning: conditional expression is constant

  - Sync linker and resource compiler options with Makefile.msvc

  - Follow Makefile.msvc subdirectory naming scheme, and sync compiler options

  - Updated MSVC makefile that allows building dynamic and static c-ares libraries in debug and release flavours.

    Additionally each of the three sample programs is built against each of the four possible c-ares libraries, generating all this a total number of 12 executables and 4 libraries.

    - Test for USE_WINSOCK since it is more restrictive than WIN32

    - Make header inclusion depend on HAVE_*_H definition
- Remove unneeded preprocessor directives

- Adjust c-ares include paths for memory tracking enabled (--enable-curldebug) builds

- source files used by sample programs

- Renamed c-ares setup.h to ares_setup.h

- Adjust include paths to take in account that currently:

  c-ares with --enable-curldebug uses memdebug.h from libcurl's lib subdirectory.

  memdebug.h needs access to libcurl's setup.h from libcurl's lib subdirectory
  and also needs access to libcurl's generated curl_config.h

- Undo old temporary change once used for testing purposes

- Mention many changes

- Mention --enable-symbol-hiding configure option

  - Symbol hiding configure options renamed to the hopefully less ambiguous
    --enable-symbol-hiding and --disable-symbol-hiding as well as related
    macro names and some internal variables used for them.

  Related configuration file preprocessor symbols named to
  CARES_SYMBOL_HIDING and CARES_SYMBOL_SCOPE_EXTERN.

- Header inclusion depending on HAVE_* symbol.
  Fix two typos.

- Comparison of the Initial revision of this file with ares_parse_a_reply.c
  shows that this one is actually a modified copy of ares_parse_a_reply.c.

  In order to comply with ares_parse_a_reply.c's M.I.T. license, the old
  1998 M.I.T. copyright notice is now also preserved in this file the same
  as it is done in other ares_parse_* .c files.

- Add CVS Id tag.
  Fix indentation of some license lines.

- Add CVS Id tag.

- Fix comment

- In no particular order, changed/fixed all of the following in
  ares_parse_txt_reply() current version:
- Fixed a couple of potential double free's.

- Fixed memory leaks upon out of memory condition.

- Fixed pointer arithmetic.

- Setting ntxtreply to zero upon entry for all failure cases.

- Changed data type to size_t for variables substr_len, str_len and the length member of ares_txt_reply struct.

- Avoided a couple of memcpy() calls.

- Changed i data type to unsigned int to prevent compiler warnings.

- Adjusted a comment.

- Use ARES_SUCCESS literal for successful completion.

- Added CVS Id tag.

- Add c-ares DLL resource file to distribution archive

- ignore files

- Empty subdir

- Updated MSVC 6.0 workspace and project files that allows building dynamic and static c-ares libraries in debug and release flavours.

  Additionally each of the three sample programs is built against each of the four possible c-ares libraries, generating all this a total number of 12 executables and 4 libraries.

Daniel Stenberg (29 Oct 2009)
- no need to check for NULL pointers before dereferencing, as the pointers MUST be valid and they are dereferenced further down in the function unconditionally!

- shorten the descriptions somewhat

- update to the new struct name

- Jakub Hrozek added ares_parse_txt_reply() for TXT parsing

- use 'ares_srv_reply' for proper name-spacing
Yang Tse (29 Oct 2009)
- Add reference for ares_parse_srv_reply.pdf

- Add reference for ares_parse_srv_reply docs

- External API function linkage decoration adjustment

- External API function linkage decoration adjustment

- Initial step towards the ability to reduce c-ares exported symbols based on the 'visibility' attribute for GNUC and __global for Sun compilers, taking also in account __declspec function decoration for Win32 and Symbian DLL's.

Introducing configure options --enable-hidden-symbols and --disable-hidden-symbols following libcurl's naming.

- Fix comment

- Fix spelling

- Fix Pelles C Win32 target compilation issues

- John Engelhart noticed an unreleased problem relative to a duplicate ARES_ECANCELLED error code value and missing error code description.

- Fix compiler warning: local variable may be used without having been initialized

- Use *_CHECK_PATH_SEPARATOR_REQUIRED to ensure that *_CHECK_PATH_SEPARATOR is only expanded and included once in the configure script.

- Our _AS_PATH_SEPARATOR_PREPARE override is now m4_defun'd instead of m4_define'd due to autoconf 2.64 m4_require'ing it in _AS_SHELL_SANITIZE indirectly through _AS_PATH_WALK.

- Fix compiler warning: argument is incompatible with corresponding format string conversion

- Fix potential out-of-bounds read

- Fix compiler warning: loop without body

- Fix compiler warning

- Fix compiler warning

- Fix compiler warning

- Fix compiler warning: addition result could be truncated before cast to bigger sized type
- Overhauled ares__get_hostent()

- Fixing out of bounds memory overwrite triggered with malformed /etc/hosts file.
- Improving parsing of /etc/hosts file.
- Validating requested address family.
- Ensuring that failures always return a NULL pointer.
- Adjusting header inclusions.

- Fix ssize_t redefinition errors on WIN64 reported by Alexey Simak

- more files to ignore

- Check if _REENTRANT definition is required to
  make errno available as a preprocessor macro.

- Attempt to silence bogus compiler warning: "Potential null pointer dereference"

- ignore more files

Gisle Vanem (7 Sep 2009)
- Suppress warnings about unused prototypes in Watt32 and Win32 programs.

- Update email address.

- Update my email address. Add ares_config.h as dependency for 'make depend'.

Yang Tse (6 Sep 2009)
- T_SRV portability check

Gunter Knauf (5 Sep 2009)
- changed includes to match style how we do with all other *.c files.

- changed u_int16_t to unsigned short because it is the only place within ares and curl where such a type would be
  used;
  also it broke many autobuilds. We should probably introduce an ares_port_t if we want to use a type here.

Gisle Vanem (5 Sep 2009)
- Replace 'uint16_t' with 'u_int16_t' since the latter is used in ares.h.

- Added 'ares_parse_srv_reply.obj'. Added definition of 'u_int16_t'. This is I don't like; we should not depend on
  such non-universal types in a public header. But this is just a quick fix.

Daniel Stenberg (4 Sep 2009)
- - Jakub Hrozek added ares_parse_srv_reply() for SRV parsing

Steinar H. Gunderson (27 Aug 2009)
- Support lookup of IPv4 literals in ares_gethostbyname(), even when the address family is set to AF_INET6.
Gisle Vanem (3 Aug 2009)
- Remove call to LoadLibrary(). (leftover from debugging).

- Fix bad sentence.

Daniel Stenberg (3 Aug 2009)
- - Timo Teras changed the reason code used in the resolve callback done when ares_cancel() is used, to be ARES_ECANCELLED instead of ARES_ETIMEOUT to better allow the callback to know what's happening.

- - Joshua Kwan fixed the init routine to fill in the defaults for stuff that fails to get initied by other means. This fixes a case of when the c-ares init fails when internet access is fone.

Gunter Knauf (16 Jul 2009)
- test if adding ..lib to includes can fix the current break ...

- renamed generated config.h to ares_config.h in order to avoid clashes when libcurl is used with other projects which also have a config.h.

Yang Tse (21 Jun 2009)
- Refactor how libraries are checked for connect() function, follow-up.

- Refactor how libraries are checked for connect() function, and check for connect() as it is done for other functions.

Gisle Vanem (20 Jun 2009)
- Remove unneeded defines.

- Use select_s() and not select().

Yang Tse (19 Jun 2009)
- sclose() function-like macro definition used to close a socket, now solely based on HAVE_CLOSESOCKET and HAVE_CLOSESOCKET_CAMEL config file preprocessor definitions.

- add CloseSocket camel case function check

- check for socket() and closesocket() as it is done for other functions

- Remove HAVE_CONFIG_H definition from here, CFLAGS from common.dj already defines it.

- initial step towards decoupling c-ares from libcurl for DOS

- don't ignore these subdirs, they must be removed first
- Remove DEBUGBUILD symbol definition, is not required for programs using the library.

- DEBUGBUILD symbol definition for debug builds

- ignore some subdirs

- fix comment

- Try to make more clear that --enable-curldebug has nothing to do with --enable-debug for this library.

- Revert last change, it is inappropriate.

Gisle Vanem (12 Jun 2009)
- Replace CURLDEBUG with DEBUGBUILD.

Yang Tse (11 Jun 2009)
- when running automake copy missing files instead of symlinking them

- Adjusted to take in account that...

With the curl memory tracking feature decoupled from the debug build feature, CURLDEBUG and DEBUGBUILD preprocessor symbol definitions are used as follows:

CURLDEBUG used for curl debug memory tracking specific code (--enable-curldebug)

DEBUGBUILD used for debug enabled specific code (--enable-debug)

- c-ares' --enable-debug --enable-curldebug decoupling follow-up

- mention last changes

- Remove buildconf.bat from release and daily snapshot archives.

buildconf.bat is only for CVS tree builds.

- Ensure that buildconf.bat does nothing unless it is used with a CVS checkout.

- CVS-INFO file only present in CVS tree, never in release nor daily snapshot archives. Used as a sentinel file in buildconf.bat to differentiate CVS builds.

Gisle Vanem (8 Jun 2009)
- Update comment about "ML". Removed "-D_USE_32BIT_TIME_T" (not a requirement).

Yang Tse (8 Jun 2009)
- just comment it out

- For debugging purposes...
Disable the ‘-export-symbols-regex’ to discard this as the origin of link failures related with shared libraries and non-GNU linkers.

- c-ares Makefile.am back to using $(top_builddir) for *_LDADD

- c-ares’ -no-undefined and --enable-curldebug adjustments

- Use relative path to built c-ares tree libtool library

- John E. Malmberg noticed that the configure script was failing to detect the timeval struct on VMS when building with _XOPEN_SOURCE_EXTENDED undefined due to definition taking place in socket.h instead of time.h

- Fix compiler warning: out of bound access

- fix compilation on AIX

- c-ares’ --enable-curldebug adjustments

- Remove temporarily introduced memory leak.

- Temporarily introduce a memory leak to verify curl debug memory tracking works.

- Allow curl debug memory tracking when building a shared library on systems which support external, undefined, symbols in shared libraries.

Daniel Stenberg (26 May 2009)  
- language fix

Yang Tse (26 May 2009)  
- Make ares_init(), ares_dup() and ares_init_options() return ARES_ENOTINITIALIZED if library initialization has not been performed calling ares_library_init().

- c-ares's --enable-curldebug configure option decoupled from c-ares's --enable-debug

- Prevent copying 'sourced' manpages for build targets that don't use them.

Daniel Stenberg (23 May 2009)  
- minor edits

Yang Tse (21 May 2009)  
- Include .pdf versions of c-ares man pages in distribution tarball.

- Allow generation of .html and .pdf versions of c-ares man pages.

Gisle Vanem (21 May 2009)  
- $(OBJ_DIR)/ares_getopt.o must be cleaned explicitly.
Yang Tse (20 May 2009)
- Mention last changes

- Initial ares_library_cleanup(3) man page

- Update man page

- Update man page

- Initial ares_library_init(3) man page attempt

- Force revision update, to force CVS to update the $Id date string format

- Add same copyright notice as other c-ares files

- Fix case

- Remove run-time requirement for advapi32.dll since c-ares can work even with no advapi32.dll at all.

- Intentionally avoid checking if the address of SystemFunction036, a.k.a. RtlGenRandom, has been located or not. This function is only available on WinXP and later. When unavailable c-ares uses portable rand() function.

- Provide in external interface preprocessor symbol definitions for CARES_HAVE_ARES_LIBRARY_INIT and CARES_HAVE_ARES_LIBRARY_CLEANUP to ease the use of new capabilities.

- Move ares_version() prototype to ares.h

- Introduction of ares_library_init() and ares_library_cleanup()

- Introduction of ares_library_init() and ares_library_cleanup()

- remove outdated comment

- Fix preprocessor conditional expression

- Fix *__SOCKLEN_T definitions for remaining targets

- *__SOCKLEN_T definitions for OS400 already fixed

- Fix *__SOCKLEN_T definitions for SYMBIAN32 and VMS targets

Daniel Stenberg (11 May 2009)
- - Gregor Jasny made c-ares link with libtool ’s -export-symbols-regex option to only expose functions starting with ares_.

Open Source Used In Network Insights Resources Network Insights 5.1 1051
Yang Tse (11 May 2009)
- Remove experimental check. Currently there's no need for it.

- Fix an m4 overquoting triggering a spurious 'AS_TR_CPP' symbol definition attempt in generated config.h

- Proper naming for the experimental compiler test and moved to *-compilers.m4

- Moved *_CHECK_COMPILER_HALT_ON_ERROR and *_CHECK_COMPILER_ARRAY_SIZE_NEGATIVE to *-compilers.m4 along with other *_CHECK_COMPILER_*

- fIX *__SOCKLEN_T definitions for OS400 and generic GCC targets

- fIX *__SOCKLEN_T definitions for MVS and 370 targets

- fIX *__SOCKLEN_T definitions for several Windows target tool-chains

- HP-UX's X/Open network library requirement check follow-up

- HP-UX's X/Open network library requirement check follow-up

- Use build-time configured ares_socklen_t instead of socklen_t

- David McCreedy's "TPF-platform specific changes to various files" patch follow-up

Daniel Stenberg (1 May 2009)
- s/libcurl/c-ares

- version number typo fix

Yang Tse (1 May 2009)
- David McCreedy's "TPF-platform specific changes to various files" patch

- Check definition of _XOPEN_SOURCE_EXTENDED with the compiler

- Check if X/Open network library is required

- cope with ares_build.h and ares_rules.h follow-up

- Added some notes regarding ares_build.h

- fix EOL

- fix EOL

- cope with ares_build.h and ares_rules.h

- buildconf.bat for CVS-tree c-ares
- Use 'unsigned int' instead of size_t attempting to avoid header inclusion

- NetWare LibC's getpeergame() third argument data type is size_t

- Remove temporary debug tracing for ares_socklen_t Windows targets

- ares_socklen_t follow-up

- ares_build.h Windows follow-up

- Add temporary debug tracing for ares_socklen_t Windows targets

- ares_build.h NetWare follow-up

- ares_build.h NetWare attempt

- Initial step towards a configure time ares_socklen_t definition

- ignore stamp-h*

- Added CARES_INCLUDES_SYS_TYPES

- Initial step towards a configure time curl_socklen_t definition

- avoid use of alloca()

- Moved potential inclusion of system's malloc.h and memory.h header files to setup_once.h. Inclusion of each header file is based on the definition of NEED_MALLOC_H and NEED_MEMORY_H respectively.

- ignore

Gisle Vanem (18 Apr 2009)
- Added '-DHAVE_LIMITS_H'.

Yang Tse (17 Apr 2009)
- remove compiler options used while debugging the icc 9.1 optimizer issue

- moved HAVE_LIMITS_H to common defines

- Set HP-UX compiler warning level back to the one that exposes the socklen_t issue on this platform.

- HAVE_LIMITS_H definition for NetWare CLIB

- use HAVE_LIMITS_H symbol to protect limits.h inclusion
- fix compiler warning: implicit conversion shortens 64-bit value into a 32-bit value

- s/u_long/unsigned long/

- Do not halt compilation when using VS2008 to build a Windows 2000 target

- ignore

Phil Blundell (3 Feb 2009)
- * February 3 2009 (Phil Blundell)
  - If the server returns garbage or nothing at all in response to an AAAA query, go on and ask for A records anyway.

Daniel Stenberg (31 Jan 2009)
- - ares_gethostbyname() now accepts 'AF_UNSPEC' as a family for resolving either AF_INET6 or AF_INET. It works by accepting any of the looksups in the hosts file, and it resolves the AAAA field with a fallback to A.

Gisle Vanem (18 Jan 2009)
- fopen() returns error in 'errno' even on Windows.
  So don't use ERRNO (GetLastError()). Trimmed trailing blanks.

- Constified some arguments in local functions.

Daniel Stenberg (14 Jan 2009)
- - ares.h no longer uses the HAVE_STRUCT_IN6_ADDR define check, but instead it now declares the private struct ares_in6_addr for all systems instead of relying on one possibly not present in the system.

Phil Blundell (13 Jan 2009)
- - ares__send_query() now varies the retry timeout pseudo-randomly to avoid packet storms when several queries were started at the same time.

Daniel Stenberg (11 Jan 2009)
- - Phil Blundell added the internal function ares__expand_name_for_response() that is now used by the ares_parse_*_reply() functions instead of the ares_expand_name() simply to easier return ARES_EBADRESP for the cases where the name expansion fails as in responses that really isn't expected.

Gunter Knauf (30 Dec 2008)
- added HAVE_SOCKADDR_IN6_SIN6_SCOPE_ID to ares Makefile.netware and sync'd with other Makefile.netware.

Daniel Stenberg (9 Dec 2008)
- use the new URL

- start over on the 1.6.1 release...
Version 1.6.0 (9 Dec 2008)

Daniel Stenberg (9 Dec 2008)
- add space

Gisle Vanem (9 Dec 2008)
- Fix for Win32 targets using Watt-32.

Dan Fandrich (9 Dec 2008)
- C89 compilers (like Minix’ ACK) only need to handle 31 functions arguments
so split a long sprintf into two calls to get below that number.

Gisle Vanem (8 Dec 2008)
- Added needed defines for Watt-32 on Windows.
- Undefine 'optarg', 'optind' and 'opterr' when using Watt-32
(to get correct linkage on Windows).
- ares_writev() shall not be exported when using Watt-32 (has writev).
   Added _USE_32BIT_TIME_T to avoid runtime warning. Applies to
   VC-2008+ only.
- Removed unneeded defines HAVE_SIGNAL_H, HAVE_SIG_ATOMIC_T,
  RETSIGTYPE and HAVE_PROCESS_H.

Daniel Stenberg (4 Dec 2008)
- the initial version of the ares_set_socket_callback man page
- Gregor Jasny provided the patch that introduces ares_set_socket_callback(),
  and I edited it to also get duped by ares_dup().

Dan Fandrich (4 Dec 2008)
- Bring the sys/include.h include test in line with curl's.

Daniel Stenberg (3 Dec 2008)
- Let's not call ares_save_options() deprecated just yet
- Introduce ares_dup(3) and new thoughts about API/ABI and how to move forwards.
  Also discussed on the ml.

Dan Fandrich (2 Dec 2008)
- Make sure sys/socket.h is included before netinet/in.h (required by
  OpenWatcom C, and condoned by SUS)

Daniel Stenberg (1 Dec 2008)
- minor indent fix
- Convert the public config struct to the same binary size/construct as in the latest releases to remain ABI compatible.

Gisle Vanem (29 Nov 2008)
- Added '-DHAVE_GETHOSTNAME'.

Dan Fandrich (29 Nov 2008)
- Make sure sys/socket.h is included before netinet/in.h (required by OpenWatcom C)

- Netware has gethostname()

- Fixed a couple of typos

- Don't tweak the HAVE_* macros when using autoconf

- Make use of gethostname() conditional on it being available

- Only set TCP_NODELAY when it exists

Daniel Stenberg (28 Nov 2008)
- updated with changes, preparing for a release soon

Yang Tse (26 Nov 2008)
- Gerald Combs fixed a bug in ares_parse_ptr_reply() which would cause a buffer to shrink instead of expand if a reply contained 8 or more records.

- Brad Spencer provided changes to allow buildconf to work on OS X.

- In preparation for the upcoming IPv6 nameservers patch, the internal ares_addr union is now changed into an internal struct which also holds the address family.

Dan Fandrich (20 Nov 2008)
- Make checking for struct ifreq a prerequisite for setting HAVE_IOCTL_SIOCGIFADDR since it's needed to use SIOCGIFADDR and Watcom C doesn't currently define it.

Daniel Stenberg (20 Nov 2008)
- use unsigned short better instead of mixing with ints to prevent compiler warnings

- please the picky compilers by staying with short as the data we get is short only

- - Brad Spencer brought the new function ares_gethostbyname_file() which simply resolves a host name from the given file, using the regular hosts syntax.
Yang Tse (19 Nov 2008)
- user provided PATH_SEPARATOR always overrides auto-detected one

- attempting to keep lines below 80 chars

- provide a common PATH_SEPARATOR check method which is required by upcomming work to support the broadest range of Autoconf versions

- check for gethostbyaddr and gethostbyname as it is done for other functions

- Make configure script check if ioctl with the SIOCGIFADDR command can be used, and define HAVE_IOCTL_SIOCGIFADDR if appropriate.

- fix leftover from previous commit

- fix inet_pton() runtime configure check

- trim down configure script size

Daniel Stenberg (15 Nov 2008)
- Fixed an OOM condition reported by Jim Meyering

Yang Tse (14 Nov 2008)
- fix typo affecting inclusion of <arpa/inet.h> in configure checks for inet_ntoa_r() inet_ntop() and inet_pton()

- #include <string.h> in the getaddrinfo() runtime check for the memset() prototype

- fix symbol definition check for fcntl.h inclusion

- Refactor configure script detection of functions used to set sockets into non-blocking mode, and decouple function detection from function capability.

Daniel Stenberg (1 Nov 2008)
- Added a TODO file to list things we want changed, added or fixed.

- - Carlo Contavalli added support for the glibc "rotate" option, as documented in man resolv.conf:

  causes round robin selection of nameservers from among those listed. This has the effect of spreading the query load among all listed servers, rather than having all clients try the first listed server first every time.

  You can enable it with ARES_OPT_ROTATE

Yang Tse (1 Nov 2008)
- Adjust WIN32 freeaddrinfo, getaddrinfo and getnameinfo availability
- WIN32 availability of freeaddrinfo, getaddrinfo and getnameinfo functions is quite convoluted, compiler dependant and in some cases even build target dependant.

- check for freeaddrinfo() at configuration phase

- update aclocal file serial number

- remove verification of the freeability of the addrinfo struct pointer members

- fix comment

- make CHECK_FUNC_GETADDRINFO_UNFREEABLE_AI_ADDR and CHECK_FUNC_GETADDRINFO_UNFREEABLE_AI_CANONNAME internal to CHECK_FUNC_GETADDRINFO

- fix leftover

- Initial attempt to detect at configuration time if the getaddrinfo() function returns an addrinfo with an unfreeable ai_canonname member ptr.

- Initial attempt to detect at configuration time if the getaddrinfo() function returns an addrinfo with an unfreeable ai_addr member ptr.

- icc adjustments:

  Select ANSI C89 dialect plus GNU extensions, again.

- some more temporary magic for the icc seg-fault issue

- icc permanent adjustment:

  Select precise floating-point model, otherwise doubles are less than 64-bit wide

icc test adjustment:

Select c89 dialect

- icc adjustments:

  Enable more icc warnings.

  Optimization disabling options used only for icc 9.1

- #include <stdlib.h> for exit() prototype

- some more temporary magic for the icc seg-fault issue

- remove from configure.ac temporary magic for the icc seg-fault issue
- some more temporary magic for the icc seg-fault issue

- Charles Hardin patch:

- handles the EINPROGRESS for UDP connects
- uses closesocket instead of close on some paths that were noticed

- some more temporary magic for the icc seg-fault issue

- messages initially intended only for debug purposes, now become permanent since these are extremely useful when compiler rejects a set of options.

- fix compiler warning

- fix missing double-quotes

Daniel Stenberg (17 Oct 2008)
- Charles Hardin made adig support a regular numerical dotted IP address for the -s option as well.

Yang Tse (16 Oct 2008)
- some more temporary magic for the icc seg-fault issue

- Ensure that shell variable contents which have active meaning to the shell echo command are not interpreted when trying to remove extra whitespace from shell variable content.

- Adjust Watcom C warnings:

  Disable warnings on structure members padding.

- With this change Solaris target builds will now be done with _REENTRANT defined.

- Adjust Tiny C basic options:

  Remove -b from debug-enabled configuration, as Tiny C might have been built without the memory and bounds checker support.

- Adjust GCC warnings:

  Better disable following warnings when cross-compiling with a gcc older than 3.0, to avoid warnings from third party system headers:

  -Wmissing-declarations
  -Wmissing-prototypes
  -Wunused
  -Wshadow
- fix syntax error

- Initial attempt to detect Watcom C compiler

- make naming scheme more consistent across whole file

- Adjust GCC warnings:

  Disable following warnings when cross-compiling with a gcc older than 3.0, to avoid warnings from third party system headers:

  -Wmissing-prototypes
  -Wunused
  -Wshadow

- Adjust GCC --enable-warnings:

  Do not enable -pedantic when cross-compiling with a gcc older than 3.0, to avoid warnings from third party system headers.

- adjust SGI MIPSpro C detection

- LCC compiler adjustments:

  Highest warning level is double -A, next is single -A.
  Due to the big number of warnings these trigger on third party header files it is impractical for us to use any of them here. If you want them simply define it in CPPFLAGS.

- remove extra space

- split SGI compiler check. One for MIPS C and another for MIPSpro C

- LCC compiler adjustments:

  Warning level reduced from double -A to single -A

- Initial attempt to detect Tiny C compiler

- Initial attempt to detect LCC compiler

- 1) fix bug in CONVERT_INCLUDE_TO_ISYSTEM

  2) Disable SGI remark: controlling expression is constant

- simplify SGI C compiler check
- HP C adjustments:

Due to the HP-UX socklen_t issue it is insane to use the +w1 warning level. It generates more than 1100 warnings on socklen_t related statements.

Until the issue is somehow fixed we will just use the +w2 warning level.

- Add debug tracing for COMPILER_WORKS_IFELSE

- configure will also warn on 'strict compiler warning' rejected options

- convert rejected compiler options messages into a warnings

- remove extra whitespace from string in SGI C check

- oops

- Initial attempt to detect SGI C compiler

- HP C adjustments:

Disallow run-time dereferencing of null pointers.

Disable some remarks:

#4227: padding struct with n bytes to align member.

#4255: padding size of struct with n bytes to alignment boundary.

- improve presentation of accepted/rejected debug/optimizer options

- refactoring of COMPILER_BASIC_OPTS

- Initial attempt to detect SUN C compiler

- Initial attempt to detect HP C compiler

- fix compiler warning: 'dot_4' may be used uninitialized in this function

- adjust ICC_windows settings

- fix VAR_STRIP

- Sync up with reality

- Initial attempt to support configure's --(dis|en)able-optimize option to specify dis(activation) of compiler optimizations.
If option is specified, it will be honored independant of the
--(dis|en)able-debug option.

- fix comment

- Initial attempt to support configure's --(dis|en)able-warnings
  option to specify dis(activation) of picky compiler warnings.

If option is specified, it will be honored independant of the
--(dis|en)able-debug option.

If option is not specified, it will follow --(dis|en)able-debug
setting, whose default is disabled if not specified.

- fix compiler warning: dereferencing type-punned pointer will break strict-aliasing rules

- now compiler warnings are activated for all gcc builds, not only debug ones.

- Use CFLAGS for icc linker options instead of LDFLAGS,
  otherwise gethostbyname() is not detected.

- use ac_cv_compiler and ac_cv_compiler_num to keep compiler ID and version number

- Temporary icc adjustment:

  Disable floating point optimizations

- HAVE_INET_PTON will only be defined when an IPv6 capable working
  inet_pton function is available.

- HAVE_INET_NTOP will only be defined when an IPv6 capable working
  inet_ntop function is available.

- ntoa() and inet_ntoa_r() no longer used

- icc adjustments for icc 9.0 and prior versions:

  Disable remark #279: controlling expression is constant

    Remark triggered mostly on va_arg() and FD_ZERO() macros.

- attempt to make work the gethostname function
  check for winsock build target configurations

Gisle Vanem (21 Sep 2008)
- Added HAVE_NETDB_H, HAVE_ARPA_INET_H, HAVE_STRCASECMP
  and HAVE_STRNCASECMP.
- icc adjustments:

Disable remark #981: operands are evaluated in unspecified order

Function calls which are triggering this remark, today, do not depend on the order of evaluation of its arguments.

Disable remark #1469: "cc" clobber ignored

Remark triggered on htons() and ntohs() due to glibc header files.

- icc adjustments

- fix netdb.h prerequisite inclusion

- improve detection of getservbyport_r()

- On Linux Intel's icc uses gcc's header files, so we select ANSI C89 dialect plus GNU extensions.

- improve detection of gethostname()

- NetWare builds include "nameser.h" from the c-ares subdir

- include <strings.h>

- Sync up with reality

- adjust inclusion of "nameser.h"

- reorder some lines in file

- code cleanup

- NetWare seems to have writev()

- rearrange to allow internal/private use of ares_writev to any system that lacks the writev function.

- NetWare CLIB target has stricmp() and strnicmp()

- include header file only when available

- rearrange to allow internal/private use of ares_strcasecmp to any system that lacks the strcasecmp function.

- improve detection of:
strcasncmp()
strcmpl()
stricmp()
strncasncmp()
strncmpi()
strnicmp()

- *** empty log message ***

Gisle Vanem (12 Sep 2008)
- djgpp does have strdup().

Yang Tse (12 Sep 2008)
- change CRLF into LF line endings

- strdup() clone for systems/configurations which lack it

- move inclusion of ares_private.h last

- icc adjustments

- icc adjustments

- Select strict ANSI C89 conformance for icc

- remove unnecessary typecasting of malloc()

- remove unnecessary typecasting of realloc()

Daniel Stenberg (29 Aug 2008)
- we start over working towards 1.5.4

Version 1.5.3 (29 Aug 2008)

Daniel Stenberg (29 Aug 2008)
- Version 1.5.3

- added the three people from RELEASE-NOTES and sorted the list alphabetically

Yang Tse (27 Aug 2008)
- Don't abort configuration if recvfrom() is not available.

- Functionality only possible if recvfrom() is available.

- George Neill's fix acountry sample application compilation failure.

- Brad House's validation that DNS response address matches the request address
- fix the output name

- Get rid of ENABLE_64BIT symbol definition and usage.

  Improve HAVE_LONGLONG symbol description.

- Export 'ares_process_fd' too.

Gisle Vanem (16 Aug 2008)
- Ops, remove 'use_vc'.

- Support Watt-32 under Win32.

Yang Tse (10 Aug 2008)
- Fix: Remove now this SIZEOF CURL_OFF_T symbol definition.

  This should have been done with the initial 64-bit curl_off_t patch.

- Improve CURL_CHECK_DEF

- Fix IBM C and DEC/Compaq C compiler detection

- Initial support of curlbuild.h and curlrules.h which allows
to have a curl_off_t data type no longer gated to off_t.

- The minimum autoconf version required for this file is 2.50

  Avoid dot notation in aclocal serial file number, use a single number now.

Daniel Stenberg (4 Aug 2008)
- - Fix by Tofu Linden:

  The symptom:
* Users (usually, but not always) on 2-Wire routers and the Comcast service
and a wired connection to their router would find that the second and
subsequent DNS lookups from fresh processes using c-ares to resolve the same
address would cause the process to never see a reply (it keeps polling for
around 1m15s before giving up).

  The repro:
* On such a machine (and yeah, it took us a lot of QA to find the systems
that reproduce such a specific problem!), do 'ahost www.secondlife.com',
then do it again. The first process's lookup will work, subsequent lookups
will time-out and fail.

  The cause:
* init_id_key() was calling randomize_key() *before* it initialized
  key->state, meaning that the randomness generated by randomize_key() is
immediately overwritten with deterministic values. (/dev/urandom was also being read incorrectly in the c-ares version we were using, but this was fixed in a later version.)
* This makes the stream of generated query-IDs from any new c-ares process be an identical and predictable sequence of IDs.
* This makes the 2-Wire's default built-in DNS server detect these queries as probable-duplicates and (erroneously) not respond at all.

Yang Tse (4 Aug 2008)
- Autoconf 2.62 has changed the behaviour of the AC_AIX macro which we use. Prior versions of autoconf defined _ALL_SOURCE if _AIX was defined. But, autoconf 2.62 version of AC_AIX defines _ALL_SOURCE along with other four preprocessor symbols no matter if the system is AIX or not. To keep the traditional behaviour, as well as an uniform one, across autoconf versions AC_AIX is replaced with our own internal macro.

- Adjust DEC/Compaq C compiler settings.

- Another AC_TRY_LINK conversion to AC_LINK_IFELSE. Proper definition of HAVE_function if function is found deeper.

- Sync up with reality

- Rename reentrant.m4 to avoid filename clash.

- Add file version serial number that might be used by 'aclocal' and others.

Keep the '#' character as the first one on the line.

- Update copyright year.

- Sync comment with reality.

- Reinstate the 'aclocal -I m4' in buildconf and 'ACLOCAL_AMFLAGS = -I m4' way of including our local m4/reentrant.m4 file. This even takes care of including the file in the distribution tarball.

- Add quoting for the AC_DEFINE arguments.

- Also remove the whitespace.

- Also remove the extra quoting.

- Replace some '@%:@' quadigraphs by its actual representation '#'.

  This quadigraph used before a C preprocessor 'define' directive could be fooling M4, when processing this file, and make it think that the line contains a pure M4 'define' macro.
- Tests done using 'aclocal -I m4' in buildconf and 'ACLOCAL_AMFLAGS = -I m4
  in top Makefile.am triggered a problem that prevented aclocal from running
  successfully on SunOS 5.10 with GNU m4 1.4.5 and GNU Autoconf 2.61

  A tarball which reproduces mentioned problem is the one dated July-28-2008
  http://cool.haxx.se/curl-daily/curl-7.19.0-20080728.tar.gz

  We actually don't need all the bells and whistles that the above mechanism
  provides. We only need to include our m4/reentrant.m4 file in acinclude.m4
  so here we go with this simpler mechanism.

  - for debugging purposes show ACLOCAL_FLAGS

  - These lines were unintentionally removed in previous commit

  - Partially undo change that prevented SED, GREP, EGREP and AR from being changed by libtool or autoconf.

  - Assert that SED and GREP are set

  - Require autoconf 2.57 or newer

  - When calling aclocal, user defined ACLOCAL_FLAGS will now precede ours.

  - move ACLOCAL_AMFLAGS after AUTOMAKE_OPTIONS

  - setup.h handles definition of _REENTRANT based on NEED_REENTRANT
    definition which might be defined in config.h or config-*.h files

  - Remove explicit inclusion of our m4 files first. It was interesting as a test,
    but it breaks aclocal execution on some systems, with the following error:

    Can't locate object method "rel2abs" via package "File::Spec" at /usr/local/bin/aclocal line 256.

  - Another step towards detecting if _REENTRANT is already defined or actually
    needed, and being able to define it if appropriate for further configure tests
    as well as for the generated config file.

  - Explicitly include our m4 files first. This might minimize the impact
    that other package's underquoted m4 function definitions have on ours.

  - Add a 3 argument check for getprotobynumame_r

  - move reentrant.m4 to the m4 subdirectory to avoid infinite loop inclusion problem

  - add checks for strtok_r and getprotobynumame_r

  - Another step towards detecting if _REENTRANT is already defined or actually
needed, and being able to define it if appropriate for further configure tests as well as for the generated config file.

Introduced reenrant.m4 intended for our reentrant related autotools/m4 macros.

- reorder argument number detection for getservbyport_r to actually verify if the test is properly working

- Make sure that configure process tests are done with the same _REENTRANT setting as the one actually used when finally building the library.

- Change recvfrom's sixth argument data type to the 'historically standard' 'int' data type for systems where this sixth argument is prototyped as a void pointer.

Start of thread: http://curl.haxx.se/mail/lib-2008-07/0153.html

- use prototypes to improve getservbyport_r detection

- Adjust recvfrom's sixth arg data type definition for NetWare (LIBC)

- Use the sreadfrom() wrapper to replace recvfrom() in our code.

- when recvfrom prototype uses a void pointer for arguments 2, 5 or 6 this will now cause the definition of RECVFROM_TYPE_ARG2_IS_VOID, RECVFROM_TYPE_ARG5_IS_VOID or RECVFROM_TYPE_ARG6_IS_VOID, as appropriate.

- Adjust DEC/Compaq C compiler settings

- Added "pointer to void" as another data type to check for the sixth argument of function recvfrom as a result of the info additionally logged when running on a Solaris system.

The compiler error showed that the prototype being used on Solaris was the one declared in line 427 of "/usr/include/sys/socket.h" as:

function(int,
    pointer to void,
    unsigned int,
    int,
    pointer to struct sockaddr,
    pointer to void) returning int

- Adjust DEC/Compaq C compiler settings

- RECVFROM_TYPE_ARG2, RECVFROM_TYPE_ARG5 and RECVFROM_TYPE_ARG6 are now defined to the data type pointed by its respective argument and not the pointer type.

- Configure process now checks availability of recvfrom() socket function and
finds out its return type and the types of its arguments. Added definitions for non-configure systems config files, and introduced macro sreadfrom which will be used on udp sockets as a recvfrom() wrapper.

- Initial DEC/Compaq C compiler detection and flags

- Improved configure detection of number of arguments for getservbyport_r

- Allow --enable-largefile and --disable-largefile configurations. Configure process no longer needs nor checks size of curl_off_t. Library will now be built with _REENTRANT symbol defined.

- fix compiler warning

- since Jun 30 2008 MAXHOSTNAMELEN define is no longer used

- fix c-ares version reported in generated libcares.pc file when building from CVS tree.

- egrep and ar are also mandatory

Daniel Stenberg (3 Jul 2008)
- just to clarify that c-ares actually have some ipv6 support

- ares_gethostbyname() fallback from AAA to A records with CNAME present

- Phil Blundell: If you ask ares_gethostbyname() to do an AF_INET6 lookup and the target host has only A records, it automatically falls back to an AF_INET lookup and gives you the A results. However, if the target host has a CNAME record, this behaviour is defeated since the original query does return some data even though ares_parse_aaa_reply() doesn't consider it relevant. Here's a small patch to make it behave the same with and without the CNAME.

Yang Tse (2 Jul 2008)
- The configure process will now halt when sed or grep are unavailable

- fallback to gettimeofday when monotonic clock is unavailable at run-time

- IBM C/C++ compiler predefined macro check

- set earlier in configure process IBM compilers optimization flags

- make check message wording more precise

Daniel Stenberg (30 Jun 2008)
- As was pointed out to me by Andreas Schuldei, the MAXHOSTNAMELEN define is not posix or anything and thus c-ares failed to build on hurd (and possibly
The define was also somewhat artificially used in the windows port. Now, I instead rewrote the use of gethostbyname to enlarge the host name buffer in case of need and totally avoid the use of the MAXHOSTNAMELEN define. I thus also removed the defien from the namser.h file where it was once added for the windows build.

I also fixed init_by_defaults() function to not leak memory in case if error.

Yang Tse (29 Jun 2008)
- fix C style comment

- John Lightsey filed bug report #1999181: "CLOCK_MONOTONIC always fails on some systems" (http://curl.haxx.se/bug/view.cgi?id=1999181). The problem was that the configure script did not use the _POSIX_MONOTONIC_CLOCK feature test macro when checking monotonic clock availability. This is now fixed and the monotonic clock will not be used unless the feature test macro is defined with a value greater than zero indicating always supported.

- Modified configuration script to actually verify if the compiler is good enough at detecting compilation errors or at least it has been properly configured to do so. Configuration heavily depends on this capability, so if this compiler sanity check fails the configuration process will now fail.

- No longer break out of a shell "for" statement from inside AC_FOO_IFELSE macros, otherwise temp files are not removed.

Indentation adjustment.

Gunter Knauf (11 Jun 2008)
- enable additional CFLAGS from commandline.

Yang Tse (9 Jun 2008)
- fix pkg-config reporting of private libraries needed for static linking

- MSVC does build Windows native targets

- Brad House fixed a missing header file inclusion in adig sample program

Daniel Stenberg (29 May 2008)
- start working on 1.5.3

Version 1.5.2 (29 May 2008)

Daniel Stenberg (29 May 2008)
- 1.5.2

Yang Tse (26 May 2008)
- fix compiler warning: unreferenced formal parameter

Daniel Stenberg (23 May 2008)
- list all local sources the (demo) tools need, add a few missing scripts to
  the dist tarball and remove a two duplicate file names from EXTRA_DIST
  (most of it pointed out by Yang Tse)

- this is not used (anymore)

Yang Tse (22 May 2008)
- MSVC6+ clean-up targets must also remove acountry.exe

- sync with reality

- fix: [action-if-found] part of AC_CHECK_TYPE macro cannot be quoted when empty

- fix: remove need and definition of HAVE_SOCKLEN_T symbol

- fix: socklen_t definition comment

- update several macros using AC_TRY_LINK with AC_LINK_IFELSE

- fix underquoting of AC_LANG_PROGRAM arguments

- if'def out private function ares__tvdiff(), it is not in use yet.

- update several macros using AC_TRY_LINK with AC_LINK_IFELSE

- fix socklen_t equivalent detection when cross compiling Windows target

- if WINSOCK2 API is used link with 'ws2_32', else

  if WINSOCK API is used under WinCE link with 'winsock', else

  if WINSOCK API is used link with 'wsock32'.

- on winsock systems linking is done using library 'ws2_32' when
  winsock2.h is available, and library 'winsock' is used when only
  winsock.h is available.

- minor change for wince-cegcc and wince-mingw32ce support

- millisecond resolution support followup

Gisle Vanem (15 May 2008)
- Replaced "-DHAVE_FIONBIO" with "-DHAVE_IOCTL_SOCKET". Added "-DHAVE_GETTIMEOFDAY". Trimmed lines.

Yang Tse (15 May 2008)
- sync with reality

- remove compilation time generated files

- use same time source for timeout initialization and processing

- Improve toolchain detection for WinCE cross compilation:

When cross compiling WinCE with the arm-wince-cegcc-gcc C compiler symbol __CEGCC__ is defined and the unix-like compatibility layer is used. For our purposes this is not a native Windows build.

When cross compiling WinCE with the arm-wince-mingw32ce-gcc C compiler symbol __MINGW32CE__ is defined and the unix-like compatibility layer is not used. For our purposes this is a native Windows build.

- skip checks for Windows specific header files when build target is not a native Windows one

- WinCE cross compilation adjustments:

HAVE_WINSOCK2_H shall not be defined.
HAVE_WS2TCPIP_H shall not be defined.

Daniel Stenberg (13 May 2008)
- - Introducing millisecond resolution support for the timeout option. See ares_init_options()'s ARES_OPT_TIMEOUTMS.

Yang Tse (13 May 2008)
- also ignore this

- also ignore this

- ignore this compilation time generated files

- don't keep in CVS this compilation time generated file

- add MSVC6 project for acountry sample program

- update MSVC6 projects to use the multithreaded DLL runtime library

- add MSVC6 project for acountry sample program

- skip libtool C++ preprocessor compiler and linker checks
- ignore libcares.pc

- configure script will now define HAVE_CLOCK_GETTIME_MONOTONIC symbol only when function clock_gettime() is available and the monotonic timer is also available. Otherwise, in some cases, librt or libposix4 could be used for linking even when finally not using the clock_gettime() function due to lack of the monotonic clock.

- fix syntax error: missing semicolon

- Add library checking for clock_gettime() support

- Use monotonic time source if available.

Daniel Stenberg (9 May 2008)

- Removed AC_PROG_CC_STDC again. It enforces C99/gnu99 stdandard which is too liberal for me. Also, autoconf 2.61 and earlier doesn't work with icc 10.1 for this macro. (2.62 confirmed to work though). See discussion on the mailing list starting here:

  http://daniel.haxx.se/projects/c-ares/mail/c-ares-archive-2008-05/0001.shtml

- include strings.h (if available) for the strcasecmp() proto

- check for strings.h in configure and use it for the strcasecmp() proto

- adjusted to work with the updated configure.ac

- Sebastian made c-ares able to return all PTR-records when doing reverse lookups. It is not common practice to have multiple PTR-Records for a single IP, but its perfectly legal and some sites have those.

- Doug Goldstein provided a configure patch: updates autoconf 2.13 usage to autoconf 2.57 usage (which is the version you have specified as the minimum version). It's a minor change but it does clean up some warnings with newer autoconf (specifically 2.62).

Yang Tse (5 May 2008)

- Improved parsing of resolver configuration files

- make previous compiler warning fix more portable

- fix compiler warning: indirection to slightly different base types

- fix compiler warning: local variable may be used without having been initialized

- fix compiler warning: unreferenced formal parameter
- fix compiler warning: assignment within conditional expression

Daniel Stenberg (4 Apr 2008)
- - Alexey Simak fixed the VC dsp file by adding the missing source file
  ares_expand_string.c

- Alexey Simak made adig support NAPTR records

- Eino Tuominen improved the code when a file is used to seed the randomizer

Yang Tse (29 Feb 2008)
- Force AIX xlc to fail and not generate object code if the source code has
  compiled with errors. This behaviour is needed for autoconf macros which
  rely on the ability to compile with or without errors, and is safer than
  xlc's default of failing only upon severe errors.

Gunter Knauf (27 Feb 2008)
- added get_ver.awk since c-ares is a standalone project, and should therefore also compile when cURL is absent.

  - a couple of small fixes to the makefile:
    fixed comments; fixed INSTDIR define, simplified rules;
    changed to use get_ver.awk in current dir rather than the curl one.

  - fixed linker def file for tools when compiled with gcc/nlmconv.

  - added some files which were missing in release tarballs.

  - updated copyright for new year.

Gisle Vanem (2 Jan 2008)
- Added `-d` option for Watt-32 debugging.

Yang Tse (18 Dec 2007)
- MSVC 9.0 (VS2008) does not support Windows build targets prior to WinXP,
  and makes wrong assumptions of build target when it isn't specified. So,
  if no build target has been defined we will target WinXP when building
  with MSVC 9.0 (VS2008).

Daniel Stenberg (11 Dec 2007)
- build acountry too

Gisle Vanem (11 Dec 2007)
- Added acountry.c.

  - Added build of acountry.nlm.

  - Added build of acountry.exe.
- Build acountry.exe. Added 'socklen_t' define.

- Another sample application that returns country-code and name from an IPv4-address or host-name. Using the service of countries.nerd.dk.

Daniel Stenberg (10 Dec 2007)
- grrr, the previous commit was meant to properly make sure that we don't link any executables when doing debug builds since they kind of assume symbols provided by libcurl, but it also wrongly included acountry.c

- when building

- build ahost and adig by default but don't install them

Gisle Vanem (10 Dec 2007)
- Fix for targets that do have 'struct in6_addr', but which doesn't define 's6_addr' as a macro.

Yang Tse (3 Dec 2007)
- Fix three issues previous cleanup introduces.

Daniel Stenberg (3 Dec 2007)
- Erik Kline cleaned up ares_gethostbyaddr.c:next_lookup() somewhat

- Brad Spencer fixed the configure script to assume that there's no /dev/urandom when built cross-compiled as then the script cannot check for it.

- the gethostbyname fix applied here as well

- fix next_lookup() to continue searching even if c-ares failed to load the /etc/hosts file, pointed out by Erik Kline:

- Remove the check for libdl since that isn't actually used and it causes warnings. Pointed out by Robin Cornelius.

- pkgconfig fix by Andreas Schuldei

- spellfix

- and we start on 1.5.2!

Version 1.5.1 (21 Nov 2007)

Daniel Stenberg (21 Nov 2007)
- change

- oops

- start working on 1.5.1 now

Version 1.5.0 (21 Nov 2007)

Daniel Stenberg (21 Nov 2007)
- this is what 1.5.0 is

- fill in missing copyrights

Gunter Knauf (18 Nov 2007)
- removed now obsolete defines;
  updated external library versions to latest.

Steinar H. Gunderson (16 Nov 2007)
- Fix a double free.

Yang Tse (15 Nov 2007)
- Needed now that in6_addr is referenced in ares.h

Steinar H. Gunderson (15 Nov 2007)
- When looking up in DNS and then in the hosts file, return the error code from DNS if both fail, instead of returning the error code from the hosts file, as today. Patch from the Google tree.

- Return TTL data from ares_parse_{a,aaaa}_reply, if the user is so inclined. Patch from the Google tree.

Yang Tse (8 Nov 2007)
- Define WIN32 when build target is Win32 API.
  This also defines it for WinCE even though it is a subset of WIN32.

- The only libraries actually needed for sample programs adig and ahost are ws2_32.lib and advapi32.lib

- MSVC versions prior to VS2005 do not complain about portable C functions

- Windows build targets have socklen_t definition in ws2tcpip.h but some versions of ws2tcpip.h do not have the definition. It seems that when the socklen_t definition is missing from ws2tcpip.h the definition for INET_ADDRSTRLEN is also missing, and that when one definition is present the other one also is available.

Gunter Knauf (22 Oct 2007)
- removed dependency on gettimeofday() since we use only 1 sec resolution here.

Yang Tse (20 Oct 2007)
- Fix compiler warning: conversion from "int" to "unsigned short" may lose significant bits

- Fix message shown when detecting icc version

- Avoid shadowing a global declaration

- Renamed a variable to avoid shadowing a global declaration

- Renamed internal function to avoid a variable shadowing it

- Fix compiler warning: feupdateenv is not implemented and will always fail. Specifically for linux x86-64 with Intel's icc.

- Sync PLATFORM_AIX_V3 detection and CURL_CC_DEBUG_OPTS()
icc warning level with libcurl's

- Fix compiler warning: conversion from "int" to "unsigned char"
  may lose significant bits

- actually sync with lib/setup_once.h

- sync with lib/setup_once.h

Steinar H. Gunderson (16 Oct 2007)
- Fix a bug where fallback from AF_INET6 to AF_INET would not work properly together with relative search; if
  you had a search path of .a.com and .b.com, and foo.a.com would return ARES_ENODATA and foo.b.com would
  return ARES_ENOTFOUND, the lookup would not properly retry with AF_INET as it forgot the first
  ARES_ENODATA.

Dan Fandrich (15 Oct 2007)
- Mention first version with CURLOPT_COPYPOSTFIELDS.
  Don't confuse NUL with NULL.

Gisle Vanem (8 Oct 2007)
- Added needed 'HAVE_*' defines.

- 'FD_CLOXEC' is meaningless on MSDOS/Watt-32.

Steinar H. Gunderson (4 Oct 2007)
- Removed a piece of redundant code (process_answer already takes care of it).

- Another timeout fix in ares_getnameinfo().

- Send the timeout count in ares_getnameinfo().

- Moved the NULL check for channel upwards in ares_destroy().

- Clarified the comment over ares_cancel.
Yang Tse (2 Oct 2007)
- Avoid a segfault when generating a DNS "Transaction ID" in internal function init_id_key() under low memory conditions.

- Add ares_llist.c and ares_llist.h to MSCV project file.

Daniel Stenberg (2 Oct 2007)
- Fixed the problem where next_lookup would use 'status' uninitialized. Now it gets passed the initial value as an argument.

Yang Tse (2 Oct 2007)
- Avoid inline C99ism, and move c-ares routines for managing doubly-linked lists.

Daniel Stenberg (1 Oct 2007)
- ares_strerror() segfaulted if the input error number was out of the currently supported range.

- Prevent ares_strerror() from segfaulting if an invalid error code is passed in as argument!

Yang Tse (30 Sep 2007)
- Fix compiler warning

- check availability of <netinet/tcp.h>

- improve portability, defining MAXDNAME and MAXCDNAME

Steinar H. Gunderson (30 Sep 2007)
- Fix a memory leak that I recently inadvertedly introduced.

- Use ISDIGIT instead of isdigit; fixes a gcc warning.

- Port the TCP socket fix made in ares_fds() to ares_getsock() as well.

- Previously, processing a large batch of timeouts was O(n^2) in the number of outstanding queries, and processing a DNS response packet was O(n) in the number of outstanding queries. To speed things up in Google, we added a few circular, doubly-linked lists of queries that are hash-bucketed based on the attributes we care about, so most important operations are now O(1).

It might be that the number of buckets are higher than most people would need, but on a quick calculation it should only be 100kB or so even on a 64-bit system, so I've let it stay as-is.

Gisle Vanem (29 Sep 2007)
- We should standarise on C comments.
- Fix compiler warning in setsockopt().

Steinar H. Gunderson (29 Sep 2007)
- TCP queries can time out too, not just UDP queries. (Patch from the Google tree.)

- Read and process as many packets as possible in read_udp_packets, to avoid having to run the entire event loop once per packet. (Patch from the Google tree.)

- There are two different places in write_tcp_data() that advance the send_queue; however, they are slightly different and only the first one properly uses a while loop. Consolidate both into a single function that DTTR. (Patch from the Google tree.)

- Reject names that are longer than 255 characters, to avoid problems with strict or buggy DNS server implementations. (Patch from the Google tree)

- In ares_mkquery, make sure we set buflen and buf to reasonable values if there's an error. (Patch from the Google tree)

- Be stricter about what's a valid IP address in fake_hostent. (Patch from the Google tree.)

- Handle the root of the DNS tree correctly in ares_expand_name.

Daniel Stenberg (28 Sep 2007)
- today's modifications by Steinar and me

- Bumped version to 1.5.0 for next release and soname bumped to 2 due to ABI and API changes in the progress callback (and possibly more coming up from Steinar)

Steinar H. Gunderson (28 Sep 2007)
- Unrevert previous 'missing' hunks. They were missing since the patch is still in for review :-)

- Yet more missing hunks... Nggh.

- Always register for TCP events even if there are no outstanding queries, as the other side could always close the connection, which is a valid event which should be responded to.

- Forgot to include a few hunks from ares_process.c earlier. Fixing now.

- Support a few more socket options, and refactor the option setting a bit. (Patch from the Google tree.)

- Make the query callbacks return the number of timeouts that happened during the execution of a query, and update documentation accordingly. (Patch from the Google tree.)

- Three fixes in one commit (sorry): a) Take care of the tcpbuf if it ends while queued for transmission, note broken servers and close them in the main loop, and store TCP socket generation number in order not to send the same query twice over the same socket.
- Don't skip a server if it's the only one. (Bugfix from the Google tree.)

Daniel Stenberg (27 Sep 2007)
- wrong, revert the previous "fix" and instead check that the fd_set pointer is non-NULL before we FD_CLR

- eek, fix the conditions to return on either problem instead of requiring both to occur

- Steinar H. Gunderson fixed: Correctly clear sockets from the fd_set on in several functions (write_tcp_data, read_tcp_data, read_udp_packets) so that if it fails and the socket is closed the following code doesn't try to use the file descriptor.

- Steinar H. Gunderson modified c-ares to now also do to DNS retries even when TCP is used since there are several edge cases where it still makes sense.

- Brad House provided a fix for ares_save_options(): Apparently I overlooked something with the ares_save_options() where it would try to do a malloc(0) when no options of that type needed to be saved. On most platforms, this was fine because malloc(0) doesn't actually return NULL, but on AIX it does, so ares_save_options would return ARES_ENOMEM.

- added initial pkg-config file (attempt)

Gunter Knauf (20 Jul 2007)
- added curl include for debug builds.

Daniel Stenberg (14 Jul 2007)
- added another SEE ALSO

- Brad House's fix to hish a win32 compiler warning

- added Vlad's entire description of his valgrind fix

- Vlad Dinulescu fixed two outstanding valgrind reports

Gunter Knauf (8 Jul 2007)
- added better CodeWarrior detection.

- removed some obsolete include paths and defines.

- add test for gettimeofday() so that HAVE_GETTIMEOFDAY gets defined.

- although the check for HAVE_STRUCT_TIMEVAL solved the redefine it is incorrect; lets see if a check for HAVE_GETTIMEOFDAY also works; if gettimeofday() is present then we can assume we have the timezone struct too.
- added check for sys/param.h.

- trial to catch problem with Daniels cross-mingw ares builds.

- added NetWare CLIB-own header to solve gcc warnings.

- few minor changes to make ares compile for NetWare CLIB architecture.

- changed to build for CLIB / LIBC.

- sync'd with lib makefile changes: use var for awk; fixed RECV*/SEND* defines; debug var can be overwritten; added better compiler path handling.

Daniel Stenberg (8 Jun 2007)
- start working on 1.4.1

Version 1.4.0 (8 Jun 2007)

Daniel Stenberg (8 Jun 2007)
- 1.4.0 preps

- the revert

- Revered Ashish Sharma's multiple entries patch, as it caused memory madness

- minor edit since getting an ID seems pointless when failure happens

- fix the bad bad bad mess this caused on name resolves returning more than one name... Reported by James Bursa

- Brad Spencer found and fixed three flaws in the code, found with the new gcc 4.2.0 warning: -Waddress

- Brad House fixed VS2005 compiler warnings due to time_t being 64bit. He also made recent Microsoft compilers use strdup() instead of strdup().

- Ashish Sharma provided a patch for supporting multiple entries in the /etc/hosts file. Patch edited for coding style and functionality by me (Daniel).

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*/
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* Standard UNIX getopt function. Code is from BSD.
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/*
 *
* IP-address/hostname to country converter.
 *
* Problem; you want to know where IP a.b.c.d is located.
 *
* Use ares_gethostbyname ("d.c.b.a.zz.countries.nerd.dk")
* and get the CNAME (host->h_name). Result will be:
* CNAME = zz<CC>.countries.nerd.dk with address 127.0.x.y (ver 1) or
* CNAME = <a.b.c.d>.zz.countries.nerd.dk with address 127.0.x.y (ver 2)
 *
* The 2 letter country code is in <CC> and the ISO-3166 country
* number is in x.y (number = x*256 + y). Version 2 of the protocol is missing
* the <CC> number.
 *
* Ref: http://countries.nerd.dk/more.html
 *
* Written by G. Vanem <gvanem@broadpark.no> 2006, 2007
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* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_parse_naptr_reply.c 
* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_parse_srv_reply.c 
* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_parse_txt_reply.c 

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Found in path(s):

*/opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_init.c
*/opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares.h
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/* ============================================================== */
/*               NOTES FOR CONFIGURE CAPABLE SYSTEMS                */
/* ============================================================== */

/*
* NOTE 1:
* ------
* Nothing in this file is intended to be modified or adjusted by the
* c-ares library user nor by the c-ares library builder.
* 
* If you think that something actually needs to be changed, adjusted
* or fixed in this file, then, report it on the c-ares development
* mailing list: http://cool.haxx.se/mailman/listinfo/c-ares/
* 
* This header file shall only export symbols which are 'cares' or 'CARES'
* prefixed, otherwise public name space would be polluted.
* 
* NOTE 2:
* ------
* 
* Right now you might be staring at file ares_build.h.in or ares_build.h,
* this is due to the following reason:
* 
* On systems capable of running the configure script, the configure process
* will overwrite the distributed ares_build.h file with one that is suitable
*/
and specific to the library being configured and built, which is generated
from the ares_build.h.in template file.
*
*/

/* ============================================================== */
/*  DEFINITION OF THESE SYMBOLS SHALL NOT TAKE PLACE ANYWHERE ELSE */
/* ============================================================== */

#ifdef CARES_SIZEOF_LONG
  # error "CARES_SIZEOF_LONG shall not be defined except in ares_build.h"
  Error Compilation_aborted_CARES_SIZEOF_LONG_already_defined
#endif

#ifdef CARES_TYPEOF_ARES_SOCKLEN_T
  # error "CARES_TYPEOF_ARES_SOCKLEN_T shall not be defined except in ares_build.h"
  Error Compilation_aborted_CARES_TYPEOF_ARES_SOCKLEN_T_already_defined
#endif

#ifdef CARES_SIZEOF_ARES_SOCKLEN_T
  # error "CARES_SIZEOF_ARES_SOCKLEN_T shall not be defined except in ares_build.h"
  Error Compilation_aborted_CARES_SIZEOF_ARES_SOCKLEN_T_already_defined
#endif

/* ============================================================== */
/*  EXTERNAL INTERFACE SETTINGS FOR CONFIGURE CAPABLE SYSTEMS ONLY */
/* ============================================================== */

/* Configure process defines this to 1 when it finds out that system */
/* header file ws2tcpip.h must be included by the external interface. */
#undef CARES_PULL_WS2TCPIP_H
#ifdef CARES_PULL_WS2TCPIP_H
  #ifndef WIN32_LEAN_AND_MEAN
    #define WIN32_LEAN_AND_MEAN
  #endif
  #include <windows.h>
  #include <winsock2.h>
  #include <ws2tcpip.h>
#endif

/* Configure process defines this to 1 when it finds out that system */
/* header file sys/types.h must be included by the external interface. */
#undef CARES_PULL_SYS_TYPES_H
#ifdef CARES_PULL_SYS_TYPES_H
  # include <sys/types.h>
#endif
/* header file sys/socket.h must be included by the external interface. */
#undef CARES_PULL_SYS_SOCKET_H
ifdef CARES_PULL_SYS_SOCKET_H
# include <sys/socket.h>
endif

/* The size of `long', as computed by sizeof. */
#undef CARES_SIZEOF_LONG

/* Integral data type used for ares_socklen_t. */
#undef CARES_TYPEOF_ARES_SOCKLEN_T

/* The size of `ares_socklen_t', as computed by sizeof. */
#undef CARES_SIZEOF_ARES_SOCKLEN_T

define CARES_SIZEOF_ARES_SOCKLEN_T
typedef CARES_TYPEOF_ARES_SOCKLEN_T ares_socklen_t;

# endif /* __CARES_BUILD_H */

Found in path(s):
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* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/m4/cares-reentrant.m4
* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/m4/cares-functions.m4
* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/m4/cares-compilers.m4
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c-ares
======

This is c-ares, an asynchronous resolver library. It is intended for
applications which need to perform DNS queries without blocking, or need to
perform multiple DNS queries in parallel. The primary examples of such
applications are servers which communicate with multiple clients and programs
with graphical user interfaces.

The full source code is available in the 'c-ares' release archives, and in a
git repository: http://github.com/bagder/c-ares

If you find bugs, correct flaws, have questions or have comments in general in
regard to c-ares (or by all means the original ares too), get in touch with us
on the c-ares mailing list: http://cool.haxx.se/mailman/listinfo/c-ares

c-ares is of course distributed under the same MIT-style license as the
original ares.

You'll find all c-ares details and news here:

http://c-ares.haxx.se/

NOTES FOR C-ARES HACKERS

* The distributed ares_build.h file is only intended to be used on systems
  which can not run the also distributed configure script.

* The distributed ares_build.h file is generated as a copy of ares_build.h.dist
  when the c-ares source code distribution archive file is originally created.

* If you check out from git on a non-configure platform, you must run the
  appropriate buildconf* script to set up ares_build.h and other local files
  before being able of compiling the library.

* On systems capable of running the configure script, the configure process
  will overwrite the distributed ares_build.h file with one that is suitable
  and specific to the library being configured and built, this new file is
generated from the ares_build.h.in template file.

* If you intend to distribute an already compiled c-ares library you _MUST_ also distribute along with it the generated ares_build.h which has been used to compile it. Otherwise the library will be of no use for the users of the library that you have built. It is _your_ responsibility to provide this file. No one at the c-ares project can know how you have built the library.

* File ares_build.h includes platform and configuration dependent info, and must not be modified by anyone. Configure script generates it for you.

* We cannot assume anything else but very basic compiler features being present. While c-ares requires an ANSI C compiler to build, some of the earlier ANSI compilers clearly can't deal with some preprocessor operators.

* Newlines must remain unix-style for older compilers' sake.

* Comments must be written in the old-style /* unnested C-fashion */

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* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/m4/cc-cc-check.m4
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* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/m4/xc-lt-iface.m4

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* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_gethostbyaddr.3
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* /opt/cola/permits/1130502864_1612607174.2/0/c-ares-1-10-0-orig-1-tar-gz/c-ares-1.10.0/ares_expand_name.3
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1.119 perl-pod-perldoc 3.20-4.el7

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  jar/org/springframework/dao/support/ChainedPersistenceExceptionTranslator.java
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  jar/org/springframework/jca/endpoint/AbstractMessageEndpointFactory.java
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  jar/org/springframework/transaction/support/DefaultTransactionDefinition.java
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* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/transaction/config/AnnotationDrivenBeanDefinitionParser.java
* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/transaction/interceptor/TransactionalProxy.java
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jar/org/springframework/transaction/event/TransactionalEventListenerFactory.java
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jar/org/springframework/jca/cci/core/RecordExtractor.java
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jar/org/springframework/transaction/TransactionStatus.java
* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/jca/cci/core/RecordCreator.java
* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/transaction/SavepointManager.java
* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/transaction/annotation/JtaTransactionAnnotationParser.java
* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/jca/cci/core/ConnectionCallback.java
* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/transaction/annotation/TransactionManagementConfigurer.java

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jar/org/springframework/transaction/SavepointManager.java
* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2-
jar/org/springframework/transaction/config/JtaTransactionManagerBeanDefinitionParser.java

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* /opt/cola/permits/1130361765_1612550614.33/0/spring-tx-5-0-5-release-sources-2.jar/org/springframework/dao/UncategorizedDataAccessException.java
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  jar/org/springframework/expression/sel/ast/SpelNodeImpl.java
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  jar/org/springframework/expression/sel/ast/TypeCode.java
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  jar/org/springframework/expression/Expression/EvaluationContext.java
* /opt/cola/permits/1136594825_1613806320.38/0/spring-expression-5-0-8-release-sources-2.jar/org/springframework/expression/spel/support/DataBindingMethodResolver.java
* /opt/cola/permits/1136594825_1613806320.38/0/spring-expression-5-0-8-release-sources-2.jar/org/springframework/expression/spel/standard/Tokenizer.java
* /opt/cola/permits/1136594825_1613806320.38/0/spring-expression-5-0-8-release-sources-2.jar/org/springframework/expression/spel/support/ReflectiveMethodResolver.java
* /opt/cola/permits/1136594825_1613806320.38/0/spring-expression-5-0-8-release-sources-2.jar/org/springframework/expression/spel/support/ReflectivePropertyAccessor.java
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1.127 jetty-servlets 9.2.13.v20150730

1.128 google-api-go-client 0.9.0
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  jar/io/netty/handler/codec/http/HeaderValues.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/spdy/SpdyFrameCodec.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/HttpStatusClass.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibDecoder.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/ServerCookieEncoder.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawDecoder.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtension.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/spdy/SpdyProtocolException.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateDecoder.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/rtsp/RtspHeaderNames.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketServerCompressionHandler.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionUtil.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/spdy/SpdyHeaderBlockDecoder.java
* /opt/cola/permits/1095813022_1601503615.5/0/netty-codec-http-4-1-13-final-sources-1-

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1.131 commons-compress 1.18

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1.132 pflag 1.0.5

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1.134 log4j-over-slf4j 1.7.12

1.135 libffi 3.0.13-18.el7
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1.136 hashicorp-go-version 1.2.0

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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

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

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
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changes were used in the work (which must be distributed under
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with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
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least three years, to give the same user the materials
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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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the documentation, and info on specific files will go into an AUTHORS
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++++++++++++++++
Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for
gdb-specific debug information and the 68k series machines, most of
the preprocessing pass, and extensive changes in messages.c,
input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various
enhancements and many bug fixes, including merging support for several
processors, breaking gas up to handle multiple object file format
backends (including heavy rewrite, testing, an integration of the coff
and b.out backends), adding configuration including heavy testing and
verification of cross assemblers and file splits and renaming,
converted gas to strictly ansi C including full prototypes, added
support for m680[34]0 & cpu32, considerable work on i960 including a
coff port (including considerable amounts of reverse engineering), a
sparc opcode file rewrite, decstation, rs6000, and hp300hpux host
ports, updated "know" assertions and made them work, much other
reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of
the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan.
Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of
Buffalo University and Torbjorn Granlund of the Swedish Institute of
Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.
Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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### Jdom-contrib version 1.1.3

The JTS tests module contains source from JDOM Contrib 1.1.3 which is available under the Jdom License [1]. The two files are LineNumberElement.java and LineNumberSAXHandler.java.

Typical users of this library will not need to depend on this module.


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BUILD: 2016-02-13 19:37:50+01:00
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The snowball stemmers in
analysis/common/src/java/net/sf/snowball
were developed by Martin Porter and Richard Boulton.
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were developed by Martin Porter and Richard Boulton.
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The KStem stemmer in
analysis/common/src/org/apache/lucene/analysis/en
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The Arabic,Persian,Romanian,Bulgarian, Hindi and Bengali analyzers (common) come with a default
stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:
analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt
The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers (common) are based on BSD-licensed reference implementations created by Jacques Savoy and Ljiljana Dolamic. These files reside in:

- `analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java`
- `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/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`
- `analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java`

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
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Here is a list of the main contributors to lm-sensors version 3.

* Frodo Looijaard
  Original author of libsensors, sensors-detect, sensors and isadump.
* Merlin Hughes
  Original author of sensord.
* Bob Schlaermann
  Dynamic chip feature detection (a.k.a. generic chip support) in
  libsensors and sensors.
* Mark M. Hoffman
  Many improvements to the libsensors configuration file scanner.
* Jean Delvare
  New libsensors API, and migration of sensors and sensord thereto.
  Many optimizations in libsensors and sensors.
  Configuration file converter.
  Rewrite of sensors-detect.
  Support for multiple configuration files in libsensors.

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1.147 dropwizard-servlets 0.9.2
1.148 elasticsearch-core 6.8.5
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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1.154 pkg-config 0.27.1 4.el7

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1.155 swagger-annotations 1.5.14
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 */

package io.swagger.annotations;

import java.lang.annotation.ElementType;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

/**
 * License metadata available within the info section of a Swagger definition, see
 * https://github.com/OAI/OpenAPI-Specification/blob/master/versions/2.0.md#licenseObject
 */
```
```java
@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

    /**
     * The name of the license.
     * @return the name of the license
     */
    String name();

    /**
     * An optional URL for the license.
     * @return an optional URL for the license.
     */
    String url() default "";
}
```

### 1.156 spring-boot-autoconfigure

#### 2.0.4.RELEASE

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    <name>Apache License, Version 2.0</name>
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```
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jar/org/springframework/boot/autoconfigure/cache/CacheCondition.java
* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/condition/ConditionalOnMissingClass.java
* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/flyway/FlywayDataSource.java
* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/admin/package-info.java
* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/mustache/MustacheTemplateAvailabilityProvider.java
* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/jdbc/package-info.java
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* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/session/package-info.java
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* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/groovy/template/GroovyTemplateAutoConfiguration.java
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* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/jms/DefaultJmsListenerContainerFactoryConfigurer.java
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* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/elasticsearch/jest/JestProperties.java
* /opt/cola/permits/1136594897_1613806174.23/0/spring-boot-autoconfigure-2-0-4-release-sources-2-jar/org/springframework/boot/autoconfigure/data/cassandra/CassandraRepositoriesAutoConfigureRegistrar.java
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1.158 search-guard-ssl 5.6.2-23

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---
abstract: 'Implements default import method for modules'
author:
- unknown
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.62, CPAN::Meta::Converter version 2.120921'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Exporter
no_index:
directory:
  - t
  - inc
recommends:
  Test::Pod: 1.18
  Test::Pod::Coverage: 1.04
requires:
  Carp: 1.05
resources:
  bugtracker: http://rt.perl.org/perlbug/
  license: http://dev.perl.org/licenses/
  repository: http://perl5.git.perl.org/perl.git/tree/HEAD:/lib
Exporter - Implements default import method for modules

In module F<YourModule.pm>:

    package YourModule;
    require Exporter;
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate);  # symbols to export on request

or

    package YourModule;
    use Exporter 'import'; # gives you Exporter's import() method directly
    @EXPORT_OK = qw(munge frobnicate);  # symbols to export on request

In other files which wish to use C<YourModule>:

    use YourModule qw(frobnicate);    # import listed symbols
    frobnicate ($left, $right)    # calls YourModule::frobnicate

Take a look at L</Good Practices> for some variants
you will like to use in modern Perl code.

The Exporter module implements an C<import> method which allows a module
to export functions and variables to its users' namespaces. Many modules
use Exporter rather than implementing their own C<import> method because
Exporter provides a highly flexible interface, with an implementation optimised
for the common case.

Perl automatically calls the C<import> method when processing a
C<use> statement for a module. Modules and C<use> are documented
in L<perlfunc> and L<perlmod>. Understanding the concept of
modules and how the C<use> statement operates is important to
understanding the Exporter.
How to Export

The arrays `@EXPORT` and `@EXPORT_OK` in a module hold lists of symbols that are going to be exported into the users name space by default, or which they can request to be exported, respectively. The symbols can represent functions, scalars, arrays, hashes, or typeglobs. The symbols must be given by full name with the exception that the ampersand in front of a function is optional, e.g.

```perl
@EXPORT  = qw(afunc $scalar @array);   # afunc is a function
@EXPORT_OK = qw(&bfunc %hash *typeglob); # explicit prefix on &bfunc
```

If you are only exporting function names it is recommended to omit the ampersand, as the implementation is faster this way.

Selecting What to Export

Do <not> export method names!

Do <not> export anything else by default without a good reason!

Exports pollute the namespace of the module user. If you must export try to use `@EXPORT_OK` in preference to `@EXPORT` and avoid short or common symbol names to reduce the risk of name clashes.

Generally anything not exported is still accessible from outside the module using the `C<YourModule::item_name>` (or `C<< $blessed_ref->method >>`) syntax. By convention you can use a leading underscore on names to informally indicate that they are ‘internal’ and not for public use.

(It is actually possible to get private functions by saying:

```perl
my $subref = sub { ... };
$subref->(@args);  # Call it as a function
$obj->$subref(@args);  # Use it as a method
```

However if you use them for methods it is up to you to figure out how to make inheritance work.)

As a general rule, if the module is trying to be object oriented then export nothing. If it’s just a collection of functions then `@EXPORT_OK` anything but use `@EXPORT` with caution. For function and method names use barewords in preference to names prefixed with ampersands for the export lists.

Other module design guidelines can be found in `L<perlmod>`.
=head2 How to Import

In other files which wish to use your module there are three basic ways for them to load your module and import its symbols:

=over 4

=item C<use YourModule;>

This imports all the symbols from YourModule's C<@EXPORT> into the namespace of the C<use> statement.

=item C<use YourModule ();>

This causes perl to load your module but does not import any symbols.

=item C<use YourModule qw(...);>

This imports only the symbols listed by the caller into their namespace. All listed symbols must be in your C<@EXPORT> or C<@EXPORT_OK>, else an error occurs. The advanced export features of Exporter are accessed like this, but with list entries that are syntactically distinct from symbol names.

=back

Unless you want to use its advanced features, this is probably all you need to know to use Exporter.

=head1 Advanced Features

=head2 Specialised Import Lists

If any of the entries in an import list begins with !, : or / then the list is treated as a series of specifications which either add to or delete from the list of names to import. They are processed left to right. Specifications are in the form:

[!]name This name only
[!]:DEFAULT All names in @EXPORT
[!]:tag All names in $EXPORT_TAGS{tag} anonymous list
[!]/pattern/ All names in @EXPORT and @EXPORT_OK which match

A leading ! indicates that matching names should be deleted from the list of names to import. If the first specification is a deletion it is treated as though preceded by :DEFAULT. If you just want to import extra names in addition to the default set you will still need to include :DEFAULT explicitly.
e.g., `F<Module.pm>` defines:

```perl
@EXPORT      = qw(A1 A2 A3 A4 A5);
@EXPORT_OK   = qw(B1 B2 B3 B4 B5);
%EXPORT_TAGS = (T1 => [qw(A1 A2 B1 B2)], T2 => [qw(A1 A2 B3 B4)]);
```

Note that you cannot use tags in `@EXPORT` or `@EXPORT_OK`.

Names in `EXPORT_TAGS` must also appear in `@EXPORT` or `@EXPORT_OK`.

An application using Module can say something like:

```perl
use Module qw(:DEFAULT :T2 !B3 A3);
```

Other examples include:

```perl
use Socket qw(!/^[AP]F_/ !SOMAXCONN !SOL_SOCKET);
use POSIX  qw(:errno_h :termios_h !TCSADRAIN !/^EXIT/);
```

Remember that most patterns (using `//`) will need to be anchored with a leading `^`, e.g., `C</^EXIT/>` rather than `C</EXIT/>`.

You can say `C<BEGIN { $Exporter::Verbose=1 }>` to see how the specifications are being processed and what is actually being imported into modules.

=head2 Exporting Without Using Exporter's import Method

Exporter has a special method, `export_to_level` which is used in situations where you can't directly call Exporter's import method. The `export_to_level` method looks like:

```perl
MyPackage->export_to_level(
$where_to_export, $package, @what_to_export
);
```

where `C<$where_to_export>` is an integer telling how far up the calling stack to export your symbols, and `C<@what_to_export>` is an array telling what symbols *to* export (usually this is `C<@_>`). The `C<$package>` argument is currently unused.

For example, suppose that you have a module, A, which already has an import function:

```perl
package A;

@ISA = qw(Exporter);
```
@EXPORT_OK = qw ($b);

sub import
{
$A::b = 1;   # not a very useful import method
}

and you want to Export symbol C<$A::b> back to the module that called package A. Since Exporter relies on the import method to work, via inheritance, as it stands Exporter::import() will never get called. Instead, say the following:

package A;
@ISA = qw(Exporter);
@EXPORT_OK = qw ($b);

sub import
{
$A::b = 1;
A->export_to_level(1, @_);
}

This will export the symbols one level 'above' the current package - ie: to the program or module that used package A.

Note: Be careful not to modify C<@_> at all before you call export_to_level - or people using your package will get very unexplained results!

=head2 Exporting Without Inheriting from Exporter

By including Exporter in your C<@ISA> you inherit an Exporter's import() method but you also inherit several other helper methods which you probably don't want. To avoid this you can do

package YourModule;
use Exporter qw( import );

which will export Exporter's own import() method into YourModule. Everything will work as before but you won't need to include Exporter in C<@YourModule::ISA>.

Note: This feature was introduced in version 5.57 of Exporter, released with perl 5.8.3.

=head2 Module Version Checking

The Exporter module will convert an attempt to import a number from a module into a call to C<< $module_name->VERSION($value) >>. This can
be used to validate that the version of the module being used is
greater than or equal to the required version.

For historical reasons, Exporter supplies a `require_version` method that
simply delegates to `VERSION`. Originally, before `UNIVERSAL::VERSION`
existed, Exporter would call `require_version`.

Since the `UNIVERSAL::VERSION` method treats the `$VERSION` number as
a simple numeric value it will regard version 1.10 as lower than
1.9. For this reason it is strongly recommended that you use numbers
with at least two decimal places, e.g., 1.09.

=head2 Managing Unknown Symbols

In some situations you may want to prevent certain symbols from being exported. Typically this applies to extensions which have functions or constants that may not exist on some systems.

The names of any symbols that cannot be exported should be listed in the `EXPORT_FAIL` array.

If a module attempts to import any of these symbols the Exporter will give the module an opportunity to handle the situation before generating an error. The Exporter will call an export_fail method with a list of the failed symbols:

```perl
@failed_symbols = $module_name->export_fail(@failed_symbols);
```

If the `export_fail` method returns an empty list then no error is recorded and all the requested symbols are exported. If the returned list is not empty then an error is generated for each symbol and the export fails. The Exporter provides a default `export_fail` method which simply returns the list unchanged.

Uses for the `export_fail` method include giving better error messages for some symbols and performing lazy architectural checks (put more symbols into `EXPORT_FAIL` by default and then take them out if someone actually tries to use them and an expensive check shows that they are usable on that platform).

=head2 Tag Handling Utility Functions

Since the symbols listed within `EXPORT_TAGS` must also appear in either `EXPORT` or `EXPORT_OK`, two utility functions are provided which allow you to easily add tagged sets of symbols to `EXPORT` or `EXPORT_OK`:

```perl
%EXPORT_TAGS = (foo => [qw(aa bb cc)], bar => [qw(aa cc dd)]);
```
Exporter::export_tags('foo');  # add aa, bb and cc to @EXPORT
Exporter::export_ok_tags('bar');  # add aa, cc and dd to @EXPORT_OK

Any names which are not tags are added to C<@EXPORT> or C<@EXPORT_OK>
unchanged but will trigger a warning (with C<-w>) to avoid misspelt tags
names being silently added to C<@EXPORT> or C<@EXPORT_OK>. Future versions
may make this a fatal error.

=head2 Generating Combined Tags

If several symbol categories exist in C<%EXPORT_TAGS>, it's usually
useful to create the utility ":all" to simplify "use" statements.

The simplest way to do this is:

%EXPORT_TAGS = (foo => [qw(aa bb cc)], bar => [qw(aa cc dd)]);

# add all the other ":class" tags to the ":all" class,
# deleting duplicates
{
    my %seen;

    push @{$EXPORT_TAGS{all}},
        grep {!$seen{$_}++} @{$EXPORT_TAGS{$_}} foreach keys %EXPORT_TAGS;
}

F<CGI.pm> creates an ":all" tag which contains some (but not really
all) of its categories. That could be done with one small
change:

# add some of the other ":class" tags to the ":all" class,
# deleting duplicates
{
    my %seen;

    push @{$SEXPORT_TAGS{all}},
        grep {!$seen{$_}++} @{$SEXPORT_TAGS{$_}} foreach qw/html2 html3 netscape form cgi internal/;
}

Note that the tag names in C<%EXPORT_TAGS> don't have the leading ":".

=head2 AUTOLOAD-ed Constants

Many modules make use of C<AUTOLOAD>ing for constant subroutines to
avoid having to compile and waste memory on rarely used values (see
L<perlsub> for details on constant subroutines). Calls to such
constant subroutines are not optimized away at compile time because
they can't be checked at compile time for constancy.

Even if a prototype is available at compile time, the body of the subroutine is not (it hasn't been C<AUTOLOAD>ed yet). perl needs to examine both the C<()> prototype and the body of a subroutine at compile time to detect that it can safely replace calls to that subroutine with the constant value.

A workaround for this is to call the constants once in a C<BEGIN> block:

    package My;
    use Socket;
    foo( SO_LINGER ); ## SO_LINGER NOT optimized away; called at runtime
    BEGIN { SO_LINGER }
    foo( SO_LINGER ); ## SO_LINGER optimized away at compile time.

This forces the C<AUTOLOAD> for C<SO_LINGER> to take place before SO_LINGER is encountered later in C<My> package.

If you are writing a package that C<AUTOLOAD>s, consider forcing an C<AUTOLOAD> for any constants explicitly imported by other packages or which are usually used when your package is C<use>d.

=head1 Good Practices

=head2 Declaring C<@EXPORT_OK> and Friends

When using C<Exporter> with the standard C<strict> and C<warnings> pragmas, the C<our> keyword is needed to declare the package variables C<@EXPORT_OK>, C<@EXPORT>, C<@ISA>, etc.

    our @ISA = qw(Exporter);
    our @EXPORT_OK = qw(munge frobnicate);

If backward compatibility for Perls under 5.6 is important, one must write instead a C<use vars> statement.

    use vars qw(@ISA @EXPORT_OK);
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate);

=head2 Playing Safe

There are some caveats with the use of runtime statements like C<require Exporter> and the assignment to package variables, which can very subtle for the unaware programmer.
This may happen for instance with mutually recursive modules, which are affected by the time the relevant constructions are executed.

The ideal (but a bit ugly) way to never have to think about that is to use \texttt{BEGIN} blocks. So the first part of the \texttt{SYNOPSIS} code could be rewritten as:

```perl
package YourModule;

use strict;
use warnings;

our (@ISA, @EXPORT_OK);
BEGIN {
    require Exporter;
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate);  # symbols to export on request
}
```

The \texttt{BEGIN} will assure that the loading of \texttt{Exporter.pm} and the assignments to \texttt{@ISA} and \texttt{@EXPORT_OK} happen immediately, leaving no room for something to get awry or just plain wrong.

With respect to loading \texttt{Exporter} and inheriting, there are alternatives with the use of modules like \texttt{base} and \texttt{parent}.

```perl
use base qw( Exporter );
# or
use parent qw( Exporter );
```

Any of these statements are nice replacements for \texttt{BEGIN} with the same compile-time effect. The basic difference is that \texttt{base} code interacts with declared \texttt{fields} while \texttt{parent} is a streamlined version of the older \texttt{base} code to just establish the IS-A relationship.

For more details, see the documentation and code of \texttt{base} and \texttt{parent}.

Another thorough remedy to that runtime vs. compile-time trap is to use \texttt{Exporter::Easy}, which is a wrapper of Exporter that allows all boilerplate code at a single gulp in the use statement.
useExporter::Easy(
    OK => [ qw(munge frobnicate) ],
);
# @ISA setup is automatic
# all assignments happen at compile time

=head2 What Not to Export

You have been warned already in L</Selecting What to Export> to not export:

=over 4

=item *

method names (because you don't need to and that's likely to not do what you want),

=item *

anything by default (because you don't want to surprise your users... badly)

=item *

anything you don't need to (because less is more)

=back

There's one more item to add to this list. Do not export variable names. Just because C<Exporter> lets you do that, it does not mean you should.

@EXPORT_OK = qw( $svar @avar %hvar ); # DON'T!

Exporting variables is not a good idea. They can change under the hood, provoking horrible effects at-a-distance, that are too hard to track and to fix. Trust me: they are not worth it.

To provide the capability to set/get class-wide settings, it is best instead to provide accessors as subroutines or class methods instead.

=head1 SEE ALSO

C<Exporter> is definitely not the only module with symbol exporter capabilities. At CPAN, you may find
a bunch of them. Some are lighter. Some provide improved APIs and features. Peek the one that fits your needs. The following is a sample list of such modules.

Exporter::Easy
Exporter::Lite
Exporter::Renaming
Exporter::Tidy
Sub::Exporter / Sub::Installer
Perl6::Export / Perl6::Export::Attrs

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* /opt/cola/permits/1125684907_1611413713.36/0/perl-Exporter-5.68-3.el7-1.src.rpm-cosi-expand-archive-Du3TxHdd/Exporter-5.68.tar.gz-cosi-expand-archive-unrAtOZu/Exporter-5.68/lib/Exporter.pm
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* /opt/cola/permits/1125684907_1611413713.36/0/perl-Exporter-5.68-3.el7-1.src.rpm-cosi-expand-archive-Du3TxHdd/perl-Exporter.spec
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=over 1

NAME
Exporter - Implements default import method for modules

SYNOPSIS
In module YourModule.pm:

    package YourModule;
    require Exporter;
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate); # symbols to export on request

or

    package YourModule;
    use Exporter 'import'; # gives you Exporter's import() method directly
    @EXPORT_OK = qw(munge frobnicate); # symbols to export on request
In other files which wish to use "YourModule":

```perl
use YourModule qw(frobnicate);      # import listed symbols
frobnicate ($left, $right)          # calls YourModule::frobnicate
```

Take a look at "Good Practices" for some variants you will like to use in modern Perl code.

DESCRIPTION
The Exporter module implements an "import" method which allows a module to export functions and variables to its users' namespaces. Many modules use Exporter rather than implementing their own "import" method because Exporter provides a highly flexible interface, with an implementation optimised for the common case.

Perl automatically calls the "import" method when processing a "use" statement for a module. Modules and "use" are documented in perlfunc and perlmod. Understanding the concept of modules and how the "use" statement operates is important to understanding the Exporter.

How to Export
The arrays @EXPORT and @EXPORT_OK in a module hold lists of symbols that are going to be exported into the users name space by default, or which they can request to be exported, respectively. The symbols can represent functions, scalars, arrays, hashes, or typeglobs. The symbols must be given by full name with the exception that the ampersand in front of a function is optional, e.g.

```perl
@EXPORT    = qw(afunc $scalar @array);   # afunc is a function
@EXPORT_OK = qw(&bfunc %hash *typeglob); # explicit prefix on &bfunc
```

If you are only exporting function names it is recommended to omit the ampersand, as the implementation is faster this way.

Selecting What To Export
Do not export method names!

Do not export anything else by default without a good reason!

Exports pollute the namespace of the module user. If you must export try to use @EXPORT_OK in preference to @EXPORT and avoid short or common symbol names to reduce the risk of name clashes.

Generally anything not exported is still accessible from outside the module using the "YourModule::item_name" (or "$blessed_ref->method") syntax. By convention you can use a leading underscore on names to informally indicate that they are 'internal' and not for public use.
(It is actually possible to get private functions by saying:

```perl
my $subref = sub { ... };
$subref->(@args);       # Call it as a function
$obj->$subref(@args);   # Use it as a method
```

However if you use them for methods it is up to you to figure out how to make inheritance work.)

As a general rule, if the module is trying to be object oriented then export nothing. If it's just a collection of functions then @EXPORT_OK anything but use @EXPORT with caution. For function and method names use barewords in preference to names prefixed with ampersands for the export lists.

Other module design guidelines can be found in perlmod.

How to Import

In other files which wish to use your module there are three basic ways for them to load your module and import its symbols:

"use YourModule;"
This imports all the symbols from YourModule's @EXPORT into the namespace of the "use" statement.

"use YourModule ();"
This causes perl to load your module but does not import any symbols.

"use YourModule qw(...);"
This imports only the symbols listed by the caller into their namespace. All listed symbols must be in your @EXPORT or @EXPORT_OK, else an error occurs. The advanced export features of Exporter are accessed like this, but with list entries that are syntactically distinct from symbol names.

Unless you want to use its advanced features, this is probably all you need to know to use Exporter.

Advanced features

Specialised Import Lists
If any of the entries in an import list begins with !, : or / then the list is treated as a series of specifications which either add to or delete from the list of names to import. They are processed left to right. Specifications are in the form:

- `!name` This name only
- `!/:DEFAULT` All names in @EXPORT
A leading ! indicates that matching names should be deleted from the list of names to import. If the first specification is a deletion it is treated as though preceded by :DEFAULT. If you just want to import extra names in addition to the default set you will still need to include :DEFAULT explicitly.

E.g., Module.pm defines:

```
@EXPORT = qw(A1 A2 A3 A4 A5);
@EXPORT_OK = qw(B1 B2 B3 B4 B5);
%EXPORT_TAGS = (T1 => [qw(A1 A2 B1 B2)], T2 => [qw(A1 A2 B3 B4)]);
```

Note that you cannot use tags in @EXPORT or @EXPORT_OK. Names in EXPORT_TAGS must also appear in @EXPORT or @EXPORT_OK.

An application using Module can say something like:

```
use Module qw(:DEFAULT :T2 !B3 A3);
```

Other examples include:

```
use Socket qw(!/^\[AP\]F_/ !SOMAXCONN !SOL_SOCKET);
use POSIX qw(:errno_h :termios_h !TCSADRAIN !/^EXIT/);
```

Remember that most patterns (using //) will need to be anchored with a leading ^, e.g., "/^EXIT/" rather than "/EXIT/".

You can say "BEGIN { $Exporter::Verbose=1 }" to see how the specifications are being processed and what is actually being imported into modules.

Exporting without using Exporter's import method

Exporter has a special method, 'export_to_level' which is used in situations where you can't directly call Exporter's import method. The export_to_level method looks like:

```
MyPackage->export_to_level($where_to_export, $package, @what_to_export);
```

where $where_to_export is an integer telling how far up the calling stack to export your symbols, and @what_to_export is an array telling what symbols *to* export (usually this is @_). The $package argument is currently unused.

For example, suppose that you have a module, A, which already has an import function:
package A;

@ISA = qw(Exporter);
@EXPORT_OK = qw ($b);

sub import
{
    $A::b = 1;    # not a very useful import method
}

and you want to Export symbol $A::b back to the module that called package A. Since Exporter relies on the import method to work, via inheritance, as it stands Exporter::import() will never get called. Instead, say the following:

package A;
@ISA = qw(Exporter);
@EXPORT_OK = qw ($b);

sub import
{
    $A::b = 1;
    A->export_to_level(1, @_);
}

This will export the symbols one level 'above' the current package - ie: to the program or module that used package A.

Note: Be careful not to modify @_ at all before you call export_to_level - or people using your package will get very unexplained results!

Exporting without inheriting from Exporter
By including Exporter in your @ISA you inherit an Exporter's import() method but you also inherit several other helper methods which you probably don't want. To avoid this you can do

package YourModule;
use Exporter qw( import );

which will export Exporter's own import() method into YourModule. Everything will work as before but you won't need to include Exporter in @YourModule::ISA.

Note: This feature was introduced in version 5.57 of Exporter, released with perl 5.8.3.

Module Version Checking
The Exporter module will convert an attempt to import a number from a module into a call to "\$module_name->require_version($value)". This can be used to validate that the version of the module being used is greater than or equal to the required version.

The Exporter module supplies a default "require_version" method which checks the value of $VERSION in the exporting module.

Since the default "require_version" method treats the $VERSION number as a simple numeric value it will regard version 1.10 as lower than 1.9. For this reason it is strongly recommended that you use numbers with at least two decimal places, e.g., 1.09.

Managing Unknown Symbols

In some situations you may want to prevent certain symbols from being exported. Typically this applies to extensions which have functions or constants that may not exist on some systems.

The names of any symbols that cannot be exported should be listed in the @EXPORT_FAIL array.

If a module attempts to import any of these symbols the Exporter will give the module an opportunity to handle the situation before generating an error. The Exporter will call an export_fail method with a list of the failed symbols:

@failed_symbols = $module_name->export_fail(@failed_symbols);

If the "export_fail" method returns an empty list then no error is recorded and all the requested symbols are exported. If the returned list is not empty then an error is generated for each symbol and the export fails. The Exporter provides a default "export_fail" method which simply returns the list unchanged.

Uses for the "export_fail" method include giving better error messages for some symbols and performing lazy architectural checks (put more symbols into @EXPORT_FAIL by default and then take them out if someone actually tries to use them and an expensive check shows that they are usable on that platform).

Tag Handling Utility Functions

Since the symbols listed within %EXPORT_TAGS must also appear in either @EXPORT or @EXPORT_OK, two utility functions are provided which allow you to easily add tagged sets of symbols to @EXPORT or @EXPORT_OK:

%EXPORT_TAGS = (foo => [qw(aa bb cc)], bar => [qw(aa cc dd)]);

Exporter::export_tags('foo');  # add aa, bb and cc to @EXPORT
Exporter::export_ok_tags('bar');  # add aa, cc and dd to @EXPORT_OK

Any names which are not tags are added to @EXPORT or @EXPORT_OK unchanged but will trigger a warning (with "-w") to avoid misspelt tags names being silently added to @EXPORT or @EXPORT_OK. Future versions may make this a fatal error.

Generating combined tags
If several symbol categories exist in %EXPORT_TAGS, it's usually useful to create the utility ":all" to simplify "use" statements.

The simplest way to do this is:

%EXPORT_TAGS = (foo => [qw(aa bb cc)], bar => [qw(aa cc dd)]);

# add all the other "::class" tags to the "::all" class,
# deleting duplicates
{
    my %seen;

    push @{$EXPORT_TAGS{all}},
        grep {!$seen{$_}++} @{$EXPORT_TAGS{$_}} foreach keys %EXPORT_TAGS;
}

CGI.pm creates an "::all" tag which contains some (but not really all) of its categories. That could be done with one small change:

# add some of the other "::class" tags to the "::all" class,
# deleting duplicates
{
    my %seen;

    push @{$EXPORT_TAGS{all}},
        grep {!$seen{$_}++} @{$EXPORT_TAGS{$_}}
            foreach qw/html2 html3 netscape form cgi internal/;
}

Note that the tag names in %EXPORT_TAGS don't have the leading '::'.

"AUTOLOAD"ed Constants
Many modules make use of "AUTOLOAD"ing for constant subroutines to avoid having to compile and waste memory on rarely used values (see perlsub for details on constant subroutines). Calls to such constant subroutines are not optimized away at compile time because they can't be checked at compile time for constancy.

Even if a prototype is available at compile time, the body of the subroutine is not (it hasn't been "AUTOLOAD"ed yet). perl needs to
examine both the "()' prototype and the body of a subroutine at compile
time to detect that it can safely replace calls to that subroutine with
the constant value.

A workaround for this is to call the constants once in a "BEGIN" block:

package My ;
use Socket ;
foo( SO_LINGER );     ## SO_LINGER NOT optimized away; called at runtime
BEGIN { SO_LINGER }
foo( SO_LINGER );     ## SO_LINGER optimized away at compile time.

This forces the "AUTOLOAD" for "SO_LINGER" to take place before
SO_LINGER is encountered later in "My" package.

If you are writing a package that "AUTOLOAD"s, consider forcing an
"AUTOLOAD" for any constants explicitly imported by other packages or
which are usually used when your package is "use"d.

Good Practices
Declaring @EXPORT_OK and Friends
When using "Exporter" with the standard "strict" and "warnings" pragmas,
the "our" keyword is needed to declare the package variables @EXPORT_OK,
@EXPORT, @ISA, etc.

    our @ISA = qw(Exporter);
    our @EXPORT_OK = qw(munge frobnicate);

If backward compatibility for Perls under 5.6 is important, one must
write instead a "use vars" statement.

    use vars qw(@ISA @EXPORT_OK);
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate);

Playing Safe
There are some caveats with the use of runtime statements like "require
Exporter" and the assignment to package variables, which can very subtle
for the unaware programmer. This may happen for instance with mutually
recursive modules, which are affected by the time the relevant
constructions are executed.

The ideal (but a bit ugly) way to never have to think about that is to
use "BEGIN" blocks. So the first part of the "SYNOPSIS" code could be
rewritten as:
package YourModule;

use strict;
use warnings;

our (@ISA, @EXPORT_OK);
BEGIN {
    require Exporter;
    @ISA = qw(Exporter);
    @EXPORT_OK = qw(munge frobnicate);  # symbols to export on request
}

The "BEGIN" will assure that the loading of Exporter.pm and the assignments to @ISA and @EXPORT_OK happen immediately, leaving no room for something to get awry or just plain wrong.

With respect to loading "Exporter" and inheriting, there are alternatives with the use of modules like "base" and "parent".

use base qw( Exporter );
    # or
use parent qw( Exporter );

Any of these statements are nice replacements for "BEGIN { require Exporter; @ISA = qw(Exporter); }" with the same compile-time effect. The basic difference is that "base" code interacts with declared "fields" while "parent" is a streamlined version of the older "base" code to just establish the IS-A relationship.

For more details, see the documentation and code of base and parent.

Another thorough remedy to that runtime vs. compile-time trap is to use Exporter::Easy, which is a wrapper of Exporter that allows all boilerplate code at a single gulp in the use statement.

use Exporter::Easy (OK => [ qw(munge frobnicate) ],);
    # @ISA setup is automatic
    # all assignments happen at compile time

What not to Export

You have been warned already in "Selecting What To Export" to not export:

* method names (because you don't need to and that's likely to not do what you want),
* anything by default (because you don't want to surprise your users... badly)

* anything you don't need to (because less is more)

There's one more item to add to this list. Do not export variable names. Just because "Exporter" lets you do that, it does not mean you should.

@EXPORT_OK = qw( $svar @avar %hvar ); # DON'T!

Exporting variables is not a good idea. They can change under the hood, provoking horrible effects at-a-distance, that are too hard to track and to fix. Trust me: they are not worth it.

To provide the capability to set/get class-wide settings, it is best instead to provide accessors as subroutines or class methods instead.

SEE ALSO
"Exporter" is definitely not the only module with symbol exporter capabilities. At CPAN, you may find a bunch of them. Some are lighter. Some provide improved APIs and features. Peek the one that fits your needs. The following is a sample list of such modules.

Exporter::Easy  
Exporter::Lite  
Exporter::Renaming  
Exporter::Tidy  
Sub::Exporter / Sub::Installer  
Perl6::Export / Perl6::Export::Attrs

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1.162 commons-compress 1.2

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1.164 jackson-dataformat-yaml 2.8.6

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* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1.jar/org/springframework/web/servlet/config/annotation/RedirectViewControllerRegistration.java
* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1.jar/org/springframework/web/servlet/config/annotation/ResourceChainRegistration.java
* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1.jar/org/springframework/web/servlet/mvc/condition/AbstractNameValueExpression.java

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* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1.jar/org/springframework/web/servlet/mvc/ServletWrappingController.java
* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1.jar/org/springframework/web/servlet/theme/SessionThemeResolver.java
* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1.jar/org/springframework/web/servlet/mvc/method/annotation/RequestResponseBodyAdviceChain.java
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* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1.jar/org/springframework/web/servlet/resource/ResourceUrlProviderExposingInterceptor.java
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* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1-jar/org/springframework/web/servlet/view/feed/AbstractAtomFeedView.java
* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1-jar/org/springframework/web/servlet/view/feed/AbstractFeedView.java
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* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1-jar/org/springframework/web/servlet/config/GroovyMarkupConfigurerBeanDefinitionParser.java
* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1-jar/org/springframework/web/servlet/config/annotation/UrlBasedViewResolverRegistration.java
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* /opt/cola/permits/1110784598_1606855225.27/0/spring-webmvc-5-0-5-release-sources-1-jar/org/springframework/web/servlet/tags/form/AbstractHtmlElementTag.java
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XSLT-driven View that allows for response context to be rendered as the
result of an XSLT transformation.

The XSLT Source object is supplied as a parameter in the model and then
a specific entry in the model via the [setSourceKey sourceKey] property or
have Spring locate the Source object. This class also provides basic conversion
of objects into Source implementations. See [getSourceTypes() here]
for more details.

All model parameters are passed to the XSLT Transformer as parameters.
In addition the user can configure [setOutputProperties output properties]
to be passed to the Transformer.

@author Rob Harrop
@author Juergen Hoeller
@since 2.0

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*<p>
* View technologies that support this contract can obtain an instance to
* delegate to via {@link RequestContext#getRequestDataValueProcessor()}.
*<p>
* @author Rossen Stoyanchev
* @since 3.1
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  jar/org/springframework/web/servlet/tags/ArgumentAware.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/script/ScriptTemplateConfigurer.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/mvc/method/annotation/JsonViewRequestBodyAdvice.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/tiles3/TilesConfigurer.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/resource/AppCacheManifestTransformer.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/resource/ResourceUrlProviderExposingInterceptor.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/mvc/condition/AbstractRequestCondition.java
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XSLT-driven View that allows for response context to be rendered as the
result of an XSLT transformation.

<p>The XSLT Source object is supplied as a parameter in the model and then
[<link #locateSource detected>] during response rendering. Users can either specify
a specific entry in the model via the [<link #setSourceKey sourceKey>] property or
have Spring locate the Source object. This class also provides basic conversion
of objects into Source implementations. See [<link #getSourceTypes()] here]
for more details.

<p>All model parameters are passed to the XSLT Transformer as parameters.
In addition the user can configure [<link #setOutputProperties output properties>]
to be passed to the Transformer.

<author Rob Harrop</author>
<author Juergen Hoeller</author>
since 2.0

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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/OptionsTag.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/annotation/UrlBasedViewResolverRegistration.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/support/SessionFlashMapManager.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/feed/AbstractFeedView.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/PasswordInputTag.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/SelectTag.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/feed/AbstractAtomFeedView.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/FlashMapManager.java

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  jar/org/springframework/web/servlet/ViewResolver.java
  * /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
  jar/org/springframework/web/servlet/tags/EditorAwareTag.java
  * /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
  jar/org/springframework/web/servlet/tags/form/OptionWriter.java
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  * /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
  jar/org/springframework/web/servlet/tags/AbstractThemeResolver.java
  * /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
  jar/org/springframework/web/servlet/mvc/AbstractUrlViewController.java
  * /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/handler/BeanNameUrlHandlerMapping.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/view/AbstractCachingViewResolver.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/handler/RequestMatchResult.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/AbstractController.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/view/AbstractTemplateView.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/condition/RequestCondition.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/resource/ResourceTransformer.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/config/annotation/DelegatingWebMvcConfiguration.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/HandlerMapping.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/ErrorsTag.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/handler/MatchableHandlerMapping.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/handler/HandlerMethodMappingNamingStrategy.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/AbstractHtmlElementBodyTag.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/mvc/Controller.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/ViewResolverComposite.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/TextareaTag.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerComposite.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/InterceptorsBeanDefinitionParser.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerAdapter.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/DefaultServletHandlerBeanDefinitionParser.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/AbstractHtmlElementTag.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/tiles3/SpringLocaleResolver.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/MvcNamespaceHandler.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/mvc/method/annotation/StreamingResponseBody.java

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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
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* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/condition/ProducesRequestCondition.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/view/script/RenderingContext.java
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* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/resource/GzipResourceResolver.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/resource/PathResourceResolver.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurationSupport.java
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as URL query parameters or form field values before they are rendered by a
* view or before a redirect.
*<p>Implementations may use this contract for example as part of a solution
* to provide data integrity, confidentiality, protection against cross-site
* request forgery (CSRF), and others or for other tasks such as automatically
* adding a hidden field to all forms and URLs.
*<p>View technologies that support this contract can obtain an instance to
* delegate to via {link RequestContext#getRequestDataValueProcessor}.
*<p>@author Rossen Stoyanchev
* @since 3.1
*/

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/* OpenBSD: poll.h,v 1.11 2003/12/10 23:10:08 millert Exp */

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/* OpenBSD ORIGINAL: sys/sys/poll.h */

#if !defined(HAVE_POLL) && !defined(HAVE_POLL_H)
#define COMPAT_POLL_H
#endif

typedef struct pollfd {
    int fd;
}
shortrevents;
shortrevents;
} pollfd_t;

typedef unsigned int nfds_t;

#define POLLIN 0x0001
#define POLLHUP 0x0010
#define POLLNVAL 0x0020
#define POLLPRI 0x0002
#define POLLRDNORM 0x0040
#define POLLWRNORM POLLHUP
#define POLlrdband 0x0080
#define POLLWRBAND 0x0100

#define INFTIM (-1) /* not standard */

int poll(struct pollfd *, nfds_t, int);

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* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
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int setresgid(gid_t, gid_t, gid_t);
#endif
#ifndef HAVE_SETRESUID
int setresuid(uid_t, uid_t, uid_t);
#endif
/
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#ifndef _BSD_WAITPID_H
#define _BSD_WAITPID_H

#ifndef HAVE_WAITPID
/* Clean out any potential issues */
#endif

#define WEXITSTATUS(w) ((WIFEXITED(w) ? ((W_INT(w) >> 8) & 0377) : -1))
#define WTERMSIG(w) ((WIFSIGNALED(w) ? (_W_INT(w) & 0177) : -1))
#define WCOREDUMP(w) ((_W_INT(w)) & WCOREFLAG)

/* Prototype */
pid_t waitpid(int, int *, int);

#endif /* HAVE_WAITPID */
#endif /* _BSD_WAITPID_H */

1.177 lua 5.1.4 15.el7

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1.180 dropwizard-jackson 0.9.2

1.181 libx11 1.6.7 2.el7

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1.195 cracklib 2.9.0 11.el7
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It was downloaded from http://sourceforge.net/projects/cracklib

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Modifications: Added cronjob, configuration file, and man pages.

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v2.

This approval was carried out in email discussions in 2005, and has
been reconfirmed as of 2007-10-01 with the following email from Alec
Muffett. Cracklib's license was changed from the GPL to the LGPL after
consensus of all previous developers in October 2008, effective with
release 2.8.15 released on 2009-11-19. See the email discussion below
for both license changes.

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EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde=r20
GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.=20

-- Nathan
=20
------------------------------------------------------------
Nathan Neulinger EMail: nneul@um...  
University of Missouri - Rolla Phone: (573) 341-6679  
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
>=20
> looks like 2.8.11 is out and marked as "GPL-2" ... releasing
> libraries under
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Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216
Subject: Re: [Cracklib-devel] cracklib license
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From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
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What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL....

- a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone's best interests to have as secure systems as possible, and I think tainting it via GPL will just make it less likely that the library gets used, and will not usually cause companies/developers to GPL the dependent code (where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct license in this situation.

Devin
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If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
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My apologies for not chiming in in anything resembling a reasonable timeframe.

I'd also suggest the LGPL, for the reason you noted above. Alternately, GPLv2 with the option of using the library under a later version of the GPL would permit applications which were released under version 3 of the GPL to use the library, too, which would be sufficient for the packages which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-05 21:27
On Monday 28 January 2008, Nalin Dahyabhai wrote:

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yes. go for it. thanks++

- a

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> yes, go for it. thanks++

Nathan Neulinger is the only one who can actually make said change ...

-mike

Below is original licensing discussion re changing to GPL from Artistic.

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.
for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (helo=[192.168.1.3])
by rutherford.zen.co.uk with esmtp (Exim 4.50)
id 1hcocx-0004qt-6l
for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain>
<EC90713277D2BE41B7110CCD74E235CEF44F38@UMR-CMAIL1.umr.edu>
<1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
Content-Type: text/plain; charset=US-ASCII; delsp=yes; format=flowed
Message-Id: <117A1264-F6DC-4E25-B0DD-56FBFE6E9F@crypticide.com>
Content-Transfer-Encoding: 7bit
From: Alec Muffett <alecm@crypticide.com>
Subject: Re: cracklib license
Date: Mon, 1 Oct 2007 17:59:46 +0100
To: Nathan Neulinger <nneul@neulinger.org>
X-Mailer: Apple Mail (2.752.2)
X-Originating-Rutherford-IP: [82.68.43.14]
Return-Path: alecm@crypticide.com
X-OriginalArrivalTime: 01 Oct 2007 17:26:03.0008 (UTC) FILETIME=[2420C000:01C80450]
Status: RO
Content-Length: 585
Lines: 21

> > ---------- Forwarded message ----------
> > From: Neulinger, Nathan <nneul@umr.edu>
> > Date: Sep 27, 2007 2:58 PM
> > Subject: RE: cracklib license
> > To: alecm@crypto.dircon.co.uk
> >
> > Any chance you could write me a self-contained email stating clearly
> > that the license is being changed to GPL, so I could include that
> > email
> > in the repository and clean up the repository/tarballs? I have all the
> > original discussion, but something succinct and self contained
> > would be
> > ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

-----------
EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected
in released code until Nov 2009 - slow release cycle...)

Open Source Used In Network Insights Resources Network Insights 5.1 1721
Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
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=20
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Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
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BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.
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The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.

-------------------------------------
From alecm@crypticide.com Mon Oct 1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
 Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
 Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id l91Gxtpr020623
for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMTP id 2C7734D311
for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (helo=[192.168.1.3])
Any chance you could write me a self-contained email stating clearly
that the license is being changed to GPL, so I could include that
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in the repository and clean up the repository/tarballs? I have all the
original discussion, but something succinct and self contained
would be
ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)
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under the Apache License 2.0 (see: StringUtils.containsWhitespace())

Apache License
Version 2.0, January 2004
http://www.apache.org/licenses/

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outstanding shares, or (iii) beneficial ownership of such entity.

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1.198 groff 1.22.2 8.el7
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src/preproc/grn/gprint.h
src/preproc/grn/hdb.cpp
src/preproc/grn/hgraph.cpp
src/preproc/grn/hpoint.cpp
src/preproc/grn/main.cpp

The `gxditview' output device. It is based on X11's `xditview' program and thus has the X license.

src/devices/xditview/DESC.in
src/devices/xditview/Dvi.c
src/devices/xditview/Dvi.h
src/devices/xditview/DviP.h
src/devices/xditview/FontMap
src/devices/xditview/GXditview.ad
src/devices/xditview/Menu.h
src/devices/xditview/ad2c
src/devices/xditview/device.c
src/devices/xditview/device.h
src/devices/xditview/draw.c
src/devices/xditview/font.c
src/devices/xditview/gray1.bm
src/devices/xditview/gray2.bm
src/devices/xditview/gray3.bm
src/devices/xditview/gray4.bm
src/devices/xditview/gray5.bm
src/devices/xditview/gray6.bm
src/devices/xditview/gray7.bm
src/devices/xditview/gray8.bm
src/devices/xditview/gxditview.man
src/devices/xditview/lex.c
src/devices/xditview/page.c
src/devices/xditview/parse.c
src/devices/xditview/xdit.bm
src/devices/xditview/xdit_mask.bm
src/devices/xditview/xditview.c

src/include/DviChar.h
src/include/XFontName.h
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. The -mdoc macro set, using the BSD license.

  tmac/doc.tmac
  tmac/doc-old.tmac
  tmac/doc-common
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  doc/meintro.me
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@c End:

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* /opt/cola/permits/1136594665_1613806531.48/0/spring-core-5-0-8-release-sources-3-jar/org/springframework/core/type/classreading/MetadataReader.java

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* /opt/cola/permits/1136594665_1613806531.48/0/spring-core-5-0-8-release-sources-3-jar/org/springframework/core/task/AsyncTaskExecutor.java
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* /opt/cola/permits/1136594665_1613806531.48/0/spring-core-5-0-8-release-sources-3-
  jar/org/springframework/core/convert/ConversionException.java

1.202 jline 2.14.3

1.203 readline 6.2-11.el7
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1.223 dropwizard-validation 0.9.2

1.224 hk2-locator 2.4.0-b31

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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 * [FactoryBean] that obtains a WebSphere [javax.management.MBeanServer]
 * reference through WebSphere's proprietary [AdminServiceFactory] API,
 * available on WebSphere 5.1 and higher.
 *
 * Exposes the [MBeanServer] for bean references.
 * This FactoryBean is a direct alternative to [MBeanServerFactoryBean],
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * See the javadocs for WebSphere's
 * [AdminServiceFactory] and [MBeanFactory].
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/scripting/support/ScriptFactoryPostProcessor.java
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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/context/ApplicationListener.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/scheduling/config/ScheduledTasksBeanDefinitionParser.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/instrument/classloading/weblogic/WebLogicLoadTimeWeaver.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/format/support/FormatterPropertyEditorAdapter.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/context/event/EventListener.java
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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/cache/interceptor/SimpleKeyGenerator.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/scheduling/annotation/Async.java

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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/cache/config/CacheManagementConfigUtils.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/scheduling/config/TaskManagementConfigUtils.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/cache/annotation/CacheAnnotationParser.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/scheduling/annotation/AsyncConfigurationSelector.java
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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/format/datetime/joda/JodaTimeConverters.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/format/FormatterRegistry.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/context/annotation/ScannedGenericBeanDefinition.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/cache/interceptor/BasicOperation.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/scheduling/annotation/AsyncConfigurerSupport.java
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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/format/datetime/joda/JodaTimeConverters.java
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 */

/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 *
 * @author Stephane Nicoll
 * @since 4.1
 */

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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-
  jar/org/springframework/format/datetime/joda/ReadableInstantPrinter.java
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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-
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  jar/org/springframework/context/annotation/ImportSelector.java
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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/context/event/DefaultEventListenerFactory.java
* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/scripting/config/LangNamespaceHandler.java
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* /opt/cola/permits/1110784617_1606854323.12/0/spring-context-5-0-5-release-sources-1-jar/org/springframework/context/event/EventListenerFactory.java
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jar/org/springframework/instrument/classloading/websphere/WebSphereLoadTimeWeaver.java
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jar/org/springframework/jmx/export/metadata/ManagedNotification.java
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jar/org/springframework/context/MessageSource.java
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 */

/**
* Indicates that a component is only eligible for registration when all
* [@linkplain #value specified conditions] match.
 *
* <p>A <em>condition</em> is any state that can be determined programatically
* before the bean definition is due to be registered (see {@link Condition} for details).
* 
* <p>The [@Conditional] annotation may be used in any of the following ways:
* <ul>
* <li>as a type-level annotation on any class directly or indirectly annotated with
* [@Component], including [@Configuration] classes
* </li>
* <li>as a meta-annotation, for the purpose of composing custom stereotype
* annotations</li>
* <li>as a method-level annotation on any [@Bean] method</li>
* </ul>

* <p>If a [@Configuration] class is marked with [@Conditional],
* all of the [@Bean] methods, [@Import] annotations, and
* [@ComponentScan] annotations associated with that
* class will be subject to the conditions.
* 
* <p><strong>NOTE</strong>: Inheritance of [@Conditional] annotations
* is not supported; any conditions from superclasses or from overridden
* methods will not be considered. In order to enforce these semantics,
* [@Conditional] itself is not declared as
* [@Inherited]; furthermore, any
* custom <em>composed annotation</em> that is meta-annotated with
* [@Conditional] must not be declared as [@Inherited].
* 
* @author Phillip Webb
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2.0.1.RELEASE

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- javaee_6.xsd
- javaee_web_services_1_3.xsd
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- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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1.242 hk2-api 2.4.0-b31
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1.243 javassist 3.19.0-GA

1.244 jackson-dataformat-cbor 2.8.11

1.245 springfox-core 2.8.0

1.246 libxrandr 1.5.1-2.el7

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1.247 gperftools 2.6.1 1.el7

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1.248 gax-go 2.0.5
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1.249 springfox-spring-web 2.8.0

1.250 libdrm 2.4.97-2.el7
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1.252 jackson-xc 2.6.3

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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1.262 jackson-dataformat-yaml 2.9.6
1.262.1 Available under license:

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**1.263 pygpgme 0.3-9.el7**

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**1.264 p11-kit 0.23.5 3.el7**

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1.265 gir1.2-gdkpixbuf-2.0 2.36.12 3.el7
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1.266 joda-time 2.10.1

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1.284 zlib 1.2.11
1.284.1 Available under license :
/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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

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(zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
1.285 logback-core 1.1.3

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1.286 zlib 1.2.3

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   The data format used by the zlib library is described by RFCs (Request for
   Comments) 1950 to 1952 in the files ftp://ds.internic.net/rfc/rfc1950.txt
   (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).
*/
/* match.s -- Pentium-optimized version of longest_match()
 * Written for zlib 1.1.2
 * Copyright (C) 1998 Brian Raiter <breadbox@muppetlabs.com>
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1.287 poi-ooxmi-schemas 4.1.0

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1.288 sqlite 3.26.0-7.el7.0atomix1

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1.290 sarama 1.20.1

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1.291 errors 0.9.1
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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.
For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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

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

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the
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  jar/javax/validation/ValidatorContext.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/spi/ConfigurationState.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/ConstraintValidatorFactory.java
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* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-
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  jar/javax/validation/constraintvalidation/ValidationTarget.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-
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  jar/javax/validation/executable/package-info.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/metadata/CrossParameterDescriptor.java
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* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/ConstraintViolation.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/Validator.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/constraints/DecimalMax.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/MessageInterpolator.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/ReportAsSingleViolation.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/metadata/BeanDescriptor.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/Path.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/constraints/DecimalMin.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-jar/javax/validation/ConstraintValidatorContext.java

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* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/constraints/AssertTrue.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/constraints/Size.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/bootstrap/ProviderSpecificBootstrap.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/Payload.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/constraints/AssertFalse.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/Constraint.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/constraints/Null.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/spi/ValidationProvider.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/metadata/ElementDescriptor.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/metadata/ConstraintDescriptor.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/constraints/Pattern.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/constraints/ConstraintDefinitionException.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/ConstraintValidator.java
* /opt/cola/permits/1110666980_1606842266.81/validation-api-1-1-0-final-sources-4-
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jar/javax/validation/metadata/ParameterDescriptor.java

1.299 reflections 0.9.11

1.300 goprotobuf 1.3.2

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1.309 lz4 1.7.5-3.el7.0atomix1

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Example/ViewController.h
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Pod::Spec.new do |s|
  s.name         = "DCPathButton"
  s.version      = "2.1.1"
  s.summary      = "A beautiful button copy from Path®"
  s.description  = "DCPathButton is a menu button, design by an famous App Path®. Since Path® 4.0, it return to use a tab bar instead of a side bar, and also change the menu button. So I try to implement it and then the DCPathButton born :)"
  s.homepage     = "https://github.com/Tangdixi/DCPathButton"
  s.license      = {
    type => 'MIT',
    text => 'The DCPathButton use the MIT license'
  }
end
s.author             = { "Tangdixi" => "Tangdixi@gmail.com" }

s.platform     = :ios, '7.0'

s.source       = {
:git => "https://github.com/Tangdixi/DCPathButton.git",
:tag => "2.1.1"
}

s.source_files  = 'DCPathButton/Classes/*.{h,m}'

s.resources  = ['DCPathButton/Sounds/*']

s.frameworks = 'QuartzCore','AudioToolbox'

s.requires_arc = true

end

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1.313 spring-boot 2.0.3.RELEASE

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 */
/**
* A [@link WebApplicationContext] that can be used to bootstrap itself from a contained
* [@link ServletWebServerFactory] bean.

* <p>
* This context will create, initialize and run an [@link WebServer] by searching for a
* single [@link ServletWebServerFactory] bean within the [@link ApplicationContext]
* itself. The [@link ServletWebServerFactory] is free to use standard Spring concepts
* (such as dependency injection, lifecycle callbacks and property placeholder variables).

* <p>
* In addition, any [@link Servlet] or [@link Filter] beans defined in the context will be
* automatically registered with the web server. In the case of a single Servlet bean, the
* `/` mapping will be used. If multiple Servlet beans are found then the lowercase beam
* name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will
* always be mapped to '/'. Filter beans will be mapped to all URLs ('/*').

* <p>
* For more advanced configuration, the context can instead define beans that implement
* the [@link ServletContextInitializer] interface (most often
* [@link ServletRegistrationBean]s and/or [@link FilterRegistrationBean]s). To prevent
* double registration, the use of [@link ServletContextInitializer] beans will disable
* automatic Servlet and Filter bean registration.

* <p>
* Although this context can be used directly, most developers should consider using the
* [@link AnnotationConfigServletWebServerApplicationContext] or
* [@link XmlServletWebServerApplicationContext] variants.

* @author Phillip Webb
* @author Dave Syer
* @see AnnotationConfigServletWebServerApplicationContext
* @see XmlServletWebServerApplicationContext
* @see ServletWebServerFactory

/*

Found in path(s):
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-
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* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/package-info.java
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* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-
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* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-
jar.org/springframework/boot/jdbc/metadata/HikariDataSourcePoolMetadata.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-
jar.org/springframework/boot/web/embedded/tomcat/package-info.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-
jar.org/springframework/boot/context/annotation/package-info.java
jar/org/springframework/boot/logging/java/JavaLoggingSystem.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/logging/package-info.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/jdbc/SchemaManagement.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/diagnostics/FailureAnalysisReporter.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/system/package-info.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/orm/jpa/package-info.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/jackson/package-info.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/SpringBootVersion.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/web/embedded/tomcat/CompressionConnectorCustomizer.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/jta/narayana/NarayanaRecoveryManagerBean.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/web/reactive/server/ReactiveWebServerFactory.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/logging/LoggingInitializationContext.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/validaion/MessageInterpolatorFactory.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/web/server/Ssl.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/diagnostics/analyzer/BeanNotOfRequiredTypeFailureAnalyzer.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/context/properties/source/PropertyMapping.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/web/servlet/package-info.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/jta/atomikos/AtomikosConnectionFactoryBean.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/web/servlet/DispatcherType.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/web/reactive/result/view/package-info.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-
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/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/context/properties/CompositePropertySources.java */
/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/logging/log4j2/package-info.java */
/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/logging/log4j2/ExtendedWhitespaceThrowablePatternConverter.java */
/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/jta/narayana/NarayanaBeanFactoryPostProcessor.java */
/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/jta/atomikos/package-info.java */
/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/web/server/ErrorPageRegistry.java */
/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/jta/atomikos/package-info.java */
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/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/admin/SpringApplicationBuilderRegistrar.java */
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/* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1-jar/org/springframework/boot/ansi/AnsiPropertySource.java */
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/properties/source/AliasedIterableConfigurationPropertySource.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/properties/source/ConfigurationPropertySourcesPropertySource.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/util/LambdaSafe.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/properties/bind/validation/ValidationErrors.java
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* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/reactive/error/ErrorAttributes.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/reactive/context/ReactiveWebServerApplicationContext.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/jdbc/DatabaseDriver.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/embedded/tomcat/TomcatWebServer.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/convert/IsoOffsetFormatter.java
* /opt/cola/permits/114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/security/servlet/ApplicationContextRequestMatcher.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/embedded/undertow/UndertowCompressionConfigurer.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/embedded/tomcat/SslConnectorCustomizer.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/properties/bind/validation/ValidationBindHandler.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/origin/PropertySourceOrigin.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/embedded/tomcat/TomcatReactiveWebServerFactory.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/embedded/undertow/CompositeResourceManager.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/web/servlet/server/StaticResourceJars.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/logging/LoggingApplicationListener.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/properties/OriginTrackedPropertiesLoader.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/origin/SystemEnvironmentOrigin.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/env/OriginTrackedPropertiesLoader.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/event/ApplicationStartedEvent.java
* /opt/cola/permits/1114919105_1607574436.56/0/spring-boot-2-0-3-release-sources-1.jar/org/springframework/boot/context/properties/ConfigurationPropertiesBindingPostProcessorRegistrar.java
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However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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* Return the web session for the current request. Always guaranteed to
* return an instance either matching to the session id requested by the
* client, or with a new session id either because the client did not
* specify one or because the underlying session had expired. Use of this
* method does not automatically create a session. See {@link WebSession}
* for more details.
*/

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* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/http/ReactiveHttpOutputMessage.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/HttpRequestHandler.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/support/ServletContextResource.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/http/client/reactive/ClientHttpRequest.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/remoting/jaxws/SimpleJaxWsServiceExporter.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/GetMapping.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/RequestHeader.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/multipart/MultipartRequest.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/ModelAttribute.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/RequestParamMethodArgumentResolver.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/http/HttpMethod.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/request/SessionScope.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/request/AbstractRequestAttributes.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/WebApplicationContext.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/http/client/ClientHttpRequestExecution.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/request/FacesWebRequest.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/WebApplicationContext.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/CookieValue.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/RestControllerAdvice.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/server/WebExceptionHandler.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/server/MediaTypeNotSupportedStatusException.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/server/WebExceptionHandler.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/ModelAttribute.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/Mapping.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/SessionScoped.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/annotation/ControllerAdvice.java
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* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-
  jar/org/springframework/web/context/support/ServletContextResourceLoader.java
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* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-
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jar/org/springframework/http/client/reactive/ReactorClientHttpConnector.java
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jar/springframework/web/method/support/AsyncHandlerMethodReturnValueHandler.java
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jar/springframework/web/bind/support/SessionAttributeStore.java
* /opt/cola/permits/111078453_1606855227.16/0/spring-web-5-0-5-release-sources-1-
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jar/springframework/http/RequestCookie.java
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jar/springframework/web/context/request/async/CallableInterceptorChain.java
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</table>
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* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/method/annotation/MethodArgumentConversionNotSupportedException.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/http/server/RequestPath.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/request/AsyncWebRequestInterceptor.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/server/handler/ExceptionHandlingWebHandler.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/support/GenericWebApplicationContext.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/support/StaticWebApplicationContext.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/support/ContextExposingHttpServletRequest.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/http/converter/protobuf/ProtobufJsonFormatHttpMessageConverter.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/filter/CharacterEncodingFilter.java

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* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/bind/MissingPathVariableException.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/context/request/DestructionCallbackBindingListener.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/cors/CorsProcessor.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/web/filter/CharacterEncodingFilter.java

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# This file maps Internet media types to unique file extension(s).
# Although created for httpd, this file is used by many software systems
# and has been placed in the public domain for unlimited redistribution.
#
# The table below contains both registered and (common) unregistered types.
# A type that has no unique extension can be ignored -- they are listed
# here to guide configurations toward known types and to make it easier to
# identify "new" types. File extensions are also commonly used to indicate
# content languages and encodings, so choose them carefully.

# Internet media types should be registered as described in RFC 4288.
# The registry is at <http://www.iana.org/assignments/media-types/>.

# This file was retrieved from

# MIME type (lowercased)Extensions
# ================================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
# application/andrew-insetez
# application/applefile
# application/applixwareaw
# application/atf
# application/atfx
# application/atom+xml
# application/atomcat+xml
# application/atomdeleted+xml
# application/atomicmail
# application/atomsvc+xml
# application/atom+xml
# application/auth-policy+xml
# application/bacnet-xdd+zip
# application/batch-smtp
# application/beep+xml
# application/calendar+xml
# application/calendar+xml
# application/call-completion
# application/cals-1840
# application/cbor
# application/ccmp+xml
application/ccxml+xml
# application/cdfx+xml
application/cdmi-capability
application/cdmi-container
application/cdmi-domain
application/cdmi-object
application/cdmi-queue
# application/cdni
# application/cea
# application/cea-2018+xml
# application/cellml+xml
# application/cfw
# application/cms
# application/cnlp+xml
# application/coap-group+json
# application/commonground
# application/conference-info+xml
# application/cpl+xml
# application/csrattrs
# application/csta+xml
# application/cstadata+xml
# application/csvm+json
application/cu-seemecu
# application/cybercash
# application/dash+xml
# application/dashdelta
application/davmount+xml
# application/davmount
# application/dca-rft
# application/dcd
# application/dec-dx
# application/dialog-info+xml
# application/dicom
# application/dii
# application/dit
# application/dns
application/docbook+xml
# application/dskpp+xml
application/dssc+der
application/dssc+xml
# application/dvcs
application/ecmascript
# application/edi-consent
# application/edi-x12
# application/edifact
# application/efi
# application/emergencycalldata.comment+xml
# application/emergencycalldata.deviceinfo+xml
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# application/emergencycalldata.providerinfo+xml
# application/emergencycalldata.serviceinfo+xml
# application/emergencycalldata.subscriberinfo+xml
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# application/emotionml+xml
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# application/eshop
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application/font-tdpfr
application/font-woff
# application/framework-attributes+xml
# application/geo+json
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# application/index.cmd
# application/index.obj
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# application/index.vnd
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# application/iotp
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# application/isup
# application/its+xml
application/java-archive
application/java-serialized-object
application/java-vm
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# application/load-control+xml
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# application/lostsync+xml
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application/mac-compactpro
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# application/mbms-schedule+xml
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# application/session-info
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# application/simple-message-summary
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# application/slate
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# application/smpte336m
# application/soap+fastinfoset
# application/soap+xml
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# application/spirits-event+xml
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# application/vnd.powerbuilder6-s
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Found in path(s):
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5-0-5-release-sources-1-jar/org/springframework/http/mime.types
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Found in path(s):
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5.0.5-release-sources-1.jar/org/springframework/web/accept/ParameterContentNegotiationStrategy.java

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* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5.0.5-release-sources-1.jar/org/springframework/http/converter/protobuf/ExtensionRegistryInitializer.java

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* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5.0.5-release-sources-1.jar/org/springframework/web/HttpMediaTypeException.java
* /opt/cola/permits/1110784543_1606855227.16/0/spring-web-5.0.5-release-sources-1-
No license file was found, but licenses were detected in source scan.

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1.319 rcrowley-go-metrics v0.0.0-20190826022208-cac0b30c2563

1.319.1 Available under license:

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1.320 spring-boot-starter 2.0.1.RELEASE

1.320.1 Available under license:
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<name>Apache License, Version 2.0</name>
<url>http://www.apache.org/licenses/LICENSE-2.0</url>

Found in path(s):

1.321 libxfixes 5.0.3-1.el7

1.322 which 2.20-7.el7

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1.324 jackson-datatype-jdk8 2.6.3
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1.325 spring-security-core 5.0.4.RELEASE

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 */
/**
 * Reviews the <code>Object</code> returned from a secure object invocation, being able to
 * modify the <code>Object</code> or throw an [ @link AccessDeniedException ].
 * <p>
 * Typically used to ensure the principal is permitted to access the domain object
 * instance returned by a service layer bean. Can also be used to mutate the domain object
 * instance so the principal is only able to access authorised bean properties or
 * <code>Collection</code> elements.
 * <p>
 * Special consideration should be given to using an <code>AfterInvocationManager</code>
 * on bean methods that modify a database. Typically an
 * <code>AfterInvocationManager</code> is used with read-only methods, such as
 * <code>public DomainObject getId(id)</code>. If used with methods that modify a
 * database, a transaction manager should be used to ensure any
 * <code>AccessDeniedException</code> will cause a rollback of the changes made by the
 * transaction.
 * </p>
* @author Ben Alex
*/

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* */
/** 
* A token issued by [@link TokenService].
* 
* <p>
* It is important that the keys assigned to tokens are sufficiently randomised and
* secured that they can serve as identifying a unique user session. Implementations of
* [@link TokenService] are free to use encryption or encoding strategies of their choice.
* It is strongly recommended that keys are of sufficient length to balance safety against
* persistence cost. In relation to persistence cost, it is strongly recommended that
* returned keys are small enough for encoding in a cookie.
* </p>
* 
* @author Ben Alex
* @since 2.0.1
*/

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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/authentication/RememberMeAuthenticationProvider.java
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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/authentication/event/AuthenticationFailureLockedEvent.java

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 */
/**
 * Base64 encoder which is a reduced version of Robert Harder's public domain
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 * href="http://iharder.net/base64">http://iharder.net/base64</a> for more information.
 *<p>
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 *
 * @author Luke Taylor
 * @since 3.0
 * @deprecated Use java.util.Base64
 */

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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/access/package-info.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/crypto/package-info.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/core/authority/SimpleGrantedAuthority.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/core/userdetails/package-info.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/core/userdetails/memory/package-info.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/core/userdetails/package-info.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2.jar/org/springframework/security/access/package-info.java
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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/authentication/jaas/DefaultJaasAuthenticationProvider.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/authentication/jaas/AbstractJaasAuthenticationProvider.java

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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/keygen/BytesKeyGenerator.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/password/Digester.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/password/PasswordEncoder.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/password/SecureRandomBytesKeyGenerator.java
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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/encrypt/HexEncodingTextEncryptor.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/encrypt/EncodingUtils.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/encrypt/AesBytesEncryptor.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/encrypt/SharedKeyGenerator.java
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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-jar/org/springframework/security/crypto/encrypt/CipherUtils.java
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*/
/** *
* @param authentication represents the user in question. Should not be null.
* @param targetDomainObject the domain object for which permissions should be
* checked. May be null in which case implementations should return false, as the null
* condition can be checked explicitly in the expression.
* @param permission a representation of the permission object as supplied by the
* expression system. Not null.
* @return true if the permission is granted, false otherwise
*/

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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5.0.4-release-sources-2.jar/org/springframework/security/jackson2/UnmodifiableListDeserializer.java

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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5.0.4-release-sources-2.jar/org/springframework/security/authorization/AuthorityReactiveAuthorizationManager.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5.0.4-release-sources-2.jar/org/springframework/security/crypto/keygen/Base64StringKeyGenerator.java
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* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5.0.4-release-sources-2.jar/org/springframework/security/authorization/AuthenticatedReactiveAuthorizationManager.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5.0.4-release-sources-2.jar/org/springframework/security/core/SpringSecurityCoreVersion.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5.0.4-release-sources-2.
Jar File Details:

- org/springframework/security/authentication/UserDetailsRepositoryReactiveAuthenticationManager.java
- org/springframework/security/core/token/KeyBasedPersistenceTokenService.java
- org/springframework/security/core/token/MessageDigestPasswordEncoder.java
- org/springframework/security/core/token/PasswordEncoderUtils.java
- org/springframework/security/core/userdetails/ReactiveUserDetailsService.java
- org/springframework/security/crypto/password/Md4PasswordEncoder.java
- org/springframework/security/crypto/factory/PasswordEncoderFactories.java
- org/springframework/security/crypto/password/DelegatingPasswordEncoder.java
- org/springframework/security/core/userdetails/MapReactiveUserDetailsService.java
- org/springframework/security/authorization/ReactiveAuthorizationManager.java
- org/springframework/security/crypto/scrypt/SCryptPasswordEncoder.java
- org/springframework/security/core/context/ReactiveSecurityContextHolder.java
- org/springframework/security/authentication/ReactiveAuthenticationManager.java
- org/springframework/security/crypto/password/Pbkdf2PasswordEncoder.java
- org/springframework/security/crypto/password/LdapShaPasswordEncoder.java

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/**
* Determines if the {@link #getAuthentication()} has permission to access the target
* given the permission
* @param target the target domain object to check permission on
* @param permission the permission to check on the domain object (i.e. "read",
* "write", etc).
* @return true if permission is granted to the [@link #getAuthentication()], else
* false
*/

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 jar/org/springframework/security/access/expression/SecurityExpressionOperations.java
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 jar/org/springframework/security/jackson2/CoreJackson2Module.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-
 jar/org/springframework/security/jackson2/UserMixin.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-
 jar/org/springframework/security/jackson2/RememberMeAuthenticationTokenMixin.java
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 jar/org/springframework/security/jackson2/UsernamePasswordAuthenticationTokenMixin.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-
 jar/org/springframework/security/jackson2/SimpleGrantedAuthorityMixin.java
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 jar/org/springframework/security/jackson2/UnmodifiableSetDeserializer.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-
 jar/org/springframework/security/jackson2/AnonymousAuthenticationTokenMixin.java
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 jar/org/springframework/security/jackson2/UnmodifiableSetMixin.java
* /opt/cola/permits/1126401711_1611627403.56/0/spring-security-core-5-0-4-release-sources-2-
 jar/org/springframework/security/jackson2/SecurityJackson2Modules.java
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  jar/org/springframework/security/crypto/bcrypt/BCrypt.java

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Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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were developed by Martin Porter and Richard Boulton.
The full snowball package is available from http://snowball.tartarus.org/

The KStem stemmer in analysis/common/src/org/apache/lucene/analysis/en was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst) under the BSD-license.


The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers (common) are based on BSD-licensed reference implementations created by Jacques Savoy and Ljiljana Dolamic. These files reside in:


The Stempel analyzer (stempel) includes BSD-licensed software developed by the Egothor project http://egothor.sf.net/, created by Leo Galambos, Martin Kvapil, and Edmond Nolan.

The Polish analyzer (stempel) comes with a default stopword list that is BSD-licensed created by the Carrot2 project. The file resides in stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt.

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The SmartChineseAnalyzer source code (smartcn) was provided by Xiaoping Gao and copyright 2009 by www.imdict.net.

WordBreakTestUnicode_*_.java (under modules/analysis/common/src/test/) is derived from Unicode data such as the Unicode Character Database. See http://unicode.org/copyright.html for more details.
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Servlet-api.jar and javax.servlet-*.jar are under the CDDL license, the original source code for this can be found at http://www.eclipse.org/jetty/downloads.php

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* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collect/ImmutableRangeMap.java
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* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/io/BaseEncoding.java

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* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1.jar/jersey/repackaged/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1.jar/jersey/repackaged/com/google/common/collection/AbstractRangeSet.java

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* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/MapMakerInternalMap.java
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    jar/jersey/repackaged/com/google/common/io/Closer.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/ForwardingImmutableSet.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/reflect/TypeToInstanceMap.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/RangedMap.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/CharSink.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/RegularImmutableAsList.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/reflect/ImmutableTypeToInstanceMap.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/EvictingQueue.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/TreeTraverser.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/ForwardingBlockingDeque.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/escape/package-info.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/collect/FilteredEntrySetMultimap.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/html/package-info.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/xml/package-info.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/base/StandardSystemProperty.java
  * /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
    jar/jersey/repackaged/com/google/common/util/concurrent/ListenablescheduledFuture.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/cache/LongAddable.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/FilteredSetMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/LongAddables.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ForwardingImmutableMap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/AsyncSettableFuture.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/hash/AbstractByteHasher.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/FilteredMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/RateLimiter.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/TransformedIterator.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/FilteredKeySetMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/DescendingMultiset.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/BinaryTreeTraverser.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/reflect/package-info.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/AbstractMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/TransformedListIterator.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/FilteredEntryMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/io/CharSource.java
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* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/escape/CharEscaperBuilder.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/io/AppendableWriter.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/reflect/TypeToken.java

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* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/Table.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ImmutableCollection.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/AbstractCheckedFuture.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/EmptyImmutableBiMap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/Range.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/Collections2.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/escape/Escaper.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ImmutableMapValues.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/CollectPreconditions.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/Serialization.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ImmutableMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/CheckedFuture.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/StandardRowSortedTable.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/primitives/Ints.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ImmutableEntry.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
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 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
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jar/jersey/repackaged/com/google/common/collect/ImmutableEnumSet.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/xml/XmlEscapers.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/AbstractService.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ArrayTable.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/io/LineProcessor.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/RegularImmutableSortedSet.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collect/ArrayBasedCharEscaper.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ForwardingTable.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ImmutableSortedMap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/html/HtmlEscapers.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ComparisonChain.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/io/ByteProcessor.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/escape/Platform.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ImmutableTable.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/DiscreteDomain.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/primitives/SignedBytes.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/base/Platform.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/DiscreteDomain.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-jar/jersey/repackaged/com/google/common/collection/ImmutableEnumSet.java
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Found in path(s):
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/util/concurrent/Atomics.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/base/Equivalence.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/ForwardingImmutableCollection.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/util/concurrent/Monitor.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/primitives/package-info.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/annotations/package-info.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/ForwardingSetMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/base/Strings.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/annotations/Beta.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/RowSortedTable.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/base/Ascii.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/collect/SortedMapDifference.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/net/package-info.java
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
  jar/jersey/repackaged/com/google/common/net/package-info.java
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distributed under the License is distributed on an "AS IS" BASIS,
WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
See the License for the specific language governing permissions and
limitations under the License.
*/

/*
 This following method is a modified version of one found in
 http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
 which contained the following notice:
 *
 * Written by Doug Lea with assistance from members of JCP JSR-166
 * Expert Group and released to the public domain, as explained at
 * http://creativecommons.org/publicdomain/zero/1.0/
 * Other contributors include Andrew Wright, Jeffrey Hayes,
 * Pat Fisher, Mike Judd.
 */

Found in path(s):
* /opt/cola/permits/1136594360_1613806217.87/0/jersey-guava-2-22-1-sources-1-
jar/jersey/repackaged/com/google/common/util/concurrent/MoreExecutors.java
No license file was found, but licenses were detected in source scan.

/*
 * Copyright (C) 2010 The Guava Authors
 * Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except
 * in compliance with the License. You may obtain a copy of the License at
 * http://www.apache.org/licenses/LICENSE-2.0
 * Unless required by applicable law or agreed to in writing, software distributed under the License
 * is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
 */
Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

## Licensing

Jackson core and extension components may be licensed under different licenses. To find the details that apply to this artifact see the accompanying LICENSE file. For more information, including possible other licensing options, contact FasterXML.com (http://fasterxml.com).

## Credits

A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

This copy of Jackson JSON processor YAML module is licensed under the Apache (Software) License, version 2.0 ("the License"). See the License for details about distribution rights, and the specific rights regarding derivate works.

You may obtain a copy of the License at:

http://www.apache.org/licenses/LICENSE-2.0
1.334 libjpeg 9d

1.334.1 Available under license:

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

/*
 * jchuff.c
 *
 * Copyright (C) 1991-1997, 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 Huffman entropy encoding routines.
 * Both sequential and progressive modes are supported in this single module.
 *
 * 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.
 *
 * We do not support output suspension for the progressive JPEG mode, since
 * the library currently does not allow multiple-scan files to be written
 * with output suspension.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jchuff.c

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IJG JPEG LIBRARY: CODING RULES

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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.

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. (On some older systems, global names must be
unique within six characters. We accommodate this without cluttering the
source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code
transformation to feed prototype-less C compilers. Transformation is done
by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript).
ansi2knr is not very bright, so it imposes a format requirement on function
declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions
should be written in the following style:

LOCAL(int *)
function_name (int a, char *b)
{
    code...
}

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.)

ansi2knr does not transform method declarations (function pointers in
structs). We handle these with a macro JMETHOD, defined as
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist)  type (*methodname) ()
#endif
which is used like this:

```c
struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
    JMETHOD(void, term_entropy_encoder, (void));
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to “int”.

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

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_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.

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 cjpege.c and djpege.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/coderules.txt
No license file was found, but licenses were detected in source scan.

/*
 * jerror.h
 *
 * Copyright (C) 1994-1997, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jerror.h
No license file was found, but licenses were detected in source scan.

/*
 * 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.

Found in path(s):
/opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jfdctfst.c
No license file was found, but licenses were detected in source scan.

/*
 * wrjpgcom.c
 * Copyright (C) 1994-1997, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrjpgcom.c
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INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2019, Thomas G. Lane, 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 explains how to configure and install the IJG software. We have tried to make this software extremely portable and flexible, so that it can be adapted to almost any environment. The downside of this decision is that the
installation process is complicated. We have provided shortcuts to simplify
the task on common systems. But in any case, you will need at least a little
familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger
program's installation procedure may take care of configuring the IJG code.
For example, Ghostscript's installation script will configure the IJG code.
You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all.
Try doing
./configure
make
make test
If that doesn't complain, do
make install
(better do "make -n install" first to see if the makefile will put the files
where you want them). Read further if you run into snags or want to customize
the code for your system.

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Testing the software
Installing the software
Optional stuff
Optimization
Hints for specific systems

BEFORE YOU START
=================
Before installing the software you must unpack the distributed source code.
Since you are reading this file, you have probably already succeeded in this
task. However, there is a potential for error if you needed to convert the
files to the local standard text file format (for example, if you are on
MS-DOS you may have converted LF end-of-line to CR/LF). You must apply
such conversion to all the files EXCEPT those whose names begin with "test".
The test files contain binary data; if you change them in any way then the
self-test will give bad results.
Please check the last section of this file to see if there are hints for the specific machine or compiler you are using.

CONFIGURING THE SOFTWARE
==================================

To configure the IJG code for your system, you need to create two files:
* jconfig.h: contains values for system-dependent #define symbols.
* Makefile: controls the compilation process.
(On a non-Unix machine, you may create "project files" or some other substitute for a Makefile. jconfig.h is needed in any environment.)

We provide three different ways to generate these files:
* On a Unix system, you can just run the "configure" script.
* We provide sample jconfig files and makefiles for popular machines;
  if your machine matches one of the samples, just copy the right sample
  files to jconfig.h and Makefile.
* If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script
---------------------------------------------------------------

If you are on a Unix machine, you can just type
./configure
and let the configure script construct appropriate configuration files.
If you're using "csh" on an old version of System V, you might need to type
sh configure
instead to prevent csh from trying to execute configure itself.
Expect configure to run for a few minutes, particularly on slower machines;
it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions
for GNU configure scripts. It makes a few assumptions that you may want to
override. You can do this by providing optional switches to configure:

* Configure will build both static and shared libraries, if possible.
If you want to build libjpeg only as a static library, say
./configure --disable-shared
If you want to build libjpeg only as a shared library, say
./configure --disable-static
Configure uses GNU libtool to take care of system-dependent shared library
building methods.

* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.
To force a particular compiler to be selected, use the CC option, for example
The same method can be used to include any unusual compiler switches. For example, on HP-UX you probably want to say

```
./configure CC='cc -Aa'
```

to get HP's compiler to run in ANSI mode.

* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc. You can override this by saying, for example,

```
./configure CFLAGS='-O2'
```

if you want to compile without debugging support.

* Configure will set up the makefile so that "make install" will install files into /usr/local/bin, /usr/local/man, etc. You can specify an installation prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

* If you don't have a lot of swap space, you may need to enable the IJG software's internal virtual memory mechanism. To do this, give the option "--enable-maxmem=N" where N is the default maxmemory limit in megabytes. This is discussed in more detail under "Selecting a memory manager", below. You probably don't need to worry about this on reasonably-sized Unix machines, unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling or working in a network of multiple machine types; but if you need those features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files

If you have one of these systems, you can just use the provided configuration files:

Makefile jconfig file System and/or compiler

makefile.manx jconfig.manx Amiga, Manx Aztec C
makefile.sas jconfig.sas Amiga, SAS C
makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior
mak*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C
makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C
makefile.vc jconfig.vc Windows, MS Visual C++
makefile.vs jconfig.vs Windows, MS Visual C++ 6 Developer Studio
make*.vc6
make*.vs16
Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

Configuring the software by hand
--------------------------------

First, generate a jconfig.h file. If you are moderately familiar with C, the comments in jconfig.txt should be enough information to do this; just copy jconfig.txt to jconfig.h and edit it appropriately. Otherwise, you may prefer to use the ckconfig.c program. You will need to compile and execute ckconfig.c by hand --- we hope you know at least enough to do that. ckconfig.c may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing ckconfig.c according to the directions given in ckconfig.c. Once you get it to run, it will write a suitable jconfig.h file, and will also print out some advice about which makefile to use.

You may also want to look at the canned jconfig files, if there is one for a system similar to yours.

Second, select a makefile and copy it to Makefile (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are
makefile.ansi: if your C compiler supports function prototypes
makefile.unix: if not.
(You have function prototypes if ckconfig.c put "#define HAVE_PROTOTYPES" in jconfig.h.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected Makefile and adjust options as needed. In particular you may want to change the CC and CFLAGS definitions. For instance, if you are using GCC, set CC=gcc. If you had to use any compiler switches to get ckconfig.c to work, make sure the same switches are in CFLAGS.

If you are on a system that doesn't use makefiles, you'll need to set up project files (or whatever you do use) to compile all the source files and link them into executable files cjpeg, djpeg, jpegtan, rdjpgcom, and wrjpgcom. See the file lists in any of the makefiles to find out which files go into each program. Note that the provided makefiles all make a "library" file libjpeg first, but you don't have to do that if you don't want to; the file lists identify which source files are actually needed for compression, decompression, or both. As a last resort, you can make a batch script that
just compiles everything and links it all together; makefile.vms is an example of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll need to make:

Command line style
--------------------

These programs can use a Unix-like command line style which supports redirection and piping, like this:
  cjpeg inputfile >outputfile
  cjpeg <inputfile >outputfile
  source program | cjpeg >outputfile
The simpler "two file" command line style is just
  cjpeg inputfile outputfile
You may prefer the two-file style, particularly if you don't have pipes.

You MUST use two-file style on any system that doesn't cope well with binary data fed through stdin/stdout; this is true for some MS-DOS compilers, for example. If you're not on a Unix system, it's safest to assume you need two-file style. (But if your compiler provides either the Posix-standard fdopen() library routine or a Microsoft-compatible setmode() routine, you can safely use the Unix command line style, by defining USE_FDOPEN or USE_SETMODE respectively.)

To use the two-file style, make jconfig.h say "#define TWO_FILE_COMMANDLINE".

Selecting a memory manager
---------------------------

The IJG code is capable of working on images that are too big to fit in main memory; data is swapped out to temporary files as necessary. However, the code to do this is rather system-dependent. We provide five different memory managers:

* jmemansi.c This version uses the ANSI-standard library routine tmpfile(), which not all non-ANSI systems have. On some systems tmpfile() may put the temporary file in a non-optimal location; if you don't like what it does, use jmemname.c.

* jmemname.c This version creates named temporary files. For anything except a Unix machine, you'll need to configure the select_file_name() routine appropriately; see the comments near the head of jmemname.c. If you use this version, define NEED_SIGNAL_CATCHER in jconfig.h to make sure the temp files are removed if the program is aborted.
* jmemnobs.c (That stands for No Backing Store :-) ) This will compile on almost any system, but it assumes you have enough main memory or virtual memory to hold the biggest images you work with.

* jmemdos.c This should be used with most 16-bit MS-DOS compilers. See the system-specific notes about MS-DOS for more info.

IMPORTANT: if you use this, define USE_MSDOS_MEMMGR in jconfig.h, and include the assembly file jmemdosa.asm in the programs. The supplied makefiles and jconfig files for 16-bit MS-DOS compilers already do both.

* jmemmac.c Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the SYSDEPMEM variable in your makefile to equal the corresponding object file name (for example, jmemansi.o or jmemansi.obj for jmemansi.c).

If you have plenty of (real or virtual) main memory, just use jmemnobs.c. "Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion.

If yours doesn't, try jmemansi.c first. If that doesn't compile, you'll have to use jmemname.c; be sure to adjust select_file_name() for local conditions. You may also need to change unlink() to remove() in close_backing_store().

Except with jmemnobs.c or jmemmac.c, you need to adjust the DEFAULT_MAX_MEM setting to a reasonable value for your system (either by adding a #define for DEFAULT_MAX_MEM to jconfig.h, or by adding a -D switch to the Makefile). This value limits the amount of data space the program will attempt to allocate. Code and static data space isn't counted, so the actual memory needs for cjpeg or djpeg are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set DEFAULT_MAX_MEM to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by jmemdos.c.)

BUILDING THE SOFTWARE

=============

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:
If your compiler complains about undefined structures, you should be able to shut it up by putting "#define INCOMPLETE_TYPES_BROKEN" in jconfig.h.

If you have trouble with missing system include files or inclusion of the wrong ones, read jinclude.h. This shouldn't happen if you used configure or ckconfig.c to set up jconfig.h.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a getenv() library routine, define NO_GETENV.

Also see the system-specific hints, below.

TESTING THE SOFTWARE
====================

As a quick test of functionality we've included a small sample image in several forms:
- testorig.jpg Starting point for the djpeg tests.
- testimg.ppm The output of djpeg testorig.jpg
- testing.bmp The output of djpeg -bmp -colors 256 testorig.jpg
- testing.jpg The output of cjpeg testimg.ppm
- testprog.jpg Progressive-mode equivalent of testorig.jpg.
- testimgp.jpg The output of cjpeg -progressive -optimize testimg.ppm

(The first- and second-generation .jpg files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the testimg* files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run djpeg and cjpeg by hand and compare the output files to testimg* with whatever binary file comparison tool you have. The files should be bit-for-bit identical.

If the programs complain "MAX_ALLOC_CHUNK is wrong, please fix", then you need to reduce MAX_ALLOC_CHUNK to a value that fits in type size_t.

Try adding "#define MAX_ALLOC_CHUNK 65520L" to jconfig.h. A less likely configuration error is "ALIGN_TYPE is wrong, please fix": defining ALIGN_TYPE as long should take care of that one.

If the cjpeg test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define RIGHT_SHIFT_IS_UNSIGNED. Go back to the
configuration step and run ckconfig.c. (This is a good plan for any other test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through stdin/stdout actually works. You should get the same results from "djpeg <testorig.jpg >out.ppm" as from "djpeg -outfile out.ppm testorig.jpg". Note that the makefiles all use the latter style and therefore do not exercise stdin/stdout! If this check fails, try recompiling with USE_SETMODE or USE_FDOPEN defined. If it still doesn't work, better use two-file style.

If you chose a memory manager other than jmemnobs.c, you should test that temporary-file usage works. Try "djpeg -bmp -colors 256 -max 0 testorig.jpg" and make sure its output matches testimg.bmp. If you have any really large images handy, try compressing them with -optimize and/or decompressing with -colors 256 to make sure your DEFAULT_MAX_MEM setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

INSTALLING THE SOFTWARE
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Once you're done with the above steps, you can install the software by copying the executable files (cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (cjpeg.1, djpeg.1, jpegtran.1, rdjpgcom.1, wrjpgcom.1) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say make install to install the programs and their man pages into the standard places. (You'll probably need to be root to do this.) We recommend first saying make -n install to see where configure thought the files should go. You may need to edit the Makefile, particularly if your system's conventions for man page filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other programs besides ours, then you need to put the four include files jpeglib.h jerror.h jconfig.h jmorecfg.h into your include-file directory, and put the library file libjpeg.a (extension may vary depending on system) wherever library files go.
If you generated a Makefile with "configure", it will do what it thinks is the right thing if you say make install-lib

OPTIONAL STUFF
===============

Progress monitor:

If you like, you can #define PROGRESS_REPORT (in jconfig.h) to enable display of percent-done progress reports. The routine provided in cdjpeg.c merely prints percentages to stderr, but you can customize it to do something fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster Toolkit format) disabled, because the RLE support won't compile without the Utah library. If you have URT version 3.1 or later, you can enable RLE support as follows:
1. define RLE_SUPPORTED in jconfig.h.
2. Add a -I option to CFLAGS in the Makefile for the directory containing the URT .h files (typically the "include" subdirectory of the URT distribution).
3. Add -L... -lrle to LDLIBS in the Makefile, where ... specifies the directory containing the URT "librle.a" file (typically the "lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision. (For color, this means 8 to 12 bits per channel, of course.) If you need to work with deeper than 8-bit data, you can compile the IJG code for 9-bit to 12-bit operation. To do so:
1. In jmorecfg.h, define BITS_IN_JSAMPLE as 9, 10, 11, or 12 rather than 8.
2. In jconfig.h, undefine BMP_SUPPORTED, RLE_SUPPORTED, and TARGA_SUPPORTED, because the code for those formats doesn't handle deeper than 8-bit data and won't even compile. (The PPM code does work, as explained below. The GIF code works too; it scales 8-bit GIF data to and from 12-bit depth automatically.)
3. Compile. Don't expect "make test" to pass, since the supplied test files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not
supported and may be added later.
Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

The PPM reader (rdppm.c) can read deeper than 8-bit data from either text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files which have a maxval greater than 255 are assumed to use 2 bytes per sample, MSB first (big-endian order). As of early 1995, 2-byte binary format is not officially supported by the PBMPLUS library, but it is expected that a future release of PBMPLUS will support it. Note that the PPM reader will read files of any maxval regardless of the BITS_IN_JSAMPLE setting; incoming data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte binary PPM or PGM format, maxval=MAXJSAMPLE, when compiled with BITS_IN_JSAMPLE>8. Since this format is not yet widely supported, you can disable it by compiling wrppm.c with PPM_NORAWWORD defined; then the data is scaled down to 8 bits to make a standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy of djpeg to keep around. But hopefully you won't need it for very long. Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have it stored in some other, nonstandard format. In that case you'll probably want to write your own I/O modules to read and write your format.

Note:
The standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional functions can be removed at compile time. See the xxx_SUPPORTED #defines in jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in decoder support for all valid JPEG files, to ensure that you can read anyone's output. Taking out support for image file formats that you don't use is the most painless way to make the programs smaller. Another possibility is to remove some of the DCT methods: in particular, the "IFAST" method may not be enough faster than the others to be worth keeping on your machine. (If you do remove ISLOW or IFAST, be sure to redefine JDCT_DEFAULT or JDCT_FASTEST to a supported method, by adding a #define in jconfig.h.)
OPTIMIZATION

Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step. Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the MULTIPLYxxx macro definitions in jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining SHORTxSHORT_32 is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYxxx definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT_DEFAULT JDCT_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the INLINE macro in jmorecfg.h is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., -finline-functions for gcc). Enabling such a switch is likely to make the compiled code bigger but faster.
In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to jpeg-info@jpegclub.org so we can mention them in future releases. Be sure to specify your machine and compiler version.

HINTS FOR SPECIFIC SYSTEMS
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We welcome reports on changes needed for systems not mentioned here. Submit 'em to jpeg-info@jpegclub.org. Also, if configure or ckconfig.c is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.)
After renaming the files according to Acorn conventions, take a copy of makefile.ansi, change all occurrences of 'libjpeg.a' to 'libjpeg.o' and change these definitions as indicated:

CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDEPMEM=jmemansi.o
LN=Link
AR=LibFile -c -o

Also add a new line '.c.o:; $(cc) $< $(cflags) -c -o $@'. Remove the lines '$(RM) libjpeg.o' and '$(AR2) libjpeg.o' and the 'jconfig.h' dependency section.

Copy jconfig.txt to jconfig.h. Edit jconfig.h to define TWO_FILE_COMMANDLINE and CHAR_IS_UNSIGNED.

Run the makefile using !AMU not !Make. If you want to use the 'clean' and 'test' makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.
The supplied config files are set up to use jmemname.c as the memory manager, with temporary files being created on the device named by "JPEGTMP:"

Atari ST/STE/TT:

Copy the project files makcjjpeg.st, makdjjpeg.st, maktjpeg.st, and makljpeg.st to cjjpeg.prj, djjpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT_MAX_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT_MAX_MEM mnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcfltlib.lib with pc881lib.lib in cjjpeg.prj and djjpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT_FLOAT_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcfltlib.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a compiler bug in old versions of Cray's Standard C (prior to 3.1). If you still have an old compiler, you'll need to insert a line reading "#pragma novector" just before the loop
for (i = 1; i <= (int) htbl->bits[l]; i++)
huffsize[p++] = (char) l;
in fix_huff_tbl (in V5beta1, line 204 of jchuff.c and line 176 of jdhuff.c).
This bug may or may not still occur with the current IJG code, but it's probably a dead issue anyway...

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler, you should run the compiler in ANSI mode. If using the configure script, say
./configure CC='cc -Aa'
(or -Ae if you prefer). If configuring by hand, use makefile.ansi and add
"-Aa" to the CFLAGS line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler delivered with a minimum HP-UX system, then you must use makefile.unix (and do NOT add -Aa); or just run configure without the CC option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior to A.08.07. If you get complaints about "not a typedef name", you'll have to use makefile.unix, or run configure without the CC option.

Macintosh, generic comments:

The supplied user-interface files (cjpeg.c, djpeg.c, etc) are set up to provide a Unix-style command line interface. You can use this interface on the Mac by means of the ccommand() library routine provided by Metrowerks CodeWarrior or Think C. This is only appropriate for testing the library, however; to make a user-friendly equivalent of cjpeg/djpeg you'd really want to develop a Mac-style user interface. There isn't a complete example available at the moment, but there are some helpful starting points:
1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to JPEG under System 7 and later. This only illustrates how to use the compression half of the library, but it does a very nice job of that part.
2. Jim Brunner prepared a Mac-style user interface for both compression and decompression. Unfortunately, it hasn't been updated since IJG v4, and the library's API has changed considerably since then. Still it may be of some help, particularly as a guide to compiling the IJG code under Think C.
Jim's code is available from the Info-Mac archives, at sumex-aim.stanford.edu or mirrors thereof; see file /info-mac/dev/src/jpeg-convert-c.hqx.

jmemmac.c is the recommended memory manager back end for Macintosh. It uses NewPtr/DisposePtr instead of malloc/free, and has a Mac-specific implementation of jpeg_mem_available(). It also creates temporary files that
follow Mac conventions. (That part of the code relies on System-7-or-later OS functions. See the comments in jmemmac.c if you need to run it on System 6.)

NOTE that USE_MAC_MEMMGR must be defined in jconfig.h to use jmemmac.c.

You can also use jmemnobs.c, if you don't care about handling images larger than available memory. If you use any memory manager back end other than jmemmac.c, we recommend replacing "malloc" and "free" by "NewPtr" and "DisposePtr", because Mac C libraries often have peculiar implementations of malloc/free. (For instance, free() may not return the freed space to the Mac Memory Manager. This is undesirable for the IJG code because jmemmgr.c already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining USE_CCOMMAND. You'll also need to define TWO_FILE_COMMANDLINE to avoid stdin/stdout. This means that when using the cjpeg/djpeg programs, you'll have to type the input and output file names in the "Arguments" text-edit box, rather than using the file radio buttons. (Perhaps USE_FDOPEN or USE_SETMODE would eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended float. jmemmgr.c won't like this: it wants sizeof(ALIGN_TYPE) to be a power of 2. Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

The supplied configuration file jconfig.mac can be used for your jconfig.h; it includes all the recommended symbol definitions. If you have AppleScript installed, you can run the supplied script makeproj.mac to create CodeWarrior project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define USE_CCOMMAND in jconfig.h so that the ecommand() routine is
called. You must also define TWO_FILE_COMMANDLINE because stdin/stdout
don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float.
jmemmgr.c won't like this: it wants sizeof(ALIGN_TYPE) to be a power of 2.
Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

jconfig.mac should work as a jconfig.h configuration file for Think C,
but the makeproj.mac AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's cc version 1.31 has a rather nasty optimization bug. Don't use -O
if you have that compiler version. (Use "cc -V" to check the version.)
Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory
models (i.e., data pointers are 16 bits unless explicitly declared "far";
code pointers can be either size). You may be able to use small model to
compile cjpeg or djpeg by itself, but you will probably have to use medium
model for any larger application. This won't make much difference in
performance. You *will* take a noticeable performance hit if you use a
large-data memory model, and you should avoid "huge" model if at all
possible. Be sure that NEED_FAR_POINTERS is defined in jconfig.h if you use
a small-data memory model; be sure it is NOT defined if you use a large-data
model. (The supplied makefiles and jconfig files for Borland and Microsoft C
compile in medium model and define NEED_FAR_POINTERS.)

The DOS-specific memory manager, jmemdos.c, should be used if possible.
It needs some assembly-code routines which are in jmemdosa.asm; make sure
your makefile assembles that file and includes it in the library. If you
don't have a suitable assembler, you can get pre-assembled object files for
jmemdosa by FTP from ftp.uu.net:/graphics/jpeg/jdosaobj.zip. (DOS-oriented
distributions of the IJG source code often include these object files.)

When using jmemdos.c, jconfig.h must define USE_MSDOS_MEMMGR and must set
MAX_ALLOC_CHUNK to less than 64K (65520L is a typical value). If your
C library's far-heap malloc() can't allocate blocks that large, reduce
MAX_ALLOC_CHUNK to whatever it can handle.

If you can't use jmemdos.c for some reason --- for example, because you
don't have an assembler to assemble jmemdosa.asm --- you'll have to fall
back to jmemansi.c or jmemname.c. You'll probably still need to set
MAX_ALLOC_CHUNK in jconfig.h, because most DOS C libraries won't malloc()
more than 64K at a time. **IMPORTANT:** if you use jmemansi.c or jmemname.c, you will have to compile in a large-data memory model in order to get the right stdio library. Too bad.

wrjpgcom needs to be compiled in large model, because it malloc(s) a 64KB work area to hold the comment text. If your C library's malloc can't handle that, reduce MAX_COM_LENGTH as necessary in wrjpgcom.c.

Most MS-DOS compilers treat stdin/stdout as text files, so you must use two-file command line style. But if your compiler has either fdopen() or setmode(), you can use one-file style if you like. To do this, define USE_SETMODE or USE_FDOPEN so that stdin/stdout will be set to binary mode. (USE_SETMODE seems to work with more DOS compilers than USE_FDOPEN.) You should test that I/O through stdin/stdout produces the same results as I/O to explicitly named files... the "make test" procedures in the supplied makefiles do NOT use stdin/stdout.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a 32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you should use one if you have it, as performance will be much better than 8086-compatible code!) For flat-memory-space compilers, do NOT define NEED_FAR_POINTERS, and do NOT use jmemdos.c. Use jmemnobs.c if the environment supplies adequate virtual memory, otherwise use jmemansi.c or jmemname.c.

You'll still need to be careful about binary I/O through stdin/stdout. See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines). Although Borland C will often work OK with unmodified Unix (LF newlines) source files, sometimes it will give bogus compile errors. "Illegal character '#'" is the most common such error. (This is true with Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE. jconfig.bcc already includes #define USE_SETMODE to make this work. (fdopen does not work correctly.)

MS-DOS, Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only
be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE.
jconfig.mc6 already includes #define USE_SETMODE to make this work.
(fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak",
be sure to adjust the dependency line that reads "$(RFILE) : makefile".
Otherwise the make will fail because it doesn't know how to create "makefile".
Worse, some releases of Microsoft's make utilities give an incorrect error
message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error
because they can't cope with the macro TRACEMS8 (defined in jerror.h).
If this happens to you, the easiest solution is to change TRACEMS8 to
expand to nothing. You'll lose the ability to dump out JPEG coefficient
tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn
off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it
still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ...
which is on by default. To work around this bug, compile that one file
with /Oo-.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define typedef boolean as "unsigned char".
The IJG code also defines typedef boolean, but we make it an "enum" by default.
This doesn't affect the IJG programs because we don't import those Windows
include files. But if you use the JPEG library in your own program, and some
of your program's files import one definition of boolean while some import the
other, you can get all sorts of mysterious problems. A good preventive step
is to make the IJG library use "unsigned char" for boolean. To do that,
add something like this to your jconfig.h file:
/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ifndef __RPCNDR_H__
#define unsigned char boolean;
#endif
#ifndef FALSE
#define FALSE 0
#endif
#ifndef TRUE
#define TRUE 1
#endif

/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ifndef __RPCNDR_H__
#define unsigned char boolean;
#endif
#ifndef FALSE
#define FALSE 0
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN/* prevent jmorecfg.h from redefining it */
(This is already in jconfig.vc, by the way.)

windef.h contains the declarations
#define far
#define FAR far
Since jmorecfg.h tries to define FAR as empty, you may get a compiler
warning if you include both jpeglib.h and windef.h (which windows.h
includes). To suppress the warning, you can put "#ifndef FAR"/"#endif"
around the line "#define FAR" in jmorecfg.h.
(Something like this is already in jmorecfg.h, by the way.)

When using the library in a Windows application, you will almost certainly
want to modify or replace the error handler module jerror.c, since our
default error handler does a couple of inappropriate things:
1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line
fprintf(stderr, "%s\n", buffer);
(in output_message in jerror.c) with
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
It's highly recommended that you at least do that much, since otherwise
error messages will disappear into nowhere. (Beginning with IJG v6b, this
code is already present in jerror.c; just define USE_WINDOWS_MESSAGEBOX in
jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling
application after a library error. This can be done with the setjmp/longjmp
technique discussed in libjpeg.txt and illustrated in example.c. (NOTE:
some older Windows C compilers provide versions of setjmp/longjmp that
don't actually work under Windows. You may need to use the Windows system
functions Catch and Throw instead.)

The recommended memory manager under Windows is jmemnobs.c; in other words,
let Windows do any virtual memory management needed. You should NOT use
jmemdos.c nor jmemdosa.asm under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model;
for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS
sections above for more info about memory models.) In the 16-bit memory
models only, you'll need to put
#define MAX_ALLOC_CHUNK 65520L/* Maximum request to malloc() */
into jconfig.h to limit allocation chunks to 64Kb. (Without that, you'd
have to use huge memory model, which slows things down unnecessarily.)
 jmemnobs.c works without modification in large or flat memory models, but to
use medium model, you need to modify its jpeg_get_large and jpeg_free_large
routines to allocate far memory. In any case, you might like to replace
its calls to malloc and free with direct calls on Windows memory allocation functions.

You may also want to modify jdatasrc.c and jdatadst.c to use Windows file operations rather than fread/fwrite. This is only necessary if your C compiler doesn't provide a competent implementation of C stdio functions.

You might want to tweak the RGB_xxx macros in jmorecfg.h so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order is usually more convenient under Windows. Note that this change will break the sample applications cjpeg/djpeg, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code assume the address of a local variable is an ordinary (not FAR) pointer; that isn't true in a medium-model DLL.

2. Microsoft C cannot pass file pointers between applications and DLLs. (See Microsoft Knowledge Base, PSS ID Number Q50336.) So jdatasrc.c and jdatadst.c don't work if you open a file in your application and then pass the pointer to the DLL. One workaround is to make jdatasrc.c/jdatadst.c part of your main application rather than part of the DLL.

3. You'll probably need to modify the macros GLOBAL() and EXTERN() to attach suitable linkage keywords to the exported routine names. Similarly, you'll want to modify METHODDEF() and JMETHOD() to ensure function pointers are declared in a way that lets application routines be called back through the function pointers. These macros are in jmorecfg.h. Typical definitions for a 16-bit DLL are:

```c
#define GLOBAL(type) type _far _pascal _loadds _export
#define EXTERN(type) extern type _far _pascal _loadds
#define METHODDEF(type) static type _far _pascal
#define JMETHOD(type,methodname,arglist) static type _far _pascal _pascal

For a 32-bit DLL you may want something like
```
```c
#define GLOBAL(type)__declspec(dllexport) type
#define EXTERN(type)__declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by the application, the performance cost of making them all DLL entry points is negligible.

The unmodified IJG library presents a very C-specific application interface, so the resulting DLL is only usable from C or C++ applications. There has been some talk of writing wrapper code that would present a simpler interface
usable from other languages, such as Visual Basic. This is on our to-do list but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment, but you'll need to tweak it in a 16-bit environment (you'd need to define NEED_FAR_POINTERS and MAX_ALLOC_CHUNK). Beware that makefile.bcc will need alteration if you want to use it for Windows --- in particular, you should use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix it. In the meantime, the simplest known workaround is to add a redundant definition of the variable range_limit in h2v1_merged_upsample(), at the head of the block that handles odd image width (about line 268 in v6 jdmerge.c):

/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
    register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
    cb = GETJSAMPLE(*inptr1);
}

Pretty bizarre, especially since the very similar routine h2v2_merged_upsample doesn't trigger the bug.

Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:
-Ot -Og
-Ot -Op
-Ot -Om

So try backing off on optimization if you see such a problem. (Are there several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

jconfig.vc should work OK with any Microsoft compiler for a 32-bit memory model. makefile.vc is intended for command-line use. (If you are using the Developer Studio environment, you may prefer the DevStudio project files; see below.)

IJG JPEG 7 adds extern "C" to jpeglib.h. This avoids the need to put extern "C" { ... } around #include "jpeglib.h" in your C++ application. You can also force VC++ to treat the library as C++ code by renaming all the *.c files to *.cpp (and adjusting the makefile to match).

In this case you also need to define the symbol DONT_USE_EXTERN_C in
the configuration to prevent jpeglib.h from using extern "C".

Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:
1. Open the command prompt, change to the source directory and execute the command line
   NMAKE /f makefile.vs setup-vc6
   If you get an error message saying that the "NMAKE" command could not be found, execute the command
   "%%ProgramFiles%%\Microsoft Visual Studio\VC98\Bin\VCVARS32"
   to set the environment for using Microsoft Visual C++ tools, and repeat the NMAKE call.
   This will move jconfig.vc to jconfig.h and makefiles to project files.
   (Note that the renaming is critical!) Alternatively you can use
   NMAKE /f makefile.vs setupcopy-vc6
   This will create renamed copies of the files, which allows to repeat the setup later.
2. Open the workspace file jpeg.dsw, build the library project.
   (If you are using Developer Studio more recent than 6.0, you'll probably get a message saying that the project files are being updated.)
3. Open the workspace file apps.dsw, build the application projects.
4. To perform the self-test, execute the command line
   NMAKE /f makefile.vs test-build
5. Move the application .exe files from the Release folder to an appropriate location on your path.

Microsoft Windows, Visual Studio 2019 (v16):

We include makefiles that should work as project files in Visual Studio 2019 (v16) or later. There is a library makefile that builds the IJG library as a static Win32/x64 library, and application makefiles that build the sample applications as Win32/x64 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:
1. Open the Developer Command Prompt for VS 2019, change to the source
directory and execute the command line
NMAKE /f makefile.vs setup-v16
This will move jconfig.vc to jconfig.h and makefiles to project files.
(Note that the renaming is critical!)
Alternatively you can use
NMAKE /f makefile.vs setupcopy-v16
This will create renamed copies of the files, which allows to repeat
the setup later.
2. Open the solution file jpeg.sln, build the library project.
   a) If you are using Visual Studio more recent than
      2019 (v16), you'll probably get a message saying
      that the project files are being updated.
   b) If necessary, open the project properties and
      adapt the Windows Target Platform Version in
      the Configuration Properties, General section;
      we support the latest version at the time of release.
   c) If you want to build x64 code, change the platform setting from
      Win32 to x64. You can build Win32 and x64 versions side by side.
3. Open the solution file apps.sln, build the application projects.
4. To perform the self-test, execute the command line
   NMAKE /f makefile.vs test-32
   for the Win32 build, or on a 64-bit system
   NMAKE /f makefile.vs test-64
   for the x64 build.
5. Move the application .exe files from the Release folder to an
   appropriate location on your path.

OS/2, Borland C++:

Watch out for optimization bugs in older Borland compilers; you may need
to back off the optimization switch settings. See the comments in
makefile.bcc.

SGI:

On some SGI systems, you may need to set "AR2= ar -ts" in the Makefile.
If you are using configure, you can do this by saying
./configure RANLIB=\'ar -ts\'
This change is not needed on all SGIs. Use it only if the make fails at the
stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option "-mips2"
reportedly speeds up the float DCT method substantially, enough to make it
faster than the default int method (but still slower than the fast int
method). If you use -mips2, you may want to alter the default DCT method to
be float. To do this, put "#define JDCT_DEFAULT JDCT_FLOAT" in jconfig.h.
VMS:

On an Alpha/VMS system with MMS, be sure to use the "/Marco=Alpha=1" qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are Stream_LF and Backup/Compare has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/install.txt

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

/*
 * jconfig.txt
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * Modified 2009-2013 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 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 function prototypes?
 * (If not, you also need to use ansi2knr, see install.txt)
 */
#define HAVE_PROTOTYPES
/* Does your compiler support the declaration "unsigned char"? */
#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_IS_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

/* For 80x86 machines, you need to define NEED_FAR_POINTERS, */
* unless you are using a large-data memory model or 80386 flat-memory mode. */
* On less brain-damaged CPUs this symbol must not be defined. */
* (Defining this symbol causes large data structures to be referenced through */
* "far" pointers and to be allocated with a special version of malloc.) */
This is a technical document discussing compiler options and configuration for a library. It includes definitions for compiler flags and macros, as well as conditional preprocessor directives to control code selection.

Some key points include:

- The use of `#undef` to remove prior definitions of symbols.
- The definition of `boolean` as an unsigned char on Windows systems.
- Conditional directives like `#ifdef JPEG_INTERNALS` to control visibility of symbols.
- The importance of minimizing application namespace pollution by defining symbols conditionally.

The document appears to be part of a library configuration or header file, possibly related to network insights or related applications.
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

/* Define this if your system needs explicit cleanup of temporary files.
* This is crucial under MS-DOS, where the temporary "files" may be areas
* of extended memory; on most other systems it's not as important.
*/
#undef NEED_SIGNAL_CATCHER

/* 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jconfig.txt
No license file was found, but licenses were detected in source scan.

/*
 * jdmaster.c
 *
 * Copyright (C) 1991-1997, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmaster.c

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

/*
 * jdatadst.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 compression data destination routines for the case of
 * emitting JPEG data to memory or to a file (or any stdout 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdatadst.c

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

/*
 * jctrans.c
 *
 * Copyright (C) 1995-1998, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jctrans.c
No license file was found, but licenses were detected in source scan.

/*
* jdmainct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2016 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 contains the main buffer controller for decompression.
* The main buffer lies between the JPEG decompressor proper and the
* post-processor; it holds downsampled data in the JPEG colorspace.
* 
* Note that this code is bypassed in raw-data mode, since the application
* supplies the equivalent of the main buffer in that case.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmainct.c
No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmendosa.asm
No license file was found, but licenses were detected in source scan.

/*
* jpegint.h
*
* Copyright (C) 1991-1997, 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 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.
*/
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No license file was found, but licenses were detected in source scan.

/*
 * jmemsys.h
 *
 * Copyright (C) 1992-1997, 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 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, as we have done with USE_MSDOS_MEMMGR
 * and USE_MAC_MEMMGR.
 */

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

/*
 * jcomapi.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2019 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 contains application interface routines that are used for both
 * compression and decompression.
 */

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

/*
 * wrtarga.c
 */
* Copyright (C) 1991-1996, 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 routines to write output images in Targa format.  
* 
* 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 Lee Daniel Crocker.  
*/

Found in path(s):  
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrtarga.c  
No license file was found, but licenses were detected in source scan.

/*  
* jdapimin.c  
* 
* Copyright (C) 1994-1998, Thomas G. Lane.  
* Modified 2009-2013 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 contains application interface code for the decompression half  
* of the JPEG library. These are the "minimum" API routines that may be  
* needed in either the normal full-decompression case or the  
* transcoding-only case.  
* 
* Most of the routines intended to be called directly by an application  
* are in this file or in jdapistd.c. But also see jcomapi.c for routines  
* shared by compression and decompression, and jdtrans.c for the transcoding  
* case.  
*/

Found in path(s):  
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdapimin.c  
No license file was found, but licenses were detected in source scan.

/*  
* jcmaster.c  
* 
* Copyright (C) 1991-1997, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
* jdcolor.c
*
* Copyright (C) 1991-1997, 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 output colorspace conversion routines.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2013 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmorecfg.h
No license file was found, but licenses were detected in source scan.

/*
* jpeglib.h
*
* Copyright (C) 1991-1998, Thomas G. Lane.

---

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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 defines the application interface for the JPEG library.
* Most applications using the library need only include this file,
* and perhaps jpeg.h if they want to know the exact error codes.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpeglib.h
No license file was found, but licenses were detected in source scan.

/*
 * jutils.c
 *
 * Copyright (C) 1991-1996, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jutils.c
No license file was found, but licenses were detected in source scan.

/*
 * wrrle.c
 *
 * Copyright (C) 1991-1996, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrrle.c
No license file was found, but licenses were detected in source scan.

/ *
* rdswitch.c
* 
* Copyright (C) 1991-1996, 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 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
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdswitch.c
No license file was found, but licenses were detected in source scan.

/ *
* jfdctflt.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 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jfdctflt.c
No license file was found, but licenses were detected in source scan.

/*
 * jdapistd.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2013 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 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.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdapistd.c
No license file was found, but licenses were detected in source scan.

**IJB JPEG LIBRARY: SYSTEM ARCHITECTURE**

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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 array 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.
- cjjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.
cjjpeg/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. The library does not support the hierarchical or lossless processes defined in the standard.

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.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type
exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** 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 (block_size-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:

```
|-- Colorspace conversion
  |-- Preprocessing controller --|
   |                              |-- Downsampling
Main controller --|
   |                            |-- Forward DCT, quantize
   |-- Coefficient controller --|
   |                            |-- Entropy encoding
```

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 block_size 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 block_size 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:

```
|-- Entropy decoding
  |-- Coefficient controller --|
    |                        |-- Dequantize, Inverse DCT
Main controller --|
    |-- 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
subsampling 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 need fewer coefficients and 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.

* Color space 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 color space 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 *JSAMPROW;  // ptr to a row of samples
typedef JSAMPROW *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 machines.
* 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 coefficient blocks, corresponding to block_size rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKs, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** 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
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 (i.e., 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 object:

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 for two reasons:
   * On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
   * Pool allocation heuristics may differ for large and small objects.
   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'être 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 jdcoefct.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 interface to FAR malloc/free in MSDOS machines; else usually 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/structure.txt
No license file was found, but licenses were detected in source scan.

/*
 * jaricom.c
 *
 * Developed 1997-2011 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 contains probability estimation tables for common use in
 * arithmetic entropy encoding and decoding routines.
 *
 * This data represents Table D.3 in the JPEG spec (D.2 in the draft),
 * ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24
 */

Found in path(s):
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No license file was found, but licenses were detected in source scan.

/*
 * jcapimin.c
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2003-2010 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 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):
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No license file was found, but licenses were detected in source scan.

/ *
* jquant2.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2011 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jquant2.c
No license file was found, but licenses were detected in source scan.

/ *
* jidctflt.c
*
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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctflt.c

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/*
 * jdsample.c
 *
 * Copyright (C) 1991-1996, 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 upsampling routines.
* Upsampling input data is counted in "row groups". A row group
* is defined to be (v_samp_factor * DCT_v_scaled_size / min_DCT_v_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 upsampler is applying a scale factor of its own).
* An excellent reference for image resampling is
*/

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/ *
* jdsample.c
* Copyright (C) 1991-1996, 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 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
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 $SF = (\text{smoothing\_factor} / 1024)$. Currently, smoothing is only supported for 2h2v sampling factors.

This file contains routines to write JPEG datastream markers.

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 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.

* jcmarker.c

* Copyright (C) 1991-1998, 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 routines to write JPEG datastream markers.

* jdatasrc.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 decompression data source routines for the case of reading JPEG data from memory or from a file (or any stdio stream).
* 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdatasrc.c
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/*
* jdhuff.c
*
* Copyright (C) 1991-1997, 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 Huffman entropy decoding routines.
* Both sequential and progressive modes are supported in this single module.
*
* 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdhuff.c
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/*
* rdppm.c
*
* Copyright (C) 1991-1997, 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 routines to read input 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 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 PBMPLUS 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
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
  */opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdppm.c
No license file was found, but licenses were detected in source scan.

/*
 *
 * Copyright (C) 1991-1996, 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 input colorspace conversion routines.
 */

Found in path(s):
  */opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
 *
 * jinclude.h
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * Modified 2017 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 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.
Open Source Used In Network Insights Resources

Network Insights 5.1

 hanno is a tool for network analysis and visualization. It is used to identify and visualize anomalies in network traffic.

had been found in the following paths:
* /opt/cola/permits/1103550007_1605777850.470/jdsrc-v9d-gz/jpeg-9d/jinclude.h
* /opt/cola/permits/1103550007_1605777850.470/jdsrc-v9d-gz/jpeg-9d/rdgif.c
* /opt/cola/permits/1103550007_1605777850.470/jdsrc-v9d-gz/jpeg-9d/jdct.h

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

*/

* rdgif.c

* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019 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 contains routines to read input images in GIF format.
* 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 GIF format).
*/

/*
* This code is loosely based on giftoppm from the PBPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
* +-------------------------------------------------------------------+
* | Copyright 1990, David Koblas.                                      |
* | Permission to use, copy, modify, and distribute this software      |
* | and its documentation for any purpose and without fee is hereby   |
* | granted, provided that the above copyright notice appear in all   |
* | copies and that both that copyright notice and this permission    |
* | notice appear in supporting documentation. This software is       |
* | provided "as is" without express or implied warranty.             |
* +-------------------------------------------------------------------+
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.470/jdsrc-v9d-gz/jpeg-9d/rdgif.c

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

*/

* jdtc.h

* 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 include file contains common declarations for the forward and
 * inverse DCT modules. These declarations are private to the DCT managers
 * (j dctmgr. c, j dupmgr. 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/ cola/ permits/1103550007_ _1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdct. h
No license file was found, but licenses were detected in source scan.

/*
 * ckconfig. c
 *
 * Copyright (C) 1991-1994, 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.
 */

Found in path(s):
* /opt/ cola/ permits/1103550007_ _1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/ckconfig. c
No license file was found, but licenses were detected in source scan.

/*
 * rdjpgcom. c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allobert, 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 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.
 */

Found in path(s):
* /opt/ cola/ permits/1103550007_ _1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdjpgcom. c
No license file was found, but licenses were detected in source scan.

/*
 * j idctfst. c
 *
 * Copyright (C) 1994-1998, 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
* 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctfst.c
* No license file was found, but licenses were detected in source scan.

/ *
* jcapistd.c
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcapistd.c
No license file was found, but licenses were detected in source scan.

/*
* jfdctint.c
*
* Copyright (C) 1991-1996, 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 slow-but-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 an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* 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 FDCT routines with various input sample block sizes for
* direct resolution reduction or enlargement and for direct resolving the
* common 2x1 and 1x2 subsampling cases without additional resampling: NxN
* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
*
* For N<8 we fill the remaining block coefficients with zero.
* For N>8 we apply a partial N-point FDCT on the input samples, computing
* just the lower 8 frequency coefficients and discarding the rest.
*
* We must scale the output coefficients of the N-point FDCT appropriately
* to the standard 8-point FDCT level by 8/N per 1-D pass.  This scaling
* is folded into the constant multipliers (pass 2) and/or final/initial
* shifting.
*
* 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.
*/
/*
 * jmemdos.c
 *
 * Copyright (C) 1992-1997, 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 provides an MS-DOS-compatible implementation of the system-
 * dependent portion of the JPEG memory manager. Temporary data can be
 * stored in extended or expanded memory as well as in regular DOS files.
 *
 * If you use this file, you must be sure that NEED_FAR_POINTERS is defined
 * if you compile in a small-data memory model; it should NOT be defined if
 * you use a large-data memory model. This file is not recommended if you
 * are using a flat-memory-space 386 environment such as DJGCC or Watcom C.
 * Also, this code will NOT work if struct fields are aligned on greater than
 * 2-byte boundaries.
 *
 * Based on code contributed by Ge' Weijers.
 */

/*
 * jidctint.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modification developed 2002-2018 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 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 and for direct resolving the common 2x1 and 1x2 subsampling cases without additional resampling: NxN (N=1...16), 2NxN, and Nx2N (N=1...8) 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.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctint.c
No license file was found, but licenses were detected in source scan.

/*
* rdbmp.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 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-, 24-, and 32-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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdbmp.c
No license file was found, but licenses were detected in source scan.

/*/  
* jmemmgr.c  
*  
* Copyright (C) 1991-1997, 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 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
* 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...)
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemmgr.c
No license file was found, but licenses were detected in source scan.
* djpeg.c
*
* Copyright (C) 1991-1997, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/djpeg.c
No license file was found, but licenses were detected in source scan.

/*
* cdjpeg.c
*
* Copyright (C) 1991-1997, 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 common support routines used by the IJG application
* programs (cjpeg, djpeg, jpegtran).
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/*
* jcprepct.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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcprepct.c
No license file was found, but licenses were detected in source scan.

/*
* rdrle.c
* 
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019 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 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 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 RLE format).
* 
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdrle.c
No license file was found, but licenses were detected in source scan.

/*
* jdarith.c
* 
* 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 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.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdarith.c
No license file was found, but licenses were detected in source scan.

/*
* jversion.h
*
* Copyright (C) 1991-2020, Thomas G. Lane, 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 contains software version identification.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jversion.h
No license file was found, but licenses were detected in source scan.

/*
* jcmainct.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 the main buffer controller for compression.
* The main buffer lies between the pre-processor and the JPEG
* compressor proper; it holds downsampled data in the JPEG colorspace.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmainct.c
No license file was found, but licenses were detected in source scan.

/*
* jdmerge.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 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 (i.e., 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
* \[
* R = Y + K_1 \times Cr
* \]
* \[
* G = Y + K_2 \times Cb + K_3 \times Cr
* \]
* \[
* B = Y + K_4 \times Cb
* \]
* 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:
* \( YCC \Rightarrow RGB \) color conversion only (\( YCbCr \) or \( BG\_YCC \)).
* 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmerge.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 PBPLUS 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
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdcolmap.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.c
*
* Copyright (C) 1997-2019, Thomas G. Lane, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/transupp.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.
Here is a road map to the files in the IJG JPEG distribution. The
distribution includes the JPEG library proper, plus two application
programs ("cjpeg" and "djpege") which use the library to convert JPEG
files to and from some other popular image formats. A third application
"jpegtran" uses the library to do lossless conversion between different
variants of JPEG. There are also two stand-alone applications,
"rdjpgcom" and "wrjpgcom".

THE JPEG LIBRARY
================

Include files:

  jpeglib.h  JPEG library's exported data and function declarations.
  jconfig.h  Configuration declarations. Note: this file is not present
             in the distribution; it is generated during installation.
  jmorecfg.h Additional configuration declarations; need not be changed
             for a standard installation.
  jerror.h   Declares JPEG library's error and trace message codes.
  jinclude.h Central include file used by all IJG .c files to reference
             system include files.
  jpegint.h  JPEG library's internal data structures.
  jdct.h     Private declarations for forward & reverse DCT subsystems.
  jmemsys.h  Private declarations for memory management subsystem.
  jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn
includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included
if the application needs to reference individual JPEG error codes. The
other include files are intended for internal use and would not normally
be included by an application program. (cjpeg/djpege/etc do use jinclude.h,
since its function is to improve portability of the whole IJG distribution.
Most other applications will directly include the system include files they
want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by
an application program:

  jcapimin.c  Application program interface: core routines for compression.
  jcapistd.c  Application program interface: standard compression.
  jdapimin.c  Application program interface: core routines for decompression.
  jdapistd.c  Application program interface: standard decompression.
jcomapi.c Application program interface routines common to compression and decompression.
jtparam.c Compression parameter setting helper routines.
jcparam.c API and library routines for transcoding compression.
jctrans.c API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c Initialization: determines which other modules to use.
jcmaster.c Master control: setup and inter-pass sequencing logic.
jcmaintct.c Main buffer controller (preprocessor => JPEG compressor).
jcrepct.c Preprocessor buffer controller.
jcoeft.c Buffer controller for DCT coefficient buffer.
jcolor.c Color space conversion.
jsample.c Downsampling.
jdctmgr.c DCT manager (DCT implementation selection & control).
jfdctint.c Forward DCT using slow-but-accurate integer method.
jfdctfst.c Forward DCT using faster, less accurate integer method.
jfdctflt.c Forward DCT using floating-point arithmetic.
jchuff.c Huffman entropy coding.
jcarith.c Arithmetic entropy coding.
jmarker.c JPEG marker writing.
jdatadst.c Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c Master control: determines which other modules to use.
jdinput.c Input controller: controls input processing modules.
jdmaintct.c Main buffer controller (JPEG decompressor => postprocessor).
jdcoeft.c Buffer controller for DCT coefficient buffer.
jdpostct.c Postprocessor buffer controller.
jdmarker.c JPEG marker reading.
jdhuff.c Huffman entropy decoding.
jdarith.c Arithmetic entropy decoding.
jdctmgr.c IDCT manager (IDCT implementation selection & control).
jidctint.c Inverse DCT using slow-but-accurate integer method.
jidctfst.c Inverse DCT using faster, less accurate integer method.
jidctflt.c Inverse DCT using floating-point arithmetic.
jdsample.c Upsampling.
jcolor.c Color space conversion.
jmerge.c Merged upsampling/color conversion (faster, lower quality).
jquant1.c One-pass color quantization using a fixed-spacing colormap.
jquant2.c Two-pass color quantization using a custom-generated colormap.
Also handles one-pass quantization to an externally given map.
jdatasrc.c Data source managers for memory and stdio input.

Support files for both compression and decompression:
jaricom.c - Tables for common use in arithmetic entropy encoding and decoding routines.
jererr.c - Standard error handling routines (application replaceable).
jmempmgr.c - System-independent (more or less) memory management code.
jutils.c - Miscellaneous utility routines.

jmempmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c - "No backing store": assumes adequate virtual memory exists.
jmemansi.c - Makes temporary files with ANSI-standard routine tmpfile().
jmemname.c - Makes temporary files with program-generated file names.
jmemdos.c - Custom implementation for MS-DOS (16-bit environment only): can use extended and expanded memory as well as temp files.
jmemmac.c - Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use). On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jmempdosa.asm80x86 - assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.

C JPEG/DJPEG/JPETRAN

Include files:

cdjpeg.h - Declarations shared by cjpeg/djpeg/jpegtran modules.
cderror.h - Additional error and trace message codes for cjpeg et al.
transupp.h - Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c - Main program for cjpeg.
djpeg.c - Main program for djpeg.
jpegtran.c - Main program for jpegtran.
cdjpeg.c - Utility routines used by all three programs.
rdcolormap.c - Code to read a colormap file for djpeg's "-map" switch.
rdswitch.c - Code to process some of cjpeg's more complex switches.
Also used by jpegtran.
transupp.c - Support code for jpegtran: lossless image manipulations.
Image file reader modules for cjpeg:

rdbmp.c BMP file input.
rdgif.c GIF file input.
rdppm.c PPM/PGM file input.
rdrle.c Utah RLE file input.
rdtarga.c Targa file input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.
wrgif.c GIF file output.
wrppm.c PPM/PGM file output.
wrrle.c Utah RLE file output.
wrtarga.c Targa file output.

RDJPGC/OM/WRJPGC/OM

C source code files:

rdjpgcom.c Stand-alone rdjpgcom application.
wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use jconfig.h and jinclude.h, only to improve portability.

ADDITIONAL FILES

Documentation (see README for a guide to the documentation files):

README Master documentation file.
*.txt Other documentation files.
*.1 Documentation in Unix man page format.
change.log Version-to-version change highlights.
example.c Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configure Unix shell script to perform automatic configuration.
cfgure.ac Source file for use with Autoconf to generate configure.
ltmain.sh Support scripts for configure (from GNU libtool).
cfg.guess
config.sub
depcomp
missing
ar-lib
compile
install-sh
Install shell script for those Unix systems lacking one.
Makefile.in
Makefile input for configure.
Makefile.am
Source file for use with Automake to generate Makefile.in.
ckconfig.c
Program to generate jconfig.h on non-Unix systems.
jconfig.txt
Template for making jconfig.h by hand.
mak*: Sample makefiles for particular systems.
jconfig.*
Sample jconfig.h for particular systems.
libjpeg.map
Script to generate shared library with versioned symbols.
libjpeg.pc.in
pkg-config file input for configure.
aclocal.m4
M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test*.*
Source and comparison files for confidence test.
These are binary image files, NOT text files.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/filelist.txt
No license file was found, but licenses were detected in source scan.

/*
 * jcoefct.c
 *
 * Copyright (C) 1994-1997, 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 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):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemnobs.c
 *
 * Copyright (C) 1992-1996, Thomas G. Lane.
 * Modified 2019 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 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 respected by this implementation.
*/

Found in path(s):
  * /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/*
 * jdtrans.c
 *
 * Copyright (C) 1995-1997, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdtrans.c
No license file was found, but licenses were detected in source scan.

/*
 * jdcoefct.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2002-2011 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcparam.c
 *
 * Copyright (C) 1991-1998, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcparam.c
No license file was found, but licenses were detected in source scan.

/*
 * wrgif.c
 *
 * Copyright (C) 1991-1996, 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 routines to write output images in GIF format.
 * 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 ppmgif from the PBPLUS 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.
 * Copyright (C) 1989 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
 * that the above copyright notice appear in all copies and that both that
 * copyright notice and this permission notice appear in supporting
 * documentation. This software is provided "as is" without express or
 * implied warranty.
Found in path(s):
* /opt/cola/permits/11035500007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrgif.c
No license file was found, but licenses were detected in source scan.

/*
 * jdinput.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2002-2013 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 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 jdarith.c.
 */

Found in path(s):
* /opt/cola/permits/11035500007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdinput.c
No license file was found, but licenses were detected in source scan.

/*
 * rdtarga.c
 *
 * Copyright (C) 1991-1996, 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 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/cola/permits/11035500007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdtarga.c
No license file was found, but licenses were detected in source scan.
/*
  * jcdctmgr.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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

/*
  * jmemansi.c
  *
  * Copyright (C) 1992-1996, 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 provides a simple generic implementation of the system-
  * dependent portion of the JPEG memory manager. This implementation
  * assumes that you have the ANSI-standard library routine tmpfile().
  * Also, the problem of determining the amount of memory available
  * is shoved onto the user.
  */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemansi.c
No license file was found, but licenses were detected in source scan.

/*
  * jerror.c
  *
  * Copyright (C) 1991-1998, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jerror.c

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

*/

cdjpeg.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2019 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 contains common declarations for the sample applications
cjpeg and djpeg. It is NOT used by the core JPEG library.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cdjpeg.h

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

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

/*
 * jdmarker.c
 *
 * Copyright (C) 1991-1998, 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 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.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmarker.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemmac.c
 *
 * Copyright (C) 1992-1997, 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.
 *
 * jmemmac.c provides an Apple Macintosh implementation of the system-
 * dependent portion of the JPEG memory manager.
 *
 * If you use jmemmac.c, then you must define USE_MAC_MEMMGR in the
 * JPEG_INTERNALS part of jconfig.h.
 *
 * jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr
 * instead of malloc and free. It accurately determines the amount of
 * memory available by using CompactMem. Notice that if left to its
 * own devices, this code can chew up all available space in the
 * application's zone, with the exception of the rather small "slop"
 * factor computed in jpeg_mem_available(). The application can ensure
 * that more space is left over by reducing max_memory_to_use.
 *
 * Large images are swapped to disk using temporary files and System 7.0+’s
 * temporary folder functionality.
 *
 * Note that jmemmac.c depends on two features of MacOS that were first
 * introduced in System 7: FindFolder and the FSSpec-based calls.
* If your application uses jmemmac.c and is run under System 6 or earlier, * and the jpeg library decides it needs a temporary file, it will abort, * printing error messages about requiring System 7. (If no temporary files * are created, it will run fine.)

* If you want to use jmemmac.c in an application that might be used with * System 6 or earlier, then you should remove dependencies on FindFolder * and the FSSpec calls. You will need to replace FindFolder with some * other mechanism for finding a place to put temporary files, and you * should replace the FSSpec calls with their HFS equivalents:

* FSpDelete  ->  HDelete
* FSpGetFInfo  ->  HGetFInfo
* FSpCreate  ->  HCreate
* FSpOpenDF  ->  HOpen  *** Note: not HOpenDF ***
* FSMakeFSSpec  ->  (fill in spec by hand.)

* (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen, * which is on all HFS macs. HOpenDF is a System 7 addition which avoids the * ages-old problem of names starting with a period.)

* Contributed by Sam Bushell (jsam@iagu.on.net) and
* Dan Gildor (gyld@in-touch.com).

*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemmac.c

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

The Independent Jpeg Group's JPEG software
============================================

README for release 9d of 12-Jan-2020
====================================

This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone, Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson, John Korejwa, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).
DOCUMENTATION ROADMAP
=======================

This file contains the following sections:

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

Other documentation files in the distribution are:

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

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

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

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

OVERVIEW
========

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

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

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

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

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

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

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

LEGAL ISSUES
==============

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you,
its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding. All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:
(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

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

REFERENCES
============

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

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard".
Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.
(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PDF file containing a revised version of Wallace's article is available at http://www.iijg.org/files/Wallace.JPEG.pdf. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

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


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

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


IJG JPEG 9 introduces a reversible color transform for improved lossless compression which is described in a contributed document ISO/IEC JTC1/SC29/
The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from http://www.itu.int/rec/T-REC-T.871.

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

ARCHIVE LOCATIONS
=================

The "official" archive site for this software is www.iwg.org. The most recent released version can always be found there in directory "files". This particular version will be archived as http://www.iwg.org/files/jpegsrc.v9d.tar.gz, and in Windows-compatible "zip" archive format as http://www.iwg.org/files/jpegsr9d.zip.

If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

ACKNOWLEDGMENTS
=================

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

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

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

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

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Thank to Nico Zschach and Dirk Stelling of the technical support team
at the Digital Images company in Halle for providing me with extra
equipment for configuration tests.

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

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

Thank to Thomas G. Lane for the original design and development of
this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert,
Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

FILE FORMAT WARS
==================

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG,
together with ITU-T SG16) currently promotes different formats containing
the name "JPEG" which is misleading because these formats are incompatible
with original DCT-based JPEG and are based on faulty technologies.
IJG therefore does not and will not support such momentary mistakes
(see REFERENCES).
There exist also distributions under the name "OpenJPEG" promoting such
kind of formats which is misleading because they don't support original
JPEG images.
We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files. Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification. Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code. The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties.

We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases. Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent.

The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet. People of the planet, on every country, may have a financial interest in the assets of these former principals, agents, and beneficiaries of the foreclosed institutions and corporations.

IJG asserts what is: that each man, woman, and child has unalienable value and rights granted and deposited in them by the Creator and not any one of the people is subordinate to any artificial principality, corporate fiction or the special interest of another without their appropriate knowing, willing and intentional consent made by contract or accommodation agreement. IJG expresses that which already was.

The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must
be fully transparent, accountable, and liable.
IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame")
is currently prepared and will be published later.

TO DO
=====

Version 9 is the second release of a new generation JPEG standard
to overcome the limitations of the original JPEG specification,
and is the first true source reference JPEG codec.
More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/README
No license file was found, but licenses were detected in source scan.

/*
 * Cjpeg.c
 *
 * Copyright (C) 1991-1998, 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 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
 * cjpeg [options] -outfile outputfile inputfile
 * works regardless of which command line style is used.
 */

Found in path(s):
*/
* transsupp.h
*
* Copyright (C) 1997-2019, Thomas G. Lane, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/transupp.h
No license file was found, but licenses were detected in source scan.

*/
* cderror.h
*
* Copyright (C) 1994-1997, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cderror.h
No license file was found, but licenses were detected in source scan.

*/
* jquant1.c
*
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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jquant1.c

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

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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrbmp.c

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

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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jddctmgr.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemname.c
 *
 * Copyright (C) 1992-1997, 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 provides a generic implementation of the system-dependent
 * portion of the JPEG memory manager. This implementation assumes that
 * you must explicitly construct a name for each temp file.
 * Also, the problem of determining the amount of memory available
 * is shoved onto the user.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemname.c
No license file was found, but licenses were detected in source scan.

/*
 * jpegtran.c
 *
 * Copyright (C) 1995-2019, Thomas G. Lane, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpegtran.c
No license file was found, but licenses were detected in source scan.

/
* wrppm.c
* Copyright (C) 1991-1996, 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 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/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrppm.c

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

USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2019, Thomas G. Lane, 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 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.

TABLE OF CONTENTS
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Overview:
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 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

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, 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
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
array of data type JSAMPLE --- which is typically "unsigned char", unless
you've changed jmorcfg.h. (You can also change the RGB pixel layout, say
to B,G,R order, by modifying jmorcfg.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 = 9 to 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

```
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:

```
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:

```c
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 "cininfo" 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.

If the defaults are appropriate, nothing need be done at this step.
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
- output_components
- colormap
- actual_number_of_colors

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 (ie, 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.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjjpeg.c or djpeg.c for an example signal handler.

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
==================

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)
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:

boolean arith_code
If TRUE, use arithmetic coding.
If FALSE, use Huffman coding.

int block_size
Set DCT block size. All N from 1 to 16 are possible.
Default is 8 (baseline format).
Larger values produce higher compression,
smaller values produce higher quality.
An exact DCT stage is possible with 1 or 2.
With the default quality of 75 and default Luminance qtable
the DCT+Quantization stage is lossless for value 1.
Note that values other than 8 require a SmartScale capable decoder,
introduced with IJG JPEG 8. Setting the block_size parameter for compression works with version 8c and later.

**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)
The FLOAT method is very slightly more accurate than the ISLOW method, but may give different results on different machines due to varying roundoff behavior. The integer methods should give the same results on all machines. On machines with sufficiently fast FP hardware, the floating-point method may also be the fastest. The IFAST method is considerably less accurate than the other two; its use is not recommended if high quality is a concern. JDCT_DEFAULT and JDCT_FASTEST are macros configurable by each installation.

**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 supported scaling ratios are M/N with all N from 1 to 16, where M is the destination DCT size, which is 8 by default (see block_size parameter above).
(The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.)

**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_colorspace() if you want to change these.

**J_COLOR_TRANSFORM** color_transform
Internal color transform identifier, writes LSE marker if nonzero (requires decoder with inverse color transform support, introduced with IJG JPEG 9).
Two values are currently possible: JCT_NONE and JCT_SUBTRACT_GREEN.
Set this value for lossless RGB application *before* calling jpeg_set_colorspace(), because entropy table assignment in jpeg_set_colorspace() depends on color_transform.

**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".

boolean do_fancy_downsampling
If TRUE, use direct DCT scaling with DCT size > 8 for downsampling of chroma components.
If FALSE, use only DCT size <= 8 and simple separate downsampling. Default is TRUE.
For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do_fancy_upsampling value in decompression.

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, space() 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_colorspace() 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]
Linear quantization scaling factors (percentage, initialized 100)
for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] fields are the "linear" scales, so you
have to convert from user-defined ratings via jpeg_quality_scaling().
Here is an example code which 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: You must also set 1x1 subsampling for efficient separate
color quality selection, since the default value used by library
is 2x2:

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.

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_cale_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.

JDIMENSION jpeg_width
Actual dimensions of output image.
JDIMENSION jpeg_height

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`. Currently, the supported scaling ratios are `M/N` with all `M` from 1 to 16, where `N` is the source DCT size, which is 8 for baseline JPEG. (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) The values are initialized by `jpeg_read_header()` with the source DCT size. For baseline JPEG this is 8/8. If you change only the `scale_num` value while leaving the other unchanged, then this specifies the DCT scaled size to be applied on the given input. For baseline JPEG this is equivalent to `M/8` scaling, since the source DCT size for baseline JPEG is 8. 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 the same as described above for compression.

boolean do_fancy_upsampling
If TRUE, use direct DCT scaling with DCT size > 8 for upsampling of chroma components.
If FALSE, use only DCT size <= 8 and simple separate upsampling.
Default is TRUE.
For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do_fancy_downsampling value in compression.

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.

```c
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().

```c
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 JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG_RGB or BG_YCC (big gamut color spaces, JFIF version 2). 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_colorspace(). Of course you must select a supported transformation. jcolor.c currently supports the following transformations:

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

The file interchange 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 interchange standards. jpeg_set_colorspace() 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_colorspace(), in jparam.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
BG_YCC => RGB
BG_YCC => grayscale
RGB => grayscale
GRAYSCALE => RGB
YCC => 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.

```c
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 `cderror.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)
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:

```
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 frammishes. 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 EOI's. 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

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:

```
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:

```
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.
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 an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

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
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, namely 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 DCT_h_scaled_size valid samples, and there must be a multiple of DCT_v_scaled_size 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_colorsace() 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*min_DCT_v_scaled_size sample rows of each component. The passed
num_lines value must be at least max_v_samp_factor*min_DCT_v_scaled_size, 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 *
cinfo->comp_info[i].DCT_h_scaled_sizesamples per row
cinfo->comp_info[i].height_in_blocks *
cinfo->comp_info[i].DCT_v_scaled_sizerows 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 DCT_scaled_size 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 downsampled_width = 101 and width_in_blocks = 13 for Y,
downsampled_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 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*min_DCT_v_scaled_size 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 frammish 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
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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_mg, 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:
long pass_counter;/* work units completed in this pass */
long pass_limit;/* total number of work units in this pass */
int completed_passes;/* passes completed so far */
int total_passes;/* total number of passes expected */

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
completed_passes + (pass_counter/pass_limit)
----------------------
total_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

```c
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.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().
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/coefficient. 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 9-bit to 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.
A number of compile-time options are available by modifying jmorecfg.h.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining BITS_IN_JSAMPLE as 8, 9, 10, 11, or 12.
Note that a value larger than 8 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 deeper than 8-bit data only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit cjpeg or djpeg. (install.txt has more information about that.)
Run-time selection and conversion of data precision are currently not supported and may be added later.
Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.
(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision.
If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different 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 9-bit to 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
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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, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

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.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

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

Notes for MS-DOS implementors
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The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table).
Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.
Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

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/*
 * jcinit.c
 *
 * Copyright (C) 1991-1997, 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 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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 * jcarith.c
 *
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 *
 * 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.
*/

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.351 dnsjava 2.1.8

1.352 jetty-io 9.2.13.v20150730

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This package is used for testing builds of ncurses.

Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

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-- $Id: COPYING,v 1.9 2020/02/08 13:34:12 tom Exp $

1.361 zlib 1.2.8

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1.364 tomcat-embed-el 8.5.32

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1.371 slf4j-log4j 1.7.15
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"He says that he thought that whoever contacted him understood that he has no objection to the Info-ZIP group's inclusion of his code. His primary concern is that it remain freely distributable, he said."

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The decompression core code for the deflate method (inflate.[ch], explode.c) was originally written by Mark Adler who submitted it as public domain code.

1.373 minlog 1.2

1.374 jwalterweatherman 1.1.0

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1.376 librdkafka 1.3.0

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Mark Adler
madler@alumni.caltech.edu
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regexp.c and regexp.h from https://github.com/ccxvii/minilibs sha 875c33568b5a4aa4fb3dd0c52ea98f7f0e5ca684

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1.377 queue 1.1.0

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1.381 jctools-core 2.0.1

1.382 python-lxml 3.2.1-4.el7

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1.384 go 1.14

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1.387 xorg-x11-fonts 7.5-9.el7

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1.388 lz4 1.7.6

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A {@link WebApplicationContext} that can be used to bootstrap itself from a contained
{@link ServletWebServerFactory} bean.

This context will create, initialize and run an {@link WebServer} by searching for a
single {@link ServletWebServerFactory} bean within the {@link ApplicationContext}
itself. The {@link ServletWebServerFactory} is free to use standard Spring concepts
(such as dependency injection, lifecycle callbacks and property placeholder variables).

In addition, any {@link Servlet} or {@link Filter} beans defined in the context will be
automatically registered with the web server. In the case of a single Servlet bean, the
'/' mapping will be used. If multiple Servlet beans are found then the lowercase bean
name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will
always be mapped to '/'. Filter beans will be mapped to all URLs ('/*').

For more advanced configuration, the context can instead define beans that implement
the {@link ServletContextInitializer} interface (most often
{@link ServletRegistrationBean}s and/or {@link FilterRegistrationBean}s). To prevent
double registration, the use of {@link ServletContextInitializer} beans will disable
automatic Servlet and Filter bean registration.

Although this context can be used directly, most developers should consider using the
{@link AnnotationConfigServletWebServerApplicationContext} or
{@link XmlServletWebServerApplicationContext} variants.

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@see XmlServletWebServerApplicationContext
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* /opt/cola/permits/110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/liquibase/package-info.java
* /opt/cola/permits/110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/server/ErrorPageRegistrar.java
* /opt/cola/permits/110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/jta/narayana/NarayanaDataSourceBean.java
* /opt/cola/permits/110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/embedded/tomcat/package-info.java
* /opt/cola/permits/110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/context/properties/package-info.java
* /opt/cola/permits/110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/environment/package-info.java
* /opt/cola/permits/110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/embedded/tomcat/ConnectorStartFailedException.java
* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/ExitCodeEvent.java
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* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/context/properties/ConfigurationProperties.java
* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/diagnostics/FailureAnalysis.java
* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/jta/package-info.java
* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/servlet/error/ErrorController.java
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* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/jdbc/metadata/DataSourcePoolMetadataProvider.java
* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/jta/PoolingConnectionFactoryBean.java
* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/server/SslStoreProvider.java
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* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/server/ServerOperationException.java
* /opt/cola/permits/1110784470_1606854456.70/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/context/properties/bind/PropertySourcesPlaceholdersResolver.java

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* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/web/embedded/tomcat/TomcatContextCustomizer.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/web/servlet/WebListenerHandler.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/web/embedded/tomcat/SslConnectorCustomizer.java
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* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/diagnostics/analyzer/ValidationExceptionFailureAnalyzer.java
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* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/origin/OriginProvider.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/context/properties/source/DefaultPropertyMapper.java
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* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/context/properties/bind/Liquibase/CommonsLoggingLiquibaseLogger.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2.jar/org/springframework/boot/CommandLineRunner.java
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* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/orm/jpa/EntityManagerFactoryBuilder.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/security/servlet/package-info.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/context/WebServerPortFileWriter.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/java/atomikos/AtomikosXADataSourceWrapper.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/jta/AtomikosXADataSourceWrapper.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/context/WebServerPortFileWriter.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/env/OriginTrackedMapPropertySource.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/support/ErrorPageFilterConfiguration.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/convert/CollectionToDelimitedStringConverter.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/convert/DurationFormat.java
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* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/reactive/result/view/MustacheView.java
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* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/property/PropertySourceFactory.java
* /opt/cola/permits/1110784470_1606854456.7/0/spring-boot-2-0-1-release-sources-2-jar/org/springframework/boot/web/context/WebServerPortFileWriter.java

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1.394 python-iniparse 0.4-6.ph3

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

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

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

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1.410 t-digest 3.2
1.411 shadow-utils 4.6-8.el7_7.0atomix1

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1.415 libjpeg-turbo 1.2.90-8.el7

1.415.1 Available under license:

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

/*
 * jmemmgr.c
 *
 * Copyright (C) 1991-1997, 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 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...)
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jmemmgr.c

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/*
 * jquant2.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jquant2.c

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

; jsimdext.inc - common declarations
;
; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
; Copyright 2010 D. R. Commander
;
; Based on
; x86 SIMD extension for IJG JPEG library - version 1.02
;
; Copyright (C) 1999-2006, MIYASAKA Masaru.
;
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; 2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
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; 3. This notice may not be removed or altered from any source distribution.
;
; [TAB8]
; System-dependent configurations

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

; -- segment definition --
;
ifdef __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

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

; -- segment definition --
;
ifdef __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

elseifdef OBJ32; ----(nasm -fobj -DOBJS ...)--
; * 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

elseifdef 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 -faout/aout -DAOUT ...)----
; * Older Linux using a.out format (nasm -f aout -DAOUT ...)
; * *BSD family Unix using a.out format (nasm -f aoutb -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)

; -- segment definition --

%define SEG_TEXT    .text ;align=16; nasm doesn't accept align=16. why?
%define SEG_CONST   .rodata align=16

; The generation of position-independent code (PIC) is the default on Darwin.

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

%else; ----(Other case)----------------------

; -- 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

ifndef PIC ; ----------------------------
%ifdef 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
; NOTE: this macro destroys ecx resister.
call %geteip
addecx, byte (%%ref - $)
jmpshort %%adjust
%%%geteip:
mov ecx, POINTER [esp]
ret
%%%adjust:
pushebp
xorebp, ebp; ebp = 0
%ifldi %1, ebx; (%1 == ebx)
    ; db 0x8D,0x9C + jmp near const_base =
    ; lea ebx, [ecx+ebp*8+(const_base-%%ref)] ; 8D,9C,E9,(offset32)
db0x8D,0x9C; 8D,9C
jmphnear const_base; E9,(const_base-%%ref)
%%%ref:
%else ; (%1 != ebx)
    ; db 0x8D,0x8C + jmp near const_base =


lea ecx, [ecx+ebp*8+(const_base-%%ref)] ; 8D,8C,E9,(offset32)
db0x8D,0x8C; 8D,8C
jmpnear const_base; E9,(const_base-%%ref)
%ref:mov%1, ecx
%endif ; (%1 == ebx)
popebp
%endmacro

%else; GOT_SYMBOL != _MACHO_PIC_ ---------------

%define GOTOFF(got,sym) (got) + (sym) wrt ..gotoff

%imacro get_GOT
externGOT_SYMBOL
call%%geteip
add%1, GOT_SYMBOL + $$ - $ wrt ..gotpc
jmpshort %%done
%geteip:
mov%1, POINTER [esp]
ret
%%%done:
%endmacro

%endif; GOT_SYMBOL == _MACHO_PIC_ ---------------

%imacro pushpic1.nolist
push%1
%endmacro
%imacro poppic1.nolist
pop%1
%endmacro
%imacro movpic2.nolist
mov%1,%2
%endmacro

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

%define GOTOFF(got,sym) (sym)

%imacro get_GOT1.nolist
%endmacro
%imacro pushpic1.nolist
%endmacro
%imacro poppic1.nolist
%endmacro
%imacro movpic2.nolist
%endmacro
; Align the next instruction on \{2,4,8,16,...\}-byte boundary.

; ",.balign n,,m" in GNU as

; %define MSKLE(x,y)  ~(((y) & 0xFFFF) - ((x) & 0xFFFF)) >> 16)
%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($,%1)/9 \ 
    db 0x8D,0x9C,0x23,0x00,0x00,0x00,0x00 ; lea ebx,[ebx+0x00000000]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/7 \ 
    db 0x8D,0xAC,0x25,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/6 \ 
    db 0x8D,0xAD,0x00,0x00 ; lea ebp,[ebp+0x00000000]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%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.

; %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 rsi, SIZEOF_XMMWORD
movaps xmm6, XMMWORD [rsp]
sub rdi, SIZEOF_XMMWORD
movaps xmm7, XMMWORD [rsp]
%endmacro

%imacro uncollect_args 0
movaps xmm7, XMMWORD [rsp]
add rsi, SIZEOF_XMMWORD
movaps xmm6, XMMWORD [rsp]
add rdi, 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
/*
 * 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
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jsimdext.inc
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License: IJG

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/cderror.h
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:
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* Modified 2002-2009 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdmaster.c
No license file was found, but licenses were detected in source scan.

/*
* jmemsys.h
* 
* Copyright (C) 1992-1997, 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 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, as we have done with USE_MSDOS_MEMMGR
* and USE_MAC_MEMMGR.
* */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jmemsys.h
No license file was found, but licenses were detected in source scan.

/*
* jdmainct.c
* 
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains the main buffer controller for decompression.
* The main buffer lies between the JPEG decompressor proper and the
* post-processor; it holds downsampled data in the JPEG colorspace.
* Note that this code is bypassed in raw-data mode, since the application
* supplies the equivalent of the main buffer in that case.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdmainct.c

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

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/libjpegturbo/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

If the TurboJPEG JNI library (libturbojpeg.so, libturbojpeg,jnilib, or turbojpeg.dll) is not installed under a system library directory or under a directory specified in LD_LIBRARY_PATH (Unix) or PATH (Windows), then you will need to pass an argument of -Djava.library.path={path_to_JNI_library} to java.

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/README
No license file was found, but licenses were detected in source scan.

/*
 * jchuff.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009-2011, 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jchuff.c
No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see copyright notice in jsimdext.inc

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jiss2flt.asm
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jcqnts2i.asm
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jfsseflt-64.asm
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jdmrrmgmx.asm
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/ji3dnflt.asm
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jimmsrex.asm
* Copyright (C) 1994-1996, Thomas G. Lane.
* 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
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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/*
 * jchuff.h
 *
 * Copyright (C) 1991-1997, 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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jchuff.h
No license file was found, but licenses were detected in source scan.

/*
 * jcoeffct.c
 *
 * Copyright (C) 1994-1997, 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 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):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jccoefct.c
No license file was found, but licenses were detected in source scan.

/ *
* wrrle.c
* 
* Copyright (C) 1991-1996, 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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/wrrle.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 PBMPLUS 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
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/rdcolmap.c

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

libjpeg-turbo note: This file has been modified by The libjpeg-turbo Project
to include only information relevant to libjpeg-turbo, to wordsmith certain
sections, and to remove impolitic language that existed in the libjpeg v8
README. It is included only for reference. Please see README-turbo.txt for
information specific to libjpeg-turbo.

The Independent JPEG Group's JPEG software
=============================================

This distribution contains a release of the Independent JPEG Group's free JPEG
software. You are welcome to redistribute this software and to use it for any
purpose, subject to the conditions under LEGAL ISSUES, below.

This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone,
Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson,
Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Ge' Weijers,
and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee
(also known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP
=========================

This file contains the following sections:
OVERVIEW

General description of JPEG and the IJG software.

LEGAL ISSUES

Copyright, lack of warranty, terms of distribution.

REFERENCES

Where to learn more about JPEG.

ARCHIVE LOCATIONS

Where to find newer versions of this software.

FILE FORMAT WARS

Software *not* to get.

TO DO

Plans for future IJG releases.

Other documentation files in the distribution are:

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

Programmer and internal documentation:
libjpeg.txt       How to use the JPEG library in your own programs.
example.c         Sample code for calling the JPEG library.
structure.txt     Overview of the JPEG library's internal structure.
coderules.txt     Coding style rules --- please read if you contribute code.

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

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

OVERVIEW

This package contains C software to implement JPEG image encoding, decoding,
and transcoding. JPEG (pronounced “jay-peg”) is a standardized compression
method for full-color and gray-scale images. JPEG's strong suit is compressing
photographic images or other types of images that have smooth color and
brightness transitions between neighboring pixels. Images with sharp lines or
other abrupt features may not compress well with JPEG, and a higher JPEG
quality may have to be used to avoid visible compression artifacts with such
images.

JPEG is lossy, meaning that the output pixels are not necessarily identical to
the input pixels. However, on photographic content and other "smooth" images,
very good compression ratios can be obtained with no visible compression
artifacts, and extremely high compression ratios are possible if you are
willing to sacrifice image quality (by reducing the "quality" setting in the
This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

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

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

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

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

LEGAL ISSUES
==============

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.
In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding. All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.

(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".

(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

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

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

We are required to state that
"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

REFERENCES
==========

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

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at http://www.ijg.org/files/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

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


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

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. JFIF 1.02 has been adopted as an Ecma International Technical Report and thus received a formal publication status. It is available as a free download in PDF format from http://www.ecma-international.org/publications/techreports/E-TR-098.htm. A PostScript version of the JFIF document is available at http://www.ijg.org/files/jfif.ps.gz. There is also a plain text version at http://www.ijg.org/files/jfif.txt.gz, but it is missing the figures.

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

ARCHIVE LOCATIONS
=================

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

If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

FILE FORMAT WARS
=================

The ISO/IEC JTC1/SC29/WG1 standards committee (also known as JPEG, together
with ITU-T SG16) currently promotes different formats containing the name "JPEG" which are incompatible with original DCT-based JPEG. IJG therefore does not support these formats (see REFERENCES). Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.

Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

TO DO
====

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/README
No license file was found, but licenses were detected in source scan.

/*
 * j dct.h
 *
 * 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 include file contains common declarations for the forward and
 * inverse DCT modules. These declarations are private to the DCT managers
 * (j dctmgr.c, j dctmgr.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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/j dct.h
No license file was found, but licenses were detected in source scan.

/*
 * jdatasrc-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2011, 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
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.

*/

jcarith.c

Developed 1997-2009 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 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.

*/

jcsample.c

Copyright (C) 1991-1996, Thomas G. Lane.
Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
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 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.
*/

Found in path(s):
*/opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEmr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcsample.c
No license file was found, but licenses were detected in source scan.

/*
* jcparam.c
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcparam.c

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

/*
 * wrbmp.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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/wrbmp.c

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

// Natural Docs is licensed under the GPL.

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/doc/html/search/search.js

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

/*
 * jdarith.c
 * Developed 1997-2009 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 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.

*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdarith.c
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.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2010, D. R. Commander.
* 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 upsampler is applying a scale factor of its own).
*
* An excellent reference for image resampling is

*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdsample.c
No license file was found, but licenses were detected in source scan.

*/
* cdjpeg.h
*
* Copyright (C) 1994-1997, 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 common declarations for the sample applications
* cjpeg and djpeg. It is NOT used by the core JPEG library.
* */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/cdjpeg.h
No license file was found, but licenses were detected in source scan.

/*
* jfdctflt.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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJrEwrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90jfdctflt.c
No license file was found, but licenses were detected in source scan.

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 *
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 * - Redistributions in binary form must reproduce the above copyright notice,
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 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJrEwrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJCompressor.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJrEwrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJ.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJrEwrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJDecompressor.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJrEwrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/TJUnitTest.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJrEwrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/turbojpeg-jni.c
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJLoader.java

* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/TJExample.java

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.
 * 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 (jdhuff.c). No other modules need to see these.
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdhuff.h

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

/*
 * jcprepct.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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcprepct.c

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

/*
 * jpegtran.c
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1995-2010, Thomas G. Lane, Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jpegtran.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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jsimd_none.c
No license file was found, but licenses were detected in source scan.

/*
* wrppm.c
*
* Copyright (C) 1991-1996, 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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  E2SaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/wrppm.c

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

/*
* jinclude.h
*/

* Copyright (C) 1991-1994, 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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  E2SaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jinclude.h

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

/*
* 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.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJErw/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jfdctfst.c
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/*
 * jdmarker.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * 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.
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJErw/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdmarker.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.
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/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:
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* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdcolext.c
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/ *
* jversion.h
* 
* This file was part of the Independent JPEG Group's software:
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* Modifications:
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* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains software version identification.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jversion.h
No license file was found, but licenses were detected in source scan.
/*
 * cdjpeg.c
 *
 * Copyright (C) 1991-1997, 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 common support routines used by the IJG application
 * programs (cjpeg, djpeg, jpegtran).
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/cdjpeg.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 (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.

******************************************************************************
**     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.

======================
Installation Directory
======================

This document assumes that libjpeg-turbo will be installed in the default directory /opt/libjpeg-turbo on Un*x and Mac systems and c:\libjpeg-turbo[-gcc][-64] on Windows systems. If your installation of libjpeg-turbo resides in a different directory, then adjust the instructions accordingly.

============================= 
Replacing libjpeg at Run Time 
============================= 

Un*x ----

If a Un*x application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by manipulating LD_LIBRARY_PATH. For instance:

[Using libjpeg]
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.392s
user 0m0.074s
sys 0m0.020s

[Using libjpeg-turbo]
> export LD_LIBRARY_PATH=/opt/libjpeg-turbo/{lib}:$LD_LIBRARY_PATH
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.109s
user 0m0.029s
sys 0m0.010s

({lib} = lib32 or lib64, depending on whether you wish to use the 32-bit or the 64-bit version of libjpeg-turbo.)

System administrators can also replace the libjpeg symlinks in /usr/lib* with links to the libjpeg-turbo dynamic library located in /opt/libjpeg-turbo/{lib}. This will effectively accelerate every application that uses the libjpeg dynamic library on the system.

Windows -------
If a Windows application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by backing up the application's copy of jpeg62.dll, jpeg7.dll, or jpeg8.dll (assuming the application has its own local copy of this library) and copying the corresponding DLL from libjpeg-turbo into the application's install directory. The official libjpeg-turbo binary packages only provide jpeg62.dll. If the application uses jpeg7.dll or jpeg8.dll instead, then it will be necessary to build libjpeg-turbo from source (see "libjpeg v7 and v8 API/ABI Emulation" below.)

The following information is specific to the official libjpeg-turbo binary packages for Visual C++:

-- jpeg62.dll requires the Visual C++ 2008 C run-time DLL (msvcr90.dll). msvcr90.dll ships with more recent versions of Windows, but users of older Windows releases can obtain it from the Visual C++ 2008 Redistributable Package, which is available as a free download from Microsoft's web site.

-- Features of the libjpeg API that require passing a C run-time structure, such as a file handle, from an application to the library will probably not work with jpeg62.dll, unless the application is also built to use the Visual C++ 2008 C run-time DLL. In particular, this affects jpeg_stdio_dest() and jpeg_stdio_src().

Mac
---

Mac applications typically embed their own copies of the libjpeg dylib inside the (hidden) application bundle, so it is not possible to globally replace libjpeg on OS X systems. Replacing the application's version of the libjpeg dylib would generally involve copying libjpeg.*.dylib from libjpeg-turbo into the appropriate place in the application bundle and using install_name_tool to repoint the libjpeg-turbo dylib to its new directory. This requires an advanced knowledge of OS X and would not survive an upgrade or a re-install of the application. Thus, it is not recommended for most users.

==================================================================
Using libjpeg-turbo in Your Own Programs
==================================================================

For the most part, libjpeg-turbo should work identically to libjpeg, so in most cases, an application can be built against libjpeg and then run against libjpeg-turbo. On Un*x systems and Cygwin, you can build against libjpeg-turbo instead of libjpeg by setting

CPATH=/opt/libjpeg-turbo/include
and
LIBRARY_PATH=/opt/libjpeg-turbo/{lib}

((lib) = lib32 or lib64, depending on whether you are building a 32-bit or a 64-bit application.)

If using MinGW, then set

CPATH=/c/libjpeg-turbo-gcc[64]/include

and

LIBRARY_PATH=/c/libjpeg-turbo-gcc[64]/lib

Building against libjpeg-turbo is useful, for instance, if you want to build an application that leverages the libjpeg-turbo colorspace extensions (see below.) On Un*x systems, you would still need to manipulate LD_LIBRARY_PATH or create appropriate symlinks to use libjpeg-turbo at run time. On such systems, you can pass -R /opt/libjpeg-turbo/{lib} to the linker to force the use of libjpeg-turbo at run time rather than libjpeg (also useful if you want to leverage the colorspace extensions), or you can link against the libjpeg-turbo static library.

To force a Un*x or MinGW application to link against the static version of libjpeg-turbo, you can use the following linker options:

-Wl,-Bstatic -ljpeg -Wl,-Bdynamic

On OS X, simply add /opt/libjpeg-turbo/lib/libjpeg.a to the linker command line.

To build Visual C++ applications using libjpeg-turbo, add c:\libjpeg-turbo[64]\include to the system or user INCLUDE environment variable and c:\libjpeg-turbo[64]\lib to the system or user LIB environment variable, and then link against either jpeg.lib (to use the DLL version of libjpeg-turbo) or jpeg-static.lib (to use the static version of libjpeg-turbo.)

===================== Colorspace 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:

#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:

#ifdef JCS_ALPHA_EXTENSIONS

jcstest.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.

===================================
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 still 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 are not guaranteed to be identical (the accuracy of the floating point DCT/IDCT is constant when using libjpeg-turbo's SIMD extensions, but otherwise, it can depend heavily on the compiler and 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 a bit 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.

-- When using the floating point IDCT, for the reasons stated above and also because the floating point IDCT algorithm was modified in libjpeg v8a to improve accuracy.

-- 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.

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.
* 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.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJErw/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/rdjpgcom.c
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:
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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 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, 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;
it's 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
(i.e., 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

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 (e.g., 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:

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:

```c
    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
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:

```c
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 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
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.
```

If the defaults are appropriate, nothing need be done at this step.

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	# 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
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.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

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
=================

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)
The FLOAT method is very slightly more accurate than the ISLOW method,
but may give different results on different machines due to varying
roundoff behavior.  The integer methods should give the same results
on all machines.  On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest.  The IFAST method is
considerably less accurate than the other two; its use is not
recommended if high quality is a concern.  JDCT_DEFAULT and
JDCT_FASTEST are macros configurable by each installation.

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_colorsapce() 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_colorspace() 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.

JDIMENSION jpeg_width
Actual dimensions of output image.
JDIMENSION jpeg_height

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	Colors 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 the same
as described above for compression.

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_colorspsace(). 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_colorspsace() 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_colorspsace(), 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 cderror.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)
----------------------------------------------------------

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:

```c
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 frammishes. 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 jdmker.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 EOIIs. 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

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:

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:

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:

<table>
<thead>
<tr>
<th>Enable 1pass_quantize</th>
<th>Fixed color cube colormap</th>
</tr>
</thead>
<tbody>
<tr>
<td>enable_1pass_quantize</td>
<td>Fixed color cube colormap</td>
</tr>
</tbody>
</table>


enable_external_quant
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 an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

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
dest = tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
dest = 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
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, namely 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:

\[
\text{cinfo->comp_info[i].width_in_blocks*DCTSIZE samples per row}
\]
\[
\text{cinfo->comp_info[i].height_in_blocks*DCTSIZE rows in image}
\]
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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 `downsampled_width = 101` and `width_in_blocks = 13` for Y, `downsampled_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:
long pass_counter; /* work units completed in this pass */
long pass_limit; /* total number of work units in this pass */
int completed_passes; /* passes completed so far */
int total_passes; /* total number of passes expected */

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
completed_passes + (pass_counter/pass_limit)  
--------------------------------------------
total_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  
built 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 (e.g., 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.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().

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/coefficient. 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
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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. (If you need to include both 8- and 12-bit libraries in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

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 TRACEMS(n) 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, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

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.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

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

Notes for MS-DOS implementors
--------------------------------
The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJewr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/libjpeg.txt

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

/*
 * jidctint.c
 *
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.

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

; jcolsamp.inc - private declarations for color conversion & up/downsampling
;
; 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]

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

; 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jcolsamp.inc
No license file was found, but licenses were detected in source scan.

/*
 *
 * Copyright (C) 1997-2011, Thomas G. Lane, 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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/transupp.h
No license file was found, but licenses were detected in source scan.

/*
 *
 * jcmarker.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcmarker.c
No license file was found, but licenses were detected in source scan.

/****************************************************************************
* 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."
* */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcmarker.c
No license file was found, but licenses were detected in source scan.

/****************************************************************************
* 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."
* */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcmarker.c
No license file was found, but licenses were detected in source scan.

 canActivate="false"/>
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSajEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdatadst-tj.c
No license file was found, but licenses were detected in source scan.

/ *
* jdmrgext.c
* *
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2011, 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSajEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdmrgext.c
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 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
* ARM architecture.
* *
* Based on the stubs from 'jsimd_none.c'
*/

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.
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jsimd_arm.c
No license file was found, but licenses were detected in source scan.

/*
 * jcapistd.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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/transupp.c
No license file was found, but licenses were detected in source scan.

/*
 * jdcolor.c
This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011 by Guido Vollbeding.
* Modifications:
  * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
  * Copyright (C) 2009, 2011-2012, 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEvwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*
 * cjpeg.c
 *
This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modifications:
  * Copyright (C) 2010, 2013, 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 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
  *cjpeg [options] -outfile outputfile inputfile
  * works regardless of which command line style is used.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJEvwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/cjpeg.c
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:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010-2011, 2013, 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/djpeg.c

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

/*
 * jconfig.txt
 *
 * Copyright (C) 1991-1994, 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 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 function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
*/
#define HAVE_PROTOTYPES

/* 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().
*/
#if defined void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
#if defined 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.
*/
#ifndef CHAR_IS_UNSIGNED
#endif

/* 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

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
 * unless you are using a large-data memory model or 80386 flat-memory mode.
 * On less brain-damaged CPUs this symbol must not be defined.
 * (Defining this symbol causes large data structures to be referenced through
 * "far" pointers and to be allocated with a special version of malloc.)
 */
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
 * than the first 15 characters.
 */
#undef NEED_SHORT_EXTERNAL_NAMES

/* 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.
 */
#ifdef _WIN32
#ifndef __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.
 */
#ifdef 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

/* Define this if your system needs explicit cleanup of temporary files.
 * This is crucial under MS-DOS, where the temporary "files" may be areas
 * of extended memory; on most other systems it's not as important.
 */
#undef NEED_SIGNAL_CATCHER

/* 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

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

/*
* jquant1.c
* 
* This file was part of the Independent JPEG Group's software:
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* Modifications:
* Copyright (C) 2009, D. R. Commander
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*/

 Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJewr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jquant1.c

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

/*
* rdswitch.c
* 
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*/

 Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJewr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jquant1.c

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IJG JPEG LIBRARY: CODING RULES

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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 jpeg/doc/cstyle.ms.tbl.Z, or cstyle.txt.Z for those without nroff/tbl).

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. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript). ansi2knr is not very bright, so it imposes a format requirement on function
declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions should be written in the following style:

```
LOCAL(int *)
function_name (int a, char *b)
{
   code...
}
```

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.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as

```
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist)  type (*methodname) ()
#endif
```

which is used like this:

```
struct function_pointers {
   JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
   JMETHOD(void, term_entropy_encoder, (void));
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

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_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.

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 source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. 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.

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

/*
 * jcmaster.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2003-2010 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
* jdpostct.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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdpostct.c
No license file was found, but licenses were detected in source scan.

/*
* jsimd_x86_64.c
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 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
* x86_64 architecture.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jsimd_x86_64.c
No license file was found, but licenses were detected in source scan.

/*
 * jddctmgr.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2010 by Guido Vollbeding.
 * Modifications:
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2010, D. R. Commander.
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jddctmgr.c

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Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/release/License.rtf
No license file was found, but licenses were detected in source scan.

/*
 * rdtarga.c
 *
 * Copyright (C) 1991-1996, 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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/rdtarga.c
No license file was found, but licenses were detected in source scan.

/*
 * rdbmp.c
 */
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2010 by Guido Vollbeding.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
*
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/rdbmp.c
No license file was found, but licenses were detected in source scan.

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 will blindly reject any library that is not versioned,
so this was an attempt to make them happy.

[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 "i" 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 ARM v7s 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 MASKMOVQ2 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 jsimdefg.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.

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 ARM v6 and ARM v7 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.

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_RGBX, 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] jpgtest 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/ChangeLog.txt
No license file was found, but licenses were detected in source scan.

/*
 * jerror.h
 *
 * Copyright (C) 1994-1997, 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 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.
Open Source Used In Network Insights Resources Network Insights 5.1  3569

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jerror.h

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

*/

* wrgif.c
*
* Copyright (C) 1991-1997, 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 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 stdout stream.
* */

/*

* This code is loosely based on ppm2gif from the PBMLPLUS 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.
* Copyright (C) 1989 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
* that the above copyright notice appear in all copies and that both that
* copyright notice and this permission notice appear in supporting
* documentation. This software is provided "as is" without express or
* implied warranty.
*
* We are also 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."
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/wrgif.c
No license file was found, but licenses were detected in source scan.

/*
 * jaricom.c
 *
 * Developed 1997-2009 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 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
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jaricom.c
No license file was found, but licenses were detected in source scan.

/*
 * jmorecfg.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jmorecfg.h
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
This file was part of the Independent JPEG Group's software.
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.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.
3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** 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:

   input data => processing step A => buffer => processing step B => output data
                 |                     |
                 |                     |----------------------
                 |                     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

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```
|-- Colorspace conversion
   |-- Preprocessing controller --|
   |                             |-- Downsampling
Main controller --|
   |                  |-- Forward DCT, quantize
   |-- Coefficient controller --|
   |                         |-- Entropy encoding
```

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 $V_{\text{max}}$ pixel rows of each component before downsampling, and $V_k$ sample rows afterwards (remember $V_k$ 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:

```
|-- Entropy decoding
   |-- Coefficient controller -->
       |-- Dequantize, Inverse DCT
Main controller -->
                      |-- 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.

* Color space 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 jpegconsume_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. jpegconsume_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 *JSAMPROW;  // ptr to a row of samples
typedef JSAMPROW *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 machines.
* 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.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKs, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** 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 object:
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 for two reasons:
* On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
* Pool allocation heuristics may differ for large and small objects. 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: interface to FAR malloc/free in MSDOS machines; else usually 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 DNLS 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/structure.txt
No license file was found, but licenses were detected in source scan.

/*
 * jpegint.h
 *
 * Copyright (C) 1991-1997, 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 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.
 */
Open Source Used In Network Insights Resources Network Insights 5.1 3591

/*
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, 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 application interface code for the decompression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-decompression case or the
 * transcoding-only case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jdapistd.c. But also see jcomapi.c for routines
 * shared by compression and decompression, and jdtrans.c for the transcoding
 * case.
 */

/*
 * jmemnobs.c
 *
 * Copyright (C) 1992-1996, 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 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.
 */

/*
 * /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
 * EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdapimin.c
 * No license file was found, but licenses were detected in source scan.
 */

/*
 * /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
 * EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jmemnobs.c
 * No license file was found, but licenses were detected in source scan.
 */
No license file was found, but licenses were detected in source scan.

/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, 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 routines to write output images in Targa format.
 *
 * 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 Lee Daniel Crocker.
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/wrtarga.c
No license file was found, but licenses were detected in source scan.

/*
 * jcapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2003-2010 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 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 jparam.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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcapimin.c
No license file was found, but licenses were detected in source scan.

/*
* jcomapi.c
*
* Copyright (C) 1994-1997, 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 application interface routines that are used for both
* compression and decompression.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcomapi.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) there 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 Frhling 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]
```
/*
 * jdphuff.c
 *
 * Copyright (C) 1995-1997, 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 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.
 */
```

```
/*
 * jfdctint.c
 *
 * Copyright (C) 1991-1996, 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 slow-but-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 an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
```
* 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.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jfdctint.c
No license file was found, but licenses were detected in source scan.

; j dct.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
; to do 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/j dct.inc
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/
* jcdctmgr.c

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* Modifications:
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* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2011 D. R. Commander
* For conditions of distribution and use, see the accompanying README file.
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

/*
 * jsimdct.h

* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
*
* 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):
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EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jsimdct.h
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*/

Found in path(s):

*/

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* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/tjutil.h
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/org/libjpeg turbo/TJTransformer.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/tjutil.c
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/org/libjpeg turbo/TJScalingFactor.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/bmp.h
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/org/libjpeg turbo/TJTransform.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcstest.c
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/bmp.c

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*/

* jutils.c
*
* Copyright (C) 1991-1996, 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 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):
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EZSajEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jutils.c
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/*
* jccolor.c
 *
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* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains input colorspace conversion routines.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSajEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jccolor.c
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/*
* jcphuff.c
 *
* Copyright (C) 1995-1997, 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 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):
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EZSajEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcphuff.c
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*/
* jdocfct.c
*
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*
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdocfct.c
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/
* jcinit.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
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*
* 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.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jcinit.c
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/*
/* jccolext.c */
/*
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*/

/* This file contains input colorspace conversion routines. */

Found in path(s):
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; for more details.

Found in path(s):
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* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jfss2fst-64.asm
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jiss2fst.asm
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jfmmxfst.asm
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/*
* jidctflt.c
* /*
* Copyright (C) 1994-1998, 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 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
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.
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* and GPL (GPL-LICENSE.txt) licenses.
*
* http://docs.jquery.com/UI
*/
/**
 * jQuery.ScrollTo - Easy element scrolling using jQuery.
 * Copyright (c) 2008 Ariel Flesler - aflesler(at)gmail(dot)com
 * Licensed under GPL license (http://www.opensource.org/licenses/gpl-license.php).
 * Date: 2/8/2008
 * @author Ariel Flesler
 * @version 1.3.2
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/doc/html/jquery.js
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 * wrjpgcom.c
 *
 * Copyright (C) 1994-1997, 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 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/wrjpgcom.c
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 *
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 * Modified 2009 by Bill Allombert, 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 contains routines to read input 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 input from
* an ordinary stio 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 PBMPLUS library, which is:
**
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**
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*/

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/*
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jpeglib.h
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Found in path(s):
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jiss2int-64.asm
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jfss2int.asm
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jfmmxint.asm
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jfss2int-64.asm
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jiss2int.asm
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jfmmxint.asm
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jfss2int-64.asm
* /opt/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jiss2int.asm

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

/*

* jctrans.c
*
* Copyright (C) 1995-1998, 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 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/cola/permissions/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/ibhjpeg-turbo-1.2.90/simd/jfss2int.asm

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# CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
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# POSSIBILITY OF SUCH DAMAGE.

#!/bin/sh

if [ ! "$id -u" = "0" ]; then
    echo "ERROR: This script must be executed as root"
    exit -1
fi

PACKAGE=@PACKAGE_NAME@
MACPACKAGE=com.$PACKAGE.$PACKAGE
RECEIPT=/Library/Receipts/$PACKAGE.pkg

LSBOM=
if [ -d $RECEIPT ]; then
    LSBOM='lsbom -s -f -l '$RECEIPT'/Contents/Archive.bom'
else
    LSBOM='pkgutil --files '$MACPACKAGE
fi

mylsbom()
{
    $LSBOM || (echo "ERROR: Could not list package contents"; exit -1)
}

echo Removing package files ...
EXITSTATUS=0
pushd /
mylsbom | while read file; do
    if [ ! -d "$file" ]; then rm "$file" 2>&1 || EXITSTATUS=-1; fi
done
popd

echo Removing package directories ...
if [ -d /opt/$PACKAGE/bin ]; then
    rmdir /opt/$PACKAGE/bin 2>&1 || EXITSTATUS=-1
if [-d /opt/$PACKAGE/lib ]; then
  rmdir /opt/$PACKAGE/lib 2>&1 || EXITSTATUS=-1
fi
if [-d /opt/$PACKAGE/include ]; then
  rmdir /opt/$PACKAGE/include 2>&1 || EXITSTATUS=-1
fi
rm /opt/$PACKAGE/lib32 2>&1 || EXITSTATUS=-1
rm /opt/$PACKAGE/lib64 2>&1 || EXITSTATUS=-1
if [-d /opt/$PACKAGE/man/man1 ]; then
  rmdir /opt/$PACKAGE/man/man1 2>&1 || EXITSTATUS=-1
fi
if [-d /opt/$PACKAGE/man ]; then
  rmdir /opt/$PACKAGE/man 2>&1 || EXITSTATUS=-1
fi
if [-d /opt/$PACKAGE/classes ]; then
  rmdir /opt/$PACKAGE/classes 2>&1 || EXITSTATUS=-1
fi
rmdir /opt/$PACKAGE 2>&1 || EXITSTATUS=-1
rmdir /Library/Documentation/$PACKAGE 2>&1 || EXITSTATUS=-1

if [-d $RECEIPT ]; then
  echo Removing package receipt ...
  rm -r $RECEIPT 2>&1 || EXITSTATUS=-1
else
  echo Forgetting package $MACPACKAGE ...
pkgutil --forget $MACPACKAGE
fi

exit $EXITSTATUS

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/release/uninstall.in
No license file was found, but licenses were detected in source scan.

/*
 * jdtrans.c
 *
 * Copyright (C) 1995-1997, 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 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.
 */
* All rights reserved.
* Permission is granted to anyone to use this software for any purpose,
* 1. The origin of this software must not be misrepresented; you must not
* 2. Altered source versions must be plainly marked as such, and must not be
* 3. This notice may not be removed or altered from any source distribution.

/*
 * jerror.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 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.
 */

/*
 * jsimd_i386.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 */
* 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  
*  
* 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):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jsimd_i386.c  
No license file was found, but licenses were detected in source scan.

/*
 * jidctred.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.  
 * This file is part of the Independent JPEG Group's software.  
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 *
 * 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.  
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jidctred.c  
No license file was found, but licenses were detected in source scan.

/*
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 *
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 *
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* 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
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*
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* POSSIBILITY OF SUCH DAMAGE.
*/

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/tjbench.c
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/turbojpeg.h
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/turbojpeg.c
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/java/TJBench.java
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/tjunittest.c
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/turbojpeg.c

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

/ *
* jdatadst.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2012 by Guido Vollbeding.
* 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
 * jdmerge.c
 *
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 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Modifications:
 * Copyright (C) 2009, 2011, D. R. Commander.
 * 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
 *\tR = Y + K1 * Cr
 *\tG = Y + K2 * Cb + K3 * Cr
 *\tB = 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:
 *\tYCbCr => RGB color conversion only.
 *\tSampling ratios of 2h1v or 2h2v.
 *\tNo scaling needed at upsample time.
 *\tCorner-aligned (non-CCIR601) sampling alignment.
 *\tOther special cases could be added, but in most applications these are
 *\tthe only common cases. (For uncommon cases we fall back on the more
 *\tgeneral code in jdsample.c and jdcolor.c.)
 */

Found in path(s):
/*
 * jdhuff.c
 *
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 *
 * 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.
 */

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdmerge.c
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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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEvrlibjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jpegcomp.h
No license file was found, but licenses were detected in source scan.

From c51b66ebcace2adec0cfbe42d25cb418ed0c02a2 Mon Sep 17 00:00:00 2001
From: DRC <information@libjpeg-turbo.org>
Date: Fri, 20 Jul 2018 17:21:36 -0500
Subject: [PATCH] cjpeg: Fix OOB read caused by malformed 8-bit BMP
... in which one or more of the color indices is out of range for the number of palette entries.

Fix partly borrowed from jpeg-9c. This commit also adopts Guido's JERR_PPM_OUTOFRANGE enum value in lieu of our project-specific JERR_PPM_TOOLARGE enum value.

Fixes #258
---

cderror.h | 5 +++--
rdbmp.c   | 7 ++++++-
rdppm.c   | 4 ++--
3 files changed, 11 insertions(+), 5 deletions(-)

diff --git a/cderror.h b/cderror.h
index d69b501..46b0f49 100644
--- a/cderror.h
+++ b/cderror.h
@@ -2,7 +2,7 @@
* 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.
 *
@@ -48,6 +48,7 @@
JMESSAGE(JERR_BMP_COLORSPACE, "BMP output must be grayscale or RGB")
JMESSAGE(JERR_BMP_COMPRESSED, "Sorry, compressed BMPs not yet supported")
JMESSAGE(JERR_BMP_EMPTY, "Empty BMP image")
JMESSAGE(JERR_BMP_NOT, "Not a BMP file - does not start with BM")
+JMESSAGE(JERR_BMP_OUTOFRANGE, "Numeric value out of range in BMP file")
JMESSAGE(JTRC_BMP, "%ux%u 24-bit BMP image")
JMESSAGE(JTRC_BMP_MAPPED, "%ux%u 8-bit colormapped BMP image")
JMESSAGE(JTRC_BMP_OS2, "%ux%u 24-bit OS2 BMP image")
@@ -74,8 +75,8 @@
JMESSAGE(JWRN_GIF_NOMOREDATA, "Ran out of GIF bits")
#endif PPM_SUPPORTED
JMESSAGE(JERR_PPM_COLORSPACE, "PPM output must be grayscale or RGB")
JMESSAGE(JERR_PPM_NONNUMERIC, "Nonnumeric data in PPM file")
-JMESSAGE(JERR_PPM_TOOLARGE, "Integer value too large in PPM file")
JMESSAGE(JERR_PPM_NOT, "Not a PPM/PGM file")
+JMESSAGE(JERR_PPM_OUTOFRANGE, "Numeric value out of range in PPM file")
JMESSAGE(JTRC_PGM, "%ux%u PGM image")
JMESSAGE(JTRC_PGM_TEXT, "%ux%u text PGM image")
JMESSAGE(JTRC_PPM, "%ux%u PPM image")
diff --git a/rdbmp.c b/rdbmp.c
index c053074..7a27cab 100644
--- a/rdbmp.c
+++ b/rdbmp.c
@@ -3,7 +3,7 @@
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
-* Modified 2009-2010 by Guido Vollbeding.
 * Modifications:
+ * Modified 2011 by Siarhei Siamashka.
 * For conditions of distribution and use, see the accompanying README file.
@@ -64,6 +64,7 @@
 typedef struct _bmp_source_struct {
   JDIMENSION row_width; /* Physical width of scanlines in file */
   int bits_per_pixel; /* remembers 8- or 24-bit format */
+  int cmap_length; /* colormap length */
 } bmp_source_struct;

@@ -124,6 +125,7 @@
 get_8bit_row (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
 {
   bmp_source_ptr source = (bmp_source_ptr) sinfo;
+  int cmaplen = source->cmap_length;
   register JSAMPARRAY colormap = source->colormap;
   JSAMPARRAY image_ptr;
   register int t;
   register JSAMPLINE inptr, outptr;
@@ -140,6 +142,8 @@
 outptr = source->pub.buffer[0];
 for (col = cinfo->image_width; col > 0; col--) {
   t = GETJSAMPLE(*inptr);
+    if (t >= cmaplen)
+        ERREXIT(cinfo, JERR_BMP_OUTOFRANGE);
   *outptr++ = colormap[0][t]; /* can omit GETJSAMPLE() safely */
   *outptr++ = colormap[1][t];
   *outptr++ = colormap[2][t];
@@ -399,6 +403,7 @@
 start_input_bmp (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
 source->colormap = (*cinfo->mem->alloc_sarray)
     ((j_common_ptr) cinfo, JPOOL_IMAGE,
      (JDIMENSION) biClrUsed, (JDIMENSION) 3);
+  source->cmap_length = (int)biClrUsed;
 /* and read it from the file */
 read_colormap(source, (int) biClrUsed, mapentrysize);
 /* account for size of colormap */
diff --git a/rdppm.c b/rdppm.c
index 5da1646..59da2bb 100644
--- a/rdppm.c
+++ b/rdppm.c
@@ -76,7 +76,7 @@
 typedef struct {


typedef ppm_source_struct * ppm_source_ptr;

if (val > maxval)
-    ERREXIT(cinfo, JERR_PPM_TOOLARGE);
+    ERREXIT(cinfo, JERR_PPM_OUTOF RANGE);

    return val;
}

--
2.17.2

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo12-CVE-2018-14498.patch
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/*
 * jidctfst.c
 *
 * Copyright (C) 1994-1998, 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
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJewr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jidctfst.c
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/*
 * jsimd.h
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2011 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJewr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jsimd.h
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
 *
 * 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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
  EZSaJewr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/simd/jsimd.h
No license file was found, but licenses were detected in source scan.

Package: {__PKGNAME}
Version: {__VERSION}-{__BUILD}
Section: misc
Priority: optional
Architecture: {__ARCH}
Essential: no
Maintainer: The libjpeg-turbo Project [http://www.libjpeg-turbo.org]
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/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/release/deb-control.tmpl
No license file was found, but licenses were detected in source scan.

/*
 * jdapistd.c
 *
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 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * 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.
* /

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJewr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/jdapistd.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() {
        System.loadLibrary("@TURBOJPEG_DLL_NAME@");
    }
};
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.

```
#-->%prep
#-->%setup -q

#-->%build
#--> ./configure libdir=/opt/%{name}/%{__lib} mandir=/opt/%{name}/man
JPEG_LIB_VERSION=@JPEG_LIB_VERSION@ SO_MAJOR_VERSION=@SO_MAJOR_VERSION@
SO_MINOR_VERSION=@SO_MINOR_VERSION@ --with-pic @RPM_CONFIG_ARGS@
#--> make DESTDIR=$RPM_BUILD_ROOT libdir=/opt/%{name}/%{__lib} mandir=/opt/%{name}/man

%install

rm -rf $RPM_BUILD_ROOT
make install DESTDIR=$RPM_BUILD_ROOT libdir=/opt/%{name}/%{__lib} mandir=/opt/%{name}/man
docdir=/opt/%{name}/doc exampledir=/opt/%{name}/doc
rm - f $RPM_BUILD_ROOT/opt/%{name}/%{__lib}/*.la
mkdir -p $RPM_BUILD_ROOT/usr/%{__lib}

mv $RPM_BUILD_ROOT/opt/%{name}/%{__lib}/libturbojpeg.* $RPM_BUILD_ROOT/usr/%{__lib}/
/sbin/ldconfig -n $RPM_BUILD_ROOT/opt/%{name}/%{__lib}/
/sbin/ldconfig -n $RPM_BUILD_ROOT/usr/%{__lib}/

mkdir - p $RPM_BUILD_ROOT/usr/include
mv $RPM_BUILD_ROOT/opt/%{name}/include/turbojpeg.h $RPM_BUILD_ROOT/usr/include
ln - f $RPM_BUILD_ROOT/opt/%{name}/include/turbojpeg.a $RPM_BUILD_ROOT/opt/%{name}/%
ln - f $RPM_BUILD_ROOT/%{__lib}/libturbojpeg.a $RPM_BUILD_ROOT/opt/%{name}/%

mkdir - p $RPM_BUILD_ROOT%{_defaultdocdir}

mv $RPM_BUILD_ROOT/opt/%{name}/doc $RPM_BUILD_ROOT%{_defaultdocdir}/%{name}-%{version}

%post -p /sbin/ldconfig

%postun -p /sbin/ldconfig

%clean

rm -rf $RPM_BUILD_ROOT

%files
%defattr(-,root,root)
%dir %{_defaultdocdir}/%{name}-%{version}/
%doc %{_defaultdocdir}/%{name}-%{version}/
%dir /opt/%{name}/bin
/opt/%{name}/bin/cjpeg
/opt/%{name}/bin/djpeg
/opt/%{name}/bin/jpegtran
/opt/%{name}/bin/tjbench
```
/opt/{name}/bin/rdjpgcom
/opt/{name}/bin/wrjpgcom
%dir /opt/{name}/%{__lib}
%ifarch x86_64
%else
/opt/{name}/lib32
%endif
/opt/{name}/%{__lib}/libjpeg.so.@SO_MAJOR_VERSION@.@SO_AGE@.@SO_MINOR_VERSION@
/opt/{name}/%{__lib}/libjpeg.so.@SO_MAJOR_VERSION@.
/opt/{name}/%{__lib}/libjpeg.so
/opt/{name}/%{__lib}/libturbojpeg.a
/usr/(__lib)/libturbojpeg.so.0.0.0
/usr/(__lib)/libturbojpeg.so.0
/usr/(__lib)/libturbojpeg.so
/usr/(__lib)/libturbojpeg.a
/usr/include/turbojpeg.h
%dir /opt/{name}/include
/opt/{name}/include/jconfig.h
/opt/{name}/include/jerror.h
/opt/{name}/include/jmorecfg.h
/opt/{name}/include/jpeglib.h
/opt/{name}/include/turbojpeg.h
%dir /opt/{name}/man
%dir /opt/{name}/man/man1
/opt/{name}/man/man1/cjpeg.1*
/opt/{name}/man/man1/djpeg.1*
/opt/{name}/man/man1/jpegtran.1*
/opt/{name}/man/man1/rdjpgcom.1*
/opt/{name}/man/man1/wrjpgcom.1*
@JAVA_RPM_CONTENTS_1@
@JAVA_RPM_CONTENTS_2@

%changelog

Found in path(s):
* /opt/cola/permits/1125685229_1611412165.44/0/libjpeg-turbo-1.2.90-8.el7-1.src.rpm-cosi-expand-archive-
EZSaJEwr/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-2FUBKko1/libjpeg-turbo-1.2.90/release/libjpeg-
turbo.spec.in

1.416 vmihailenco-msgpack 4.0.1
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1.417 libxtst 1.2.3-1.el7

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1.418 libgd 1.5.13

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/FilteredKeyListMultimap.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/CharSequenceReader.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/Runnables.java
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  jar/com/google/common/collect/MapMakerInternalMap.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/Futures.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/reflect/TypeToken.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
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 */
/**
 * Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
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/* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/SortedMultisets.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/LineReader.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/DirectExecutor.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/eventbus/EventBus.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/Suppliers.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/LittleEndianDataInputStream.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/AbstractFuture.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/Closeables.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/MultiInputStream.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/FinalizablePhantomReference.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/Flushables.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/eventbus/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ExecutionList.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/EnumMultiset.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/Predicates.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/ByteStreams.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/Defaults.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/FinalizableWeakReference.java

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 */
/**
 * Outer class that exists solely to let us write \@code Partially.GwtIncompatible} instead of plain
 * \@code GwtIncompatible}. This is more accurate for \@link Futures#catching}, which is available
 * under GWT but with a slightly different signature.
 *
 * \<p>\We can't use \@code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
 * it as a \@code GwtIncompatible} annotation. And for \@code Futures.catching}, we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
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 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
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 */
Found in path(s):
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  jar/com/google/common/cache/CacheStats.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/hash/BloomFilter.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/primitives/ParseRequest.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/math/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/collection/RegularContiguousSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/hash/Hashing.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/cache/ForwardingCache.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/util/concurrent/AsyncFunction.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/cache/RemovalNotification.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/hash/HashCode.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/base/PairwiseEquivalence.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/cache/AbstractCache.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
  jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/FutureCallback.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/hash/HashingOutputStream.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/math/BigIntegerMath.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/hash/AbstractHasher.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/Absent.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/primitives/UnsignedLong.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/EmptyContiguousSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/cache/CacheLoader.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/cache/Cache.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/AtomicLongMap.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/FunctionalEquivalence.java

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ImmutableAsList.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ComparisonChain.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/RegularImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ImmutableEnumSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ArrayTable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ForwardingTable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ComputationException.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/DiscreteDomain.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/RegularImmutableList.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java

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* Holder for web specializations of methods of { @code Floats}. Intended to be empty for regular
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*/

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/Platform.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/TreeBasedTable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/ImmutableEntry.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/EmptyImmutableListMultimap.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/Table.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
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*/
/**
* Holder for web specializations of methods of [@code Ints]. Intended to be empty for regular
* version.
*/

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/primitives/IntsMethodsForWeb.java
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jar/com/google/common/base/Strings.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/base/Ascii.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/util/concurrent/Atomics.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collection/ContiguousSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collection/SortedLists.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/MoreObjects.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/annotations/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/annotations/Beta.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/Monitor.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/net/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/primitives/package-info.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/MultiReader.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/CharMatcher.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/base/Converter.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/FluentIterable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/io/FileBackedOutputStream.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/net/InetAddresses.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/primitives/Floats.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/primitives/Doubles.java
/*

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*/

/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODOR Kevinb: support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collect/ObjectArrays.java

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/util/concurrent/ServiceManager.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/cache/LongAddables.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/reflect/Element.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/hash/LongAddables.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/hash/LongAddables.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/hash/LongAddables.java

jar/com/google/common/math/StatsAccumulator.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/collect/CartesianList.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/hash/ChecksumHashFunction.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/io/BaseEncoding.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/io/CharSource.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/io/ByteSink.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/math/PairedStatsAccumulator.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/util/concurrent/ListenerScheduledFuture.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/escape/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/reflect/ClassPath.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/io/CharSink.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/html/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/hash/AbstractByteHasher.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/xml/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/reflect/Invokable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/cache/LongAddable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/reflect/package-info.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/hash/LongAddable.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
jar/com/google/common/io/ByteSource.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/guava-29-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/primitives/ImmutableDoubleArray.java
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 */

/*
 * This following method is a modified version of one found in
 * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
 * which contained the following notice:
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 */

/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable} key.</b>
 * Proper calls will resolve to the version in {@link ImmutableSortedMap}, not this dummy version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@link Comparable} to use {@link ImmutableSortedMap#of(Comparable, Object)}.</b>
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/ImmutableSortedMapFauxverideShim.java

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/StandardMutableValueGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/MapRetrievalCache.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/AbstractGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/GraphConstants.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/ValueGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/AbstractValueGraphBuilder.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/StandardValueGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/GraphBuilder.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/ElementOrder.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/ForwardingNetwork.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/StandardValueGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/GraphBuilder.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/DirectedGraphConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/EndpointPairIterator.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/StandardMutableGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/AbstractNetwork.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/ImmutableValueGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/ForwardingGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/NetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/MapIteratorCache.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/EndpointPair.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/ImmutableValueGraph.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/Comparators.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/UndirectedGraphConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/GraphConnections.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-
jar/com/google/common/graph/NetworkBuilder.java

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/BaseImmutableMultimap.java

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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/SortedIterables.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/RangeSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/AbstractRangeSet.java
* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/Count.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/graph/BaseGraph.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/ObjectCountLinkedHashMap.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/Ordering.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/ClassToInstanceMap.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/Interner.java
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* /opt/ws_local/PERMITS_SQL/1073949279_1595505200.06/0/guava-29-0-android-sources-jar/com/google/common/collection/Sets.java
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 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's 
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 */

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1.423 jackson-databind 2.10.1

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1.425 commons-cli 1.3.1

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1.438 flink-shaded-asm-6 6.2.1-7.0

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For the org.apache.hadoop.util.bloom.* classes:

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For hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/fuse-dfs/util/tree.h

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- joda-time:joda-time:2.5
- org.apache.lucene:lucene-analyzers-common:5.5.0
- org.apache.lucene:lucene-backward-codecs:5.5.0
- org.apache.lucene:lucene-core:5.5.0
- org.apache.lucene:lucene-grouping:5.5.0
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flink-s3-fs-presto

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For portions of the native implementation of slicing-by-8 CRC calculation
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 *
 * Abstract: The main routine
 *
--*/

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For hadoop-common-project/hadoop-common/src/main/native/gtest

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For hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/fuse-dfs/util/tree.h

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jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
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select2 v4.0.0
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spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
JCodings 1.0.8
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Mockito 1.8.5
JUL to SLF4J bridge 1.7.25
SLF4J API Module 1.7.25
SLF4J LOG4J-12 Binding 1.7.25

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 */
package org.apache.flink.api.common.functions.util;

import org.apache.flink.annotation.Internal;
import org.apache.flink.api.common.typeutils.TypeSerializer;
import org.apache.flink.util.TraversableOnceException;

import java.util.Iterator;

/**
 * Wraps an iterator to return deep copies of the original iterator's elements.
 *
 * @param <E> The type of the element returned by the iterator.
 */
@Internal
public class CopyingIterator<E> implements Iterator<E>, Iterable<E> {

    private final Iterator<E> source;
    private final TypeSerializer<E> serializer;
    private boolean available = true;

    public CopyingIterator(Iterator<E> source, TypeSerializer<E> serializer) {
        this.source = source;
        thisserializer = serializer;
    }

    @Override
    public Iterator<E> iterator() {
        if (available) {
            available = false;
            return this;
        } else {
            throw new TraversableOnceException();
        }
    }

    @Override
    public boolean hasNext() {
        return source.hasNext();
    }

    @Override
    public E next() {
        E next = source.next();
        return serializer.copy(next);
    }

    @Override
    public void remove() {
        throw new UnsupportedOperationException();
    }

    @Override
    public int size() {
        throw new UnsupportedOperationException();
    }

    @Override
    public void forEachRemaining(Consumer<? super E> action) {
        throw new UnsupportedOperationException();
    }

    @Override
    publicSpliterator<E> spliterator() {
        throw new UnsupportedOperationException();
    }

    @Override
    public boolean tryLock() {
        throw new UnsupportedOperationException();
    }

    @Override
    public boolean tryLock(int time, TimeUnit unit) {
        throw new UnsupportedOperationException();
    }

    @Override
    public void unlock() {
        throw new UnsupportedOperationException();
    }

    @Override
    public void lock() {
        throw new UnsupportedOperationException();
    }

    @Override
    public boolean isVoidReturn() {
        throw new UnsupportedOperationException();
    }
}

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public void remove() {
    throw new UnsupportedOperationException();
}

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- ev-emitter:1.1.1
- font-awesome:4.5.0 (CSS)
- graphlib:1.0.7
- imagesloaded:4.1.4
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(wolfy87-eventemitter 5.1.0)

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import org.apache.flink.api.java.tuple.Tuple2;
import org.apache.flink.streaming.api.graph.StreamEdge;
import org.apache.flink.streaming.api.operators.Output;
import org.apache.flink.streaming.runtime.streamrecord.StreamRecord;

import java.util.Iterator;
import java.util.List;
import java.util.Set;

/**
 * Special version of {@link DirectedOutput} that performs a shallow copy of the
 * {@link StreamRecord} to ensure that multi-chaining works correctly.
 */
public class CopyingDirectedOutput<OUT> extends DirectedOutput<OUT> {

    @Override
    public void collect(StreamRecord<OUT> record) {
        Set<Output<StreamRecord<OUT>>> selectedOutputs = selectOutputs(record);
        if (selectedOutputs.isEmpty()) {
            return;
        }
    }

    @Override
    public void collect(StreamRecord<OUT> record) {
        Set<Output<StreamRecord<OUT>>> selectedOutputs = selectOutputs(record);
        if (selectedOutputs.isEmpty()) {
            return;
        }
    }

    // Additional code for CopyingDirectedOutput class...
}
Iterator<Output<StreamRecord<OUT>>> it = selectedOutputs.iterator();

while (true) {
    Output<StreamRecord<OUT>> out = it.next();
    if (it.hasNext()) {
        // we don't have the last output
        // perform a shallow copy
        StreamRecord<OUT> shallowCopy = record.copy(record.getValue());
        out.collect(shallowCopy);
    } else {
        // this is the last output
        out.collect(record);
        break;
    }
}

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- org.apache.lucene:lucene-spatial3d:6.3.0
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- org.elasticsearch:elasticsearch:5.1.2
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flink-runtime

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ASM: a very small and fast Java bytecode manipulation framework

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package org.apache.flink.api.common.functions.util;

import org.apache.flink.annotation.Internal;
import org.apache.flink.api.common.typeutils.TypeSerializer;
import org.apache.flink.util.Collector;
import java.util.List;

/**
 * A Collector that collects deep copies of its elements in a list.
 *
 * @param <T> The type of the collected elements.
 *
 * @Internal
 public class CopyingListCollector<T> implements Collector<T> { 

 private final List<T> list;
 private final TypeSerializer<T> serializer;

 public CopyingListCollector(List<T> list, TypeSerializer<T> serializer) {
 this.list = list;
 this.serializer = serializer;
 }

 @Override
 public void collect(T record) {
 list.add(serializer.copy(record));
 }

 */

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import java.util.List;

/**
 * A Collector that collects deep copies of its elements in a list.
 *
 * @param <T> The type of the collected elements.
 *
 * @Override
 public void collect(T record) {
 list.add(serializer.copy(record));
 }

 */

import org.apache.flink.annotation.Internal;
import org.apache.flink.api.common.typeutils.TypeSerializer;
import org.apache.flink.util.Collector;

import java.util.List;

/**
 * A Collector that collects deep copies of its elements in a list.
 *
 * @param <T> The type of the collected elements.
 *
 * @Override
 public void collect(T record) {
 list.add(serializer.copy(record));
 }

 */

package org.apache.flink.api.common.functions.util;

import org.apache.flink.annotation.Internal;
import org.apache.flink.api.common.typeutils.TypeSerializer;
import org.apache.flink.util.Collector;

import java.util.List;

/**
 * A Collector that collects deep copies of its elements in a list.
 *
 * @param <T> The type of the collected elements.
 *
 * @Override
 public void collect(T record) {
 list.add(serializer.copy(record));
 }

 */

package org.apache.flink.api.common.functions.util;

import org.apache.flink.annotation.Internal;
import org.apache.flink.api.common.typeutils.TypeSerializer;
import org.apache.flink.util.Collector;

import java.util.List;

/**
 * A Collector that collects deep copies of its elements in a list.
 *
 * @param <T> The type of the collected elements.
 *
 * @Override
 public void collect(T record) {
 list.add(serializer.copy(record));
 }

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 */
@Override
class public void close() {} 

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- angular-ui-router:0.2.15
- bootstrap:3.3.6
- dagre:0.7.5
- dagre-d3:0.4.17
- ev-emitter:1.1.1
- font-awesome:4.5.0 (CSS)
- graphlib:1.0.7
- imagesloaded:4.1.4
- jquery:2.2.0
- lodash:3.10.1
- moment:2.10.6
- moment-duration-format:1.3.0
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- Split.js:1.0.6

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  -> fonts in "flink-runtime-web/web-dashboard/web/fonts"
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- commons-codec:commons-codec:1.10
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- org.apache.hadoop:hadoop-azure:3.1.0
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- com.twitter:hbc-core:2.2.0
- com.twitter:joauth:6.0.2
- org.apache.httpcomponents:httpclient:4.5.3
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- commons-codec:commons-codec:1.10
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- org.apache.hadoop:hadoop-azure:3.1.0
- org.apache.httpcomponents:httpclient:4.5.3
- org.apache.httpcomponents:httpcore:4.4.6
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hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
datatables v1.10.8
eq Helpers v0.5.13
eq Table v0.1.6
ember v2.2.0
ember-array-contains-helper v1.0.2
ember-bootstrap v0.5.1
ember-cli v1.13.13
ember-cli-app-version v1.0.0
ember-cli-babel v5.1.6
ember-cli-content-security-policy v0.4.0
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* Tatu Saloranta
* Providing benchmark suite
* Alec Wysoker
* Performance and memory usage improvement

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- com.fasterxml.jackson.core:jackson-annotations:2.7.0
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 *
 * Abstract: The main routine
 *
--*/

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Header File
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- LZ4 public forum: https://groups.google.com/forum/#!forum/lz4c
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For hadoop-common-project/hadoop-common/src/main/native/gtest

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org.eclipse.jetty.toolchain:jetty-schemas

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 *
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 *
*.*/

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For hadoop-common-project/hadoop-common/src/main/native/gtest

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For:
  hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/jquery-1.10.2.min.js
  hadoop-tools/hadoop-sls/src/main/html/js/thirdparty/jquery.js
  hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static/jquery
Apache HBase - Server which contains JQuery minified javascript library version 1.8.3
Microsoft JDBC Driver for SQLServer - version 6.2.1.jre7
--------------------------------------------------------------------------------

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For:
  oj! Algorithms - version 43.0
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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/jquery.dataTables.min.js
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bootstrap v3.3.6
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JCodeings 1.0.8
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Apache HBase - Server which contains JQuery minified javascript library version 1.8.3
Microsoft JDBC Driver for SQLServer - version 6.2.1.jre7

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/server/datanode/checker/AbstractFuture.java and
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- xmlenc:xmlenc:0.52
- com.google.protobuf:protobuf:protobuf-java:2.5.0

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For hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/fuse-dfs/util/tree.h

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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/dataTables.bootstrap.css
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hadoop-tools/hadoop-sls/src/main/html/js/thirdparty/bootstrap.min.js
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- com.fasterxml.jackson.core:jackson-databind:2.9.6
- com.jayway.jsonpath:json-path:2.4.0
- joda-time:joda-time:2.5
- org.apache.calcite:calcite-core:1.20.0
- org.apache.calcite:calcite-linq4j:1.20.0
- org.apache.calcite.avatica:avatica-core:1.15.0
- commons-codec:commons-codec:1.10
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- org.codehaus.janino:janino:3.0.9
- org.codehaus.janino:commons-compiler:3.0.9

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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- org.lz4:lz4-java:1.5.0
- org.apache.calcite.avatica:avatica-core:1.13.0

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- com.data-artsans:frocksdbjni:5.17.2-artsans-1.0
- com.google.code.findbugs:jsr305:1.3.9
- com.twitter:chill-java:0.7.6
- com.twitter:chill_2.11:0.7.6
- com.typesafe:config:1.3.0
- com.typesafe:ssl-config-core_2.11:0.3.7
- com.typesafe.akka:akka-actor_2.11:2.5.1
- com.typesafe.akka:akka-camel_2.11:2.5.21
- com.typesafe.akka:akka-protobuf_2.11:2.5.21
- com.typesafe.akka:akka-slf4j_2.11:2.5.21
- com.typesafe.akka:akka-stream_2.11:2.5.21
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- org.apache.camel:camel-core:2.17.7
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- org.javassist:javassist:3.19.0-GA
- org.objenesis:objenesis:2.1
- org.xerial.snappy:snappy-java:1.1.4

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- com.esotericsoftware.kryo:kryo:2.24.0
- com.esotericsoftware.minlog:minlog:1.2
- org.clapper:grizzled-slf4j_2.11:1.3.2

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- org.scala-lang:scala-compiler:2.11.12
- org.scala-lang:scala-library:2.11.12
- org.scala-lang:scala-reflect:2.11.12
- org.scala-lang.modules:scala-java8-compat_2.11:0.7.0
- org.scala-lang.modules:scala-parser-combinators_2.11:1.1.1
- org.scala-lang.modules:scala-xml_2.11:1.0.5

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- com.github.scopt:scopt_2.11:3.5.0
- org.slf4j:slf4j-api:1.7.15

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- org.reactivestreams:reactive-streams:1.0.2

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- com.datastax.cassandra:cassandra-driver-core:3.0.0
- com.datastax.cassandra:cassandra-driver-mapping:3.0.0
- com.google.guava:guava:18.0
- io.netty:netty-handler:4.0.33.Final
- io.netty:netty-buffer:4.0.33.Final
- io.netty:netty-common:4.0.33.Final
- io.netty:netty-transport:4.0.33.Final
- io.netty:netty-codec:4.0.33.Final

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- com.twitter:hbc-core:2.2.0
- com.twitter:joauth:6.0.2
- org.apache.httpcomponents:httpclient:4.5.3
- org.apache.httpcomponents:httpcore:4.4.6

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1.440 setup 2.8.71-10.el7

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1.441 jackson-dataformat-cbor 2.8.6

1.442 graphite 1.3.10 1.el7_3

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Do NOT edit this file directly! -- Edit PPPort.pm.PL and the includes in parts/inc/ instead.

Use 'perldoc ppport.h' to view the documentation below.
 SKIP

 =pod

 =head1 NAME

 ppport.h - Perl/Pollution/Portability version 3.13

 =head1 SYNOPSIS

 perl ppport.h [options] [source files]

 Searches current directory for files if no [source files] are given

 --help show short help

 --version show version

 --patch=file write one patch file with changes
 --copy=suffix write changed copies with suffix
 --diff=program use diff program and options

 --compat-version=version provide compatibility with Perl version
 --cplusplus accept C++ comments

 --quiet don't output anything except fatal errors
 --nodiag don't show diagnostics
 --nohints don't show hints
 --nochanges don't suggest changes
 --nofilter don't filter input files

 --strip strip all script and doc functionality from ppport.h

 --list-provided list provided API
 --list-unsupported list unsupported API
 --api-info=name show Perl API portability information

 =head1 COMPATIBILITY

 This version of F<ppport.h> is designed to support operation with Perl installations back to 5.003, and has been tested up to 5.10.0.

 =head1 OPTIONS

 =head2 --help
Display a brief usage summary.

=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=I<file>

If this option is given, a single patch file will be created if any changes are suggested. This requires a working diff program to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automagically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither C|--patch> or C|--copy> are given, the default is to simply print the diffs for each file. This requires either C<Text::Diff> or a C<diff> program to be installed.

=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet
Be quiet. Don't print anything except fatal errors.

=head2 --nodiag

Don't output any diagnostic messages. Only portability alerts will be printed.

=head2 --nohints

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.

=head2 --nochanges

Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.

=head2 --nofilter

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

=head2 --strip

Strip all script and documentation functionality from F<ppport.h>. This reduces the size of F<ppport.h> dramatically and may be useful if you want to include F<ppport.h> in smaller modules without increasing their distribution size too much.

The stripped F<ppport.h> will have a C<--unstrip> option that allows you to undo the stripping, but only if an appropriate C<Devel::PPPort> module is installed.

=head2 --list-provided

Lists the API elements for which compatibility is provided by F<ppport.h>. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.

=head2 --list-unsupported

Lists the API elements that are known not to be supported by F<ppport.h> and below which version of Perl they probably won't be available or work.

=head2 --api-info=I<name>
Show portability information for API elements matching \texttt{<name>}. If \texttt{<name>} is surrounded by slashes, it is interpreted as a regular expression.

=head1 DESCRIPTION

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

=over 4
=item *

Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

perl pppport.h --list-provided
to see which API elements are provided by pppport.h.

=over 4
=item *

You should avoid using deprecated parts of the API. For example, using global Perl variables without the \texttt{PL_} prefix is deprecated. Also, some API functions used to have a \texttt{perl_} prefix. Using this form is also deprecated. You can safely use the supported API, as \texttt{ppport.h} will provide wrappers for older Perl versions.

=over 4
=item *

If you use one of a few functions or variables that were not present in earlier versions of Perl, and that can't be provided using a macro, you have to explicitly request support for these functions by adding one or more \texttt{#define} s in your source code before the inclusion of \texttt{ppport.h}.

These functions or variables will be marked \texttt{explicit} in the list shown by \texttt{--list-provided}.

Depending on whether your module has a single or multiple files that use such functions or variables, you want either \texttt{static} or global variants.

For a \texttt{static} function or variable (used only in a single source file), use:

```
#define NEED_function
#define NEED_variable
```
For a global function or variable (used in multiple source files), use:

```c
#define NEED_function_GLOBAL
#define NEED_variable_GLOBAL
```

Note that you mustn't have more than one global request for the same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_signals</td>
<td>NEED_PL_signals</td>
<td>NEED_PL_signals_GLOBAL</td>
</tr>
<tr>
<td>eval_pv()</td>
<td>NEED_eval_pv</td>
<td>NEED_eval_pv_GLOBAL</td>
</tr>
<tr>
<td>grok_bin()</td>
<td>NEED_grok_bin</td>
<td>NEED_grok_bin_GLOBAL</td>
</tr>
<tr>
<td>grok_hex()</td>
<td>NEED_grok_hex</td>
<td>NEED_grok_hex_GLOBAL</td>
</tr>
<tr>
<td>grok_number()</td>
<td>NEED_grok_number</td>
<td>NEED_grok_number_GLOBAL</td>
</tr>
<tr>
<td>grok_numeric_radix()</td>
<td>NEED_grok_numeric_radix</td>
<td>NEED_grok_numeric_radix_GLOBAL</td>
</tr>
<tr>
<td>grok_oct()</td>
<td>NEED_grok_oct</td>
<td>NEED_grok_oct_GLOBAL</td>
</tr>
<tr>
<td>load_module()</td>
<td>NEED_load_module</td>
<td>NEED_load_module_GLOBAL</td>
</tr>
<tr>
<td>my_snprintf()</td>
<td>NEED_my_snprintf</td>
<td>NEED_my_snprintf_GLOBAL</td>
</tr>
<tr>
<td>my_strlcat()</td>
<td>NEED_my_strlcat</td>
<td>NEED_my_strlcat_GLOBAL</td>
</tr>
<tr>
<td>my_strlcpy()</td>
<td>NEED_my_strlcpy</td>
<td>NEED_my_strlcpy_GLOBAL</td>
</tr>
<tr>
<td>newCONSTSUB()</td>
<td>NEED_newCONSTSUB</td>
<td>NEED_newCONSTSUB_GLOBAL</td>
</tr>
<tr>
<td>newRV_noinc()</td>
<td>NEED_newRV_noinc</td>
<td>NEED_newRV_noinc_GLOBAL</td>
</tr>
<tr>
<td>newSVpvn_share()</td>
<td>NEED_newSVpvn_share</td>
<td>NEED_newSVpvn_share_GLOBAL</td>
</tr>
<tr>
<td>sv_2pv_flags()</td>
<td>NEED_sv_2pv_flags</td>
<td>NEED_sv_2pv_flags_GLOBAL</td>
</tr>
<tr>
<td>sv_2pbyte()</td>
<td>NEED_sv_2pbyte</td>
<td>NEED_sv_2pbyte_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf_mg()</td>
<td>NEED_sv_catpvf_mg</td>
<td>NEED_sv_catpvf_mg_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf_mg_nocontext()</td>
<td>NEED_sv_catpvf_mg_nocontext</td>
<td>NEED_sv_catpvf_mg_nocontext_GLOBAL</td>
</tr>
<tr>
<td>sv_pvn_force_flags()</td>
<td>NEED_sv_pvn_force_flags</td>
<td>NEED_sv_pvn_force_flags_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf_mg()</td>
<td>NEED_sv_setpvf_mg</td>
<td>NEED_sv_setpvf_mg_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf_mg_nocontext()</td>
<td>NEED_sv_setpvf_mg_nocontext</td>
<td>NEED_sv_setpvf_mg_nocontext_GLOBAL</td>
</tr>
<tr>
<td>vload_module()</td>
<td>NEED_vload_module</td>
<td>NEED_vload_module_GLOBAL</td>
</tr>
<tr>
<td>vnewSVpvf()</td>
<td>NEED_vnewSVpvf</td>
<td>NEED_vnewSVpvf_GLOBAL</td>
</tr>
<tr>
<td>warner()</td>
<td>NEED_warner</td>
<td>NEED_warner_GLOBAL</td>
</tr>
</tbody>
</table>

To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C\<DPPP_NAMESPACE\> macro. Just C\<#define\> the macro before including C\<ppport.h\>:

```c
#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
```

The default namespace is C\<DPPP_\>.

=back
The good thing is that most of the above can be checked by running $F<ppport.h>$ on your source code. See the next section for details.

=head1 EXAMPLES

To verify whether $F<ppport.h>$ is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, $F<ppport.h>$ can be run as a Perl script to check your source code. Simply say:

perl ppport.h

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in newer Perl releases, if you're aware that it uses C++ comments, and if you want all suggestions as a single patch file, you could use something like this:

perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff

If you only want your code to be scanned without any suggestions for changes, use:

perl ppport.h --nochanges

You can specify a different C<diff> program or options, using the C<--diff> option:

perl ppport.h --diff='diff -C 10'

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

perl ppport.h --copy=.new

To display portability information for the C<newSVpvn> function, use:

perl ppport.h --api-info=newSVpvn

Since the argument to C<--api-info> can be a regular expression, you can use
perl ppport.h --api-info=/_nomg$/

to display portability information for all C<_nomg> functions or

perl ppport.h --api-info=/. /

to display information for all known API elements.

=head1 BUGS

If this version of F<ppport.h> is causing failure during
the compilation of this module, please check if newer versions
of either this module or C<Devel::PPPort> are available on CPAN
before sending a bug report.

If F<ppport.h> was generated using the latest version of
C<Devel::PPPort> and is causing failure of this module, please
file a bug report using the CPAN Request Tracker at L<http://rt.cpan.org/>.

Please include the following information:

=over 4
==item 1.
The complete output from running "perl -V"
==item 2.
This file.
==item 3.
The name and version of the module you were trying to build.
==item 4.
A full log of the build that failed.
==item 5.
Any other information that you think could be relevant.
=back

For the latest version of this code, please get the C<Devel::PPPort>
module from CPAN.
use strict;

# Disable broken TRIE-optimization
BEGIN { eval '${^RE_TRIE_MAXBUF} = -1' if $] >= 5.009004 && $] <= 5.009005 }

my $VERSION = 3.13;

my %opt = (
    quiet => 0,
    diag => 1,
    hints => 1,
    changes => 1,
    cplusplus => 0,
    filter => 1,
    strip => 0,
    version => 0,
);

my($ppport) = $0 =~ /\[(.\+)+\]/;

my $LF = '(?:\r\n|[^\r\n])'; # line feed
my $HS = '\[ \t\]'; # horizontal whitespace

# Never use C comments in this file!
my $ccs = '/\*/';
my $cce = '*/\/';
my $rcce = quotemeta $cce;
my $rccs = quotemeta $ccs;

eval {
    require Getopt::Long;
    Getopt::Long::GetOptions(%opt, qw(
        quiet => 0,
        diag => 1,
        hints => 1,
        changes => 1,
        cplusplus => 0,
        filter => 1,
        strip => 0,
        version => 0,
    )};

help quiet diag! filter! hints! changes! cplusplus strip version
patch=s copy=s diff=s compat-version=s
list-provided list-unsupported api-info=s
) or usage();
];

if ($@ and grep /^-/, @ARGV) {
  usage() if "@ARGV" =~ /^--?h(?:elp)?$/;
die "Getopt::Long not found. Please don't use any options
";
}

if ($opt{version}) {
  print "This is $0 $VERSION
";
  exit 0;
}

usage() if $opt{help};
strip() if $opt{strip};

if (exists $opt{'compat-version'}) {
  my($r,$v,$s) = eval { parse_version($opt{'compat-version'}) };
  if ($@) {
    die "Invalid version number format: $opt{compat-version}\n";
  }
  die "Only Perl 5 is supported\n" if $r ! <=> 5;
  die "Invalid version number: $opt{'compat-version'}\n" if $v !>= 1000 || $s !>= 1000;
  $opt{'compat-version'} = sprintf "%d.%03d%03d", $r, $v, $s;
}
else {
  $opt{'compat-version'} = 5;
}

my %API = map { /^\(\w+\)|[^\|]*\|[^\|]*\|\w*$/
  ? ($1 => { ($2                  ? ( base     => $2 ) : ()),
  ($3                  ? ( todo     => $3 ) : ()),
  (index($4, 'v') >= 0 ? ( varargs => 1 ) : ()),
  (index($4, 'p') >= 0 ? ( provided => 1 ) : ()),
  (index($4, 'n') >= 0 ? ( nothxarg => 1 ) : ()),
  )
  : die "invalid spec: $_" } qw(
AvFILL\p[5.004050]\l
AvFILL\l
CLASS\l
CX_CURPAD_SAVE\l
CX_CURPAD_SAVE\l
CopFILEAV[5.006000]\p
CopFILEGV_set[5.006000]\p

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PAD_SV

PERL_ABS[5.008001]
PERL_BCDVERSION[5.009005]
PERL_GCC_BRACE_GROUPS_FORBIDDEN[5.008001]
PERL_HASH[5.004000]
PERL_INT_MAX[5.004000]
PERL_INT_MIN[5.004000]
PERL_LONG_MAX[5.004000]
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PERL_MAGIC_arylen[5.007002]
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PERL_MAGIC_overload_table[5.007002]
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PERL_MAGIC_regdata[5.007002]
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PERL_MAGIC_taint[5.007002]
PERL_MAGIC_tiedelem[5.007002]
PERL_MAGIC_tiedscalar[5.007002]
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PERL_MAGIC_utf8[5.008001]
PERL_MAGIC_uvar_elem[5.007003]
PERL_MAGIC_uvar[5.007002]
PERL_MAGIC_vec[5.007002]
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- PL_modglobal
- PL_na
- PL_no_modify
- PL_ofs_sv
- PL_perl_destruct_level
- PL_perldb
- PL_ppaddr
- PL_rsfp_filters
- PL_rsfp
- PL_rs
- PL_signals
- PL_stack_base
- PL_stack_sp
- PL_statcache
- PL_stdingv
- PL_sv_arenaroot
- PL_sv_no
- PL_sv_unshift
- PL_sv_yes
- PL_signals
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- PL_stack_sp
- PL_statcache
- PL_stdingv
- PL_sv_arenaroot
- PL_sv_unshift
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- PL_tainting
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- POPi
- POPl
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- PTR2IV
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- PUSHMARK
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SvPVX_const
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SvPV_force
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SvPV_nolen
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SvPV_nomg
SvPV_set
SvPVbyte_force
SvPVbyte_nolen
SvPVbyte
SvPVbyte
SvPVutf8_force
SvPVutf8_nolen
SvPVutf8
SvPVutf8x
SvPVx
SvREFCNT_dec
SvREFCNT_inc_NN
SvREFCNT_inc_simple_NN|5.009004||p
SvREFCNT_inc_simple_void_NN|5.009004||p
SvREFCNT_inc_simple_void|5.009004||p
SvREFCNT_inc_simple|5.009004||p
SvREFCNT_inc||p
SvROK_off||
SvROK_on||
SvROK||
SvRV_set|5.009003||p
SvRV||
SvRXOK|5.009005|
SvRX|5.009005|
SvSETMAGIC||
SvSHARE|5.007003|
SvSHARED_HASH|5.009003||p
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SvSTASH_set|5.009003||p
SvSTASH||
SvUNLOCK|5.007003|
SvUOK|5.007001|5.006000|p
SvUPGRADE||
SvUTF8_off|5.006000|
SvUTF8_on|5.006000|
SvUTF8|5.006000|
SvUVXx|5.004000||p
SvUVX|5.004000||p
SvUV_nomg|5.009001||p
SvUV_set|5.009003||p
SvUVx|5.004000||p
SvUV|5.004000||p
SvVOK|5.008001|
SvVSTRING_mg|5.009004||p
THIS||n
UNDERBAR|5.009002||p
UTF8_MAXBYTES|5.009002||p
UVSIZE|5.006000||p
UVTYPE|5.006000||p
UVXf|5.007001||p
UVof|5.006000||p
UVuf|5.006000||p
UVxf|5.006000||p
WARN_ALL|5.006000||p
WARN_AMBIGUOUS|5.006000||p
WARN_ASSERTIONS|5.009005||p
WARN_BAREWORD|5.006000||p
WARN_CLOSED|5.006000||p
WARN_CLOSURE|5.006000||p
WARN_DEBUGGING|5.006000||p
WARN_DEPRECATED|5.006000||p
WARN_DIGIT|5.006000||p
WARN_EXEC|5.006000||p
WARN_EXITING|5.006000||p
WARN_GLOB|5.006000||p
WARN_INPLACE|5.006000||p
WARN_INTERNAL|5.006000||p
WARN_IO|5.006000||p
WARN_LAYER|5.008000||p
WARN_MALLOC|5.006000||p
WARN_MISC|5.006000||p
WARN_NEWLINE|5.006000||p
WARN_NUMERIC|5.006000||p
WARN_ONCE|5.006000||p
WARN_OVERFLOW|5.006000||p
WARN_PACK|5.006000||p
WARN_PARENTHESIS|5.006000||p
WARN_PIPE|5.006000||p
WARN_PORTABLE|5.006000||p
WARN_PRECEDENCE|5.006000||p
WARN_PRINTF|5.006000||p
WARN_PROTOTYPE|5.006000||p
WARN_QW|5.006000||p
WARN_RECURSION|5.006000||p
WARN_REDEFINE|5.006000||p
WARN_REGEXP|5.006000||p
WARN_RESERVED|5.006000||p
WARN_SEMICOLON|5.006000||p
WARN_SEVERE|5.006000||p
WARN_SIGNAL|5.006000||p
WARN_SUBSTR|5.006000||p
WARN_SYNTAX|5.006000||p
WARN_TAINT|5.006000||p
WARN_THREADS|5.008000||p
WARN_UNINITIALIZED|5.006000||p
WARN_UNOPENED|5.006000||p
amagic_cmp_locale|||
amagic_cmp|||
amagic_i_ncmp|||
amagic_ncmp|||
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ao|||
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append_list|||
append_madprops|||
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apply_atrs_string||5.006001|
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apply|||
atfork_lock||5.007003|n
atfork_unlock||5.007003|n
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av_extend|||
av_fake|||
av_fetch|||
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av_shift|||
av_store|||
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av_unshift|||
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ax||n
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block_end|||
block_gimme||5.004000|
block_start|||
boolSV||5.004000||p
boot_core_PerlIO|||
boot_core_UNIVERSAL|||
boot_core_mro|||
boot_core_xsutils|||
bytes_from_utf8||5.007001|
bytes_to_uni||n
bytes_to_utf8||5.006001|
call_argv
call_atexit
call_list
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call_pv
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cando

cast_i32
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ck_lengthconst
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ck_null
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ck_rfun
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ck_sassign|||  
ck_select|||  
ck_shift|||  
ck_sort|||  
ck_spar|||  
ck_split|||  
ck_subr|||  
ck_substr|||  
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ckwarn|5.009003|  
cl_and|||n  
cl_anything|||n  
cl_init_zero|||n  
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clear_placeholders|||  
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custom_op_desc|5.007003|  
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v_const_sv|5.004000|  
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if (exists $opt{'list-unsupported'}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{todo};
        print "$f \
        exit 0;
    }

    # Scan for possible replacement candidates

    my(%replace, %need, %hints, %warnings, %depends);
    my $replace = 0;
    my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";
}
}
else { undef $hint }
}
$hint = [$1, [split /,?\s+/, $2]]
if m{^\s*$rccs\s+(Hint|Warning):\s+(\w+(?:,?\s+\w+)*)\s*$};
if ($define) {
if ($define->[1] =~ /\\$/) {
$define->[1] .= $_;
}
else {
if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_\(/) {
my @n = find_api($define->[1]);
push @{$depends{$define->[0]}}, @n if @n
}
undef $define;
}
}
$define = [$1, $2] if m{^\s*#\s*define\s+(\w+)(?:\([^)]*\))?\s+(.*)};
if ($function) {
if (/^}/) {
if (exists $API{$function->[0]}) {
my @n = find_api($function->[1]);
push @{$depends{$function->[0]}}, @n if @n
}
undef $define;

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else {
    $function->[1] .= $_;
}
}

$function = [S1, ""] if m{/^DPPP_(my_(\w+))\}$/;

$replace = S1 if m{^\s*$rcce\s+Replace:\s+(\d+)\s+$rcce\s*$};
$replace{$2} = S1 if $replace and m{^\s*$\#define\s+\(\w+\)\)\s+\(\w+\)\s+$rcce\s*$};
$replace{$2} = $1 if m{^\s*#define\s+\(\w+\)\)\s+\(\w+\)\s*$rcce\s*$};
$replace{$1} = $2 if m{^\s*$rcce\s+Replace \(\w+\) with \(\w+\)\s+$rcce\s*$};

if (m{^\s*$rcce\s+depends\s+(\w+,\s*(\w+))\s+$rcce\s*$}) {
    push @{$depends{$1}}, map { s/\s+/g; $_ } split /,/, $2;
}

$need{$1} = 1 if m{^\#if\s+defined\(\w+\)\(\w+\)\s+$rcce\s*$};

for (values %depends) {
    my %s;
    $_ = [sort grep !$s{$_}++, @$_];
}

if (exists $opt{'api-info'}) {
    my $f;
    my $count = 0;
    my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "^\Q$opt{'api-info'}\E\$";
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $f =~ /$match/;
        print "### $f ###

        if ($API{$f}{base} || $API{$f}{todo}) {
            my $base = format_version($API{$f}{base} || $API{$f}{todo});
            print "Supported at least starting from perl-$base:\n";
            $info++;
        }
        if ($API{$f}{provided}) {
            my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
            print "Support by $ppport provided back to perl-$todo:\n";
            print "Support needs to be explicitly requested by NEED_$f:\n" if exists $need{$f};
            print "Depends on: @{$depends{$f}}", "$\n" if exists $depends{$f};
            print "unShints{$f}" if exists $shints{$f};
            print "unWARNING\n" if exists $warnings{$f};
            $info++;
        }
        print "No portability information available.\n" unless $info;
    }
}
$count++;
}
$count or print "Found no API matching '$opt{'api-info'}'.";
print "\n";
exit 0;
}

if (exists $opt{'list-provided'}) {
  my $f;
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $API{$f}{provided};
    my @flags;
    push @flags, 'explicit' if exists $need{$f};
    push @flags, 'depend'   if exists $depends{$f};
    push @flags, 'hint'     if exists $hints{$f};
    push @flags, 'warning'  if exists $warnings{$f};
    my $flags = @flags ? '  [' . join(', ', @flags) . ']' : "
    print "$f$flags\\n";
  }
  exit 0;
}

my @files;
my @srcext = qw( .xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;

if (@ARGV) {
  my %seen;
  for (@ARGV) {
    if (-e) {
      if (-f) {
        push @files, $_ unless $seen{$_}++;
      }
      else { warn "$_ is not a file.\n" }
    }
    else {
      my @new = grep { -f } glob $_
      or warn "$_ does not exist.\n";
      push @files, grep { !$seen{$_}++ } @new;
    }
  }
}
else {
  eval {
    require File::Find;
    File::Find::find(sub {
      $File::Find::name =~ /($srcext)/i
      and push @files, $File::Find::name;
    };
  }
}
}, '.');
};
if ($@) {
@files = map { glob "*$_" } @srcext;
}
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}
if (@ARGV && @out) {
warning("Skipping the following files (use --nofilter to avoid this):\n| ", join "\n| ", @out);
}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;
my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}
info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);
# Temporarily remove C/XS comments and strings from the code
my @ccom;
$c =~ s{
( ^$HS*\#$HS*include\b[^\r\n]+\b(?:\Q$ppport\E|XSUB\.h)\b[^\r\n]*
| ^$HS*\#$HS*(?:define|elif|if(?:def)?)\b[^\r\n]* )
| ( ^$HS*\#[^\r\n]*
| "[^"\\]*(?:\\.[^"\\]*)*"

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my $func;

for $func (keys %API) {
  my $match = $func;
  $match .= "$revreplace{$func}" if exists $revreplace{$func};
  if ($c =~ /^\Q$match\E\b/) {
    $file{uses_replace}{'$1'}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};
    $file{uses_Perl}{$func}++ if $c =~ \bPerl_$func\b/
  } else {
    my @deps = rec_depend($func);
    for (@deps) {
      $file{uses}{$_} = 0 unless exists $file{uses}{$_};
    }
  }
  if (exists $API{$func}{provided}) {
    $file{uses_provided}{$func}++;
    if (exists $API[$func]{base} || $API[$func]{base} > $opt{'compat-version'}) {
      my @deps = rec_depend($func);
      for (@deps) {
        $file{uses_deps}{$_} = \@deps;
      }
    }
  } else {
    $file{needs}{$_} = 'static' if exists $need{$_};
  }
  if (exists $API{$func}{todo} && $API{$func}{todo} > $opt{'compat-version'}) {
    if ($c =~ \b$func\b/) {
      $file{uses_todo}{$func}++;
    }
  } else {
    warning("Possibly wrong #define $func in $filename")
  }
}

while ($c =~ /^\Q$Matches\Edefine\Q NEED_\(\w+?)\(\_GLOBAL\)\E\b/mg) {
  if (exists $need{$_}) {
    $file{defined $3 ? 'needed_global' : 'needed_static'}{$2}++;
  } else {
    warning("Possibly wrong #define $1 in $filename")
  }
}
for (qw(uses needs uses_todo needed_global needed_static)) {
for $func (keys %{$file{$_}}) {
push @{$global{$_}{$func}}, $filename;
}
}
$files{$filename} = \%file;
}
# Globally resolve NEED_'s
my $need;
for $need (keys %{$global{needs}}) {
if (@{$global{needs}{$need}} > 1) {
my @targets = @{$global{needs}{$need}};
my @t = grep $files{$_}{needed_global}{$need}, @targets;
@targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;
my $c = $file{code};
my $warnings = 0;
for $func (sort keys %{$file{uses_Perl}}) {
if ($API{$func}{varargs}) {
unless ($API{$func}{nothxarg}) {
my $changes = ($c =~ s{\b(Perl_$func\s*\(\s*)(?!aTHX_?)(\)|[^\s)]*\))}
{ $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_ ') . $2 }ge);
if ($changes) {
warning("Doesn't pass interpreter argument aTHX to Perl_$func");
$file{changes} += $changes;
}
}
}
else {

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warning("Uses Perl_$func instead of $func");
$file{changes} += ($c =~ s{\bPerl_$func\s*\(\s*aTHX_?\)\s*}{\$func$1\(}\g;)

for $func (sort keys %{$file{uses_replace}}) {
    warning("Uses $func instead of $replace{$func}");
    $file{changes} += ($c =~ s/$func/breplace\{$func\}/g);
}

for $func (sort keys %{$file{uses_provided}}) {
    if ($file{uses}{$func}) {
        if (exists $file{uses_deps}{$func}) {
            diag("Uses $func, which depends on ", join(', ', @{$file{uses_deps}{$func}}));
        } else {
            diag("Uses $func");
        }
    }
    $warnings += hint($func);
}

unless ($opt{quiet}) {
    for $func (sort keys %{$file{uses_todo}}) {
        print "*** WARNING: Uses $func, which may not be portable below perl ", format_version($API{$func}{todo}), ", even with '$ppport'\n";
        $warnings++;
    }
}

for $func (sort keys %{$file{needed_static}}) {
    my $message = ";
    if (not exists $file{uses}{$func}) {
        $message = "No need to define NEED_$func if $func is never used";
    } elsif (exists $file{needs}{$func} && $file{needs}{$func} ne 'static') {
        $message = "No need to define NEED_$func when already needed globally";
    }
    if ($message) {
        diag($message);
        $file{changes} += ($c =~ s/^\$HS*define\$HS+NEED_$func\b.*\$LF//mg);
    }
}

for $func (sort keys %{$file{needed_global}}) {
    my $message = "",
    if (not exists $global{uses}{$func}) {
        $message = "No need to define NEED_$func if $func is never used";
    } elsif (exists $file{needs}{$func} && $file{needs}{$func} ne 'static') {
        $message = "No need to define NEED_$func when already needed globally";
    }
    if ($message) {
        diag($message);
        $file{changes} += ($c =~ s/^\$HS*define\$HS+NEED_$func\b.*\$LF//mg);
    }
}
$message = "No need to define NEED_${func}_GLOBAL if $func is never used";
}
elsif (exists $file{needs}{$func}) {
  if ($file{needs}{$func} eq 'extern') {
    $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
  }
  elsif ($file{needs}{$func} eq 'static') {
    $message = "No need to define NEED_${func}_GLOBAL when only used in this file";
  }
}
if ($message) {
  diag($message);
  $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_${func}_GLOBAL\b.*$LF//mg);
}

$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
  my $pp = "",
  for $func (sort keys %{$file{needs}})) {
    my $type = $file{needs}{$func};
    next if $type eq 'extern';
    my $suffix = $type eq 'global' ? '_GLOBAL' : "";
    unless (exists $file{needed_$type}{$func}) {
      if ($type eq 'global') {
        diag("Files [@ {$global{needs}{$func}}] need $func, adding global request");
      } else {
        diag("File needs $func, adding static request");
      }
      $pp .= "#define NEED_${func}$suffix\n";
    }
  }
  if ($pp && ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+)/$pp/m)) {
    $pp = "",
    $file{changes}++;
  }
  unless ($file{has_inc_ppport}) {
    diag("Needs to include '$ppport'");
    $pp .= qq(#include "$ppport\n")
  }
  if ($pp) {
    $file{changes} += ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+.\w+.*?)/$1$pp/ms)
else {
    if ($file{has_inc_ppport}) {
        diag("No need to include '$ppport'");
        $file{changes} += ($c =~ s/^$HS*?#$HS*include.*$Q$ppport\E.*?$LF//m);
    }
} 

# put back in our C comments
my $ix;
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcce/$ccs$ccom[$ix] $cce/;
    } else {
        $c =~ s/$rccs$ix$rcce/$ccom[$ix]/;
    }
}

if ($cppc) {
    my $s = $cppc != 1 ? 's' : "";
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : "";
my $warn = $warnings ? " ($warnings warning$s)" : "
info("Analysis completed$warn");

if ($file{changes}) {
    if (exists $opt{copy}) {
        my $newfile = "$filename$opt{copy}";
        if (-e $newfile) {
            error("'$newfile' already exists, refusing to write copy of '$filename'");
        } else {
            local *F;
            if (open F, ">$newfile") {
                info("Writing copy of '$filename' with changes to '$newfile'");
                print F $c;
                close F;
            }
        }
    } else {
        my $s = $warnings != 1 ? 's' : "";
        my $warn = $warnings ? " ($warnings warning$s)" : "
        info("Analysis completed$warn");
    }
}
else {
    error("Cannot open '$newfile' for writing: $!");
}
}
}
elsif (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {
        unless ($patch_opened) {
            if (open PATCH, "$opt{patch}") {
                $patch_opened = 1;
            } else {
                error("Cannot open '$opt{patch}' for writing: $!");
                delete $opt{patch};
                $opt{changes} = 1;
                goto fallback;
            }
            mydiff(*PATCH, $filename, $c);
        }
    } else {
        fallback:
            info("Suggested changes:");
            mydiff(*STDOUT, $filename, $c);
        }
    } else {
        my $s = $file{changes} == 1 ? '' : 's';
        info("$file{changes} potentially required change$s detected");
    }
}
else {
    info("Looks good");
}
}

close PATCH if $patch_opened;

exit 0;

sub try_use { eval "use @_.; return $@ eq "
    }

sub mydiff {
        local *F = shift;
        my($file, $str) = @_;;
        my $diff;
if (exists $opt{diff}) {
  $diff = run_diff($opt{diff}, $file, $str);
}

if (!$defined $diff and try_use('Text::Diff')) {
  $diff = Text::Diff::diff($file, $str, { STYLE => 'Unified' });
  $diff = <<<HEADER . $diff;
  --- $file
  +++ $file.patched
  HEADER
}

if (!$defined $diff) {
  $diff = run_diff('diff -u', $file, $str);
}

if (!$defined $diff) {
  $diff = run_diff('diff', $file, $str);
}

if (!$defined $diff) {
  error("Cannot generate a diff. Please install Text::Diff or use --copy.");
  return;
}

print F $diff;
}

sub run_diff {
  my($prog, $file, $str) = @_; 
  my $tmp = 'dppptemp';
  my $suf = 'aaa';
  my $diff = '';
  local *F;

  while (-e "$tmp.$suf") { $suf++ }
  $tmp = "$tmp.$suf"

  if (open F, ">$tmp") {
    print F $str;
    close F;
  }

  if (open F, "$prog $file $tmp") {
    print F $str;
    close F;
  }

  while (<F>) {
    s/$tmp\E/$file.patched/;
    $diff .= ";
  }

  print F $diff;
}
close F;
unlink $tmp;
return $diff;
}

unlink $tmp;
}
else {
  error("Cannot open '$tmp' for writing: $!");
}
return undef;
}

sub rec_depend
{
  my($func, $seen) = @_; 
  return () unless exists $depends{$func};
  $seen = {%{$seen||{}}};
  return () if $seen->{$func}++;
  my $s;
  grep !$s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}};
}

sub parse_version
{
  my $ver = shift;

  if ($ver =~ /^\d+\.(\d+).\d+/) {
    return ($1, $2, $3);
  }
  elsif ($ver !~ /^\d+\.[\d\_]+$/) {
    die "cannot parse version '$ver'
  }

  $ver =~ s/_//g;
  $ver =~ s/$/000000/;
  my($r,$v,$s) = $ver =~ /\d+\.(\d{3})\d{3}/;

  $v = int $v;
  $s = int $s;

  if ($r < 5 || ($r == 5 && $v < 6)) {
    if ($s % 10) {
      die "cannot parse version '$ver'
    }
  }
return ($r, $v, $s);
}

sub format_version
{
    my $ver = shift;

    $ver =~ s/$/000000/;
    my($r,$v,$s) = $ver =~ /([\d]+)(\d{3})(\d{3})/;

    $v = int $v;
    $s = int $s;

    if ($r < 5 || ($r == 5 && $v < 6)) {
        if ($s % 10) {
            die "invalid version '$ver'
        }
        $s /= 10;
    }

    $ver = sprintf "%d.%03d", $r, $v;
    $s > 0 and $ver .= sprintf "_.%02d", $s;

    return $ver;
}

return sprintf "%d.%d.%d", $r, $v, $s;
}

sub info
{
    $opt{quiet} and return;
    print @_, "\n";
}

sub diag
{
    $opt{quiet} and return;
    $opt{diag} and print @_, "\n";
}

sub warning
{
    $opt{quiet} and return;
    print "*** ", @_, "\n";
}
sub error
{
print "*** ERROR: ", @_, "\n";
}
my %given_hints;
my %given_warnings;
sub hint
{
$opt{quiet} and return;
my $func = shift;
my $rv = 0;
if (exists $warnings{$func} && !$given_warnings{$func}++) {
my $warn = $warnings{$func};
$warn =~ s!^!*** !mg;
print "*** WARNING: $func\n", $warn;
$rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
my $hint = $hints{$func};
$hint =~ s/^/ /mg;
print " --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/^\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;
print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
exit 2;
}
sub strip
{
my $self = do { local(@ARGV,$/)=($0); <> };
my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*^(.*?)^=\w+/ms;

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Sorry, but this is a stripped version of \$0.

To be able to use its original script and doc functionality, please try to regenerate this file using:

\$^X \$0 --unstrip

END

my($pl, $c) = $self =~ /(.*^__DATA__)(.*)/ms;
$c =~ s{(?:\^\[^\]*\^+/ | \[^
\]* | \^\[^\]*\]^/ | "$c \^\[^\]*\]^/ | \^\[^\]*\]^/ | \[[^
\]*\]|\^\[^\]*\]^/ | $HS+/}{ defined $2 ? ' ' : ($1 || '') }gsex;
$c =~ s!\s+$!!mg;
$c =~ s!^!#!mg;
$c =~ s!\s+!!mg;
open OUT, ">$0" or die "cannot strip $0: $!

exit 0;
}

__DATA__
*/

Found in path(s):
No license file was found, but licenses were detected in source scan.

Time::HiRes module: High resolution time, sleep, and alarm.

Implement usleep, ualarm, and gettimeofday for Perl, as well as wrappers
to implement time, sleep, and alarm that know about non-integral seconds.

Note: the tests of this module are by definition time sensitive: under
heavy loads the tests may fail. Reasonable relaxed criteria are being
used for the tests but sometimes you may still see transient failures.
Rerun the tests (make test) a couple of times, preferably with less
load on the testing machine.

Also, older versions of Perl do not support `-nolinenumbers' on the XSUBPP
command, however, 5.004_03 requires it (on my box, anyway) since the #line
generating code in XSUBPP appears to have problems with #ifdef'd .xs code.
If xsbuppp complains about usage when you do a make, look at the top of
the Makefile.PL and comment out the "$XSOPT=" line. Or upgrade to a
newer version of Perl.

POD documentation is embedded.


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All rights reserved. This program is free software; you can
redistribute it and/or modify it under the same terms as Perl itself.

Found in path(s):
* /opt/cola/permits/1133042952_1615483833.14/0/perl-Time-HiRes-1.9725-3.el7-1.src.rpm-cosi-expand-archive-
d8kElzav/Time-HiRes-1.9725.tar.gz-cosi-expand-archive-hTRKRnT/Time-HiRes-1.9725/README
No license file was found, but licenses were detected in source scan.

=head1 NAME

Time::HiRes - High resolution alarm, sleep, gettimeofday, interval timers

=head1 SYNOPSIS

use Time::HiRes qw( usleep ualarm gettimeofday tv_interval nanosleep
clock_gettime clock_getres clock_nanosleep clock
stat );

usleep ($microseconds);
nanosleep ($nanoseconds);
ualarm ($microseconds);
ualarm ($microseconds, $interval_microseconds);

$t0 = [gettimeofday];
($seconds, $microseconds) = gettimeofday;

$elapsed = tv_interval ( $t0, [$seconds, $microseconds]);
$elapsed = tv_interval ( $t0, [gettimeofday]);
$elapsed = tv_interval ( $t0);

use Time::HiRes qw ( time alarm sleep );

$now_fractions = time;
sleep ($floating_seconds);
alarm ($floating_seconds);
alarm ($floating_seconds, $floating_interval);

use Time::HiRes qw( setitimer getitimer );

setitimer ($which, $floating_seconds, $floating_interval);
getitimer ($which);

use Time::HiRes qw( clock_gettime clock_getres clock_nanosleep
  ITIMER_REAL ITIMER_VIRTUAL ITIMER_PROF ITIMER_REALPROF );

$realtime   = clock_gettime(CLOCK_REALTIME);
$resolution = clock_getres(CLOCK_REALTIME);

clock_nanosleep(CLOCK_REALTIME, 1.5e9);
clock_nanosleep(CLOCK_REALTIME, time()*1e9 + 10e9, TIMER_ABSTIME);

my $ticktock = clock();

use Time::HiRes qw( stat );

my @stat = stat("file");
my @stat = stat(FH);

=head1 DESCRIPTION

The C<Time::HiRes> module implements a Perl interface to the
C<usleep>, C<nanosleep>, C<ualarm>, C<gettimeofday>, and
C<setitimer>/C<getitimer> system calls, in other words, high
resolution time and timers. See the L</EXAMPLES> section below and the
test scripts for usage; see your system documentation for the
description of the underlying C<nanosleep> or C<usleep>, C<ualarm>,
C<gettimeofday>, and C<setitimer>/C<getitimer> calls.
If your system lacks C<gettimeofday()> or an emulation of it you don't get C<gettimeofday()> or the one-argument form of C<tv_interval()>.
If your system lacks all of C<nanosleep()> and C<timeval()> you don't get C<Time::HiRes::usleep()>.
If your system lacks both C<alarm()> and C<setitimer()> you don't get C<Time::HiRes::ualarm()>.

If you try to import an unimplemented function in the C<use> statement it will fail at compile time.

If your subsecond sleeping is implemented with C<nanosleep()> instead of C<usleep()> you can mix subsecond sleeping with signals since C<nanosleep()> does not use signals. This, however, is not portable, and you should first check for the truth value of C<Time::HiRes::d_nanosleep> to see whether you have nanosleep, and then carefully read your C<nanosleep()> C API documentation for any peculiarities.

If you are using C<nanosleep()> for something else than mixing sleeping with signals, give some thought to whether Perl is the tool you should be using for work requiring nanosecond accuracies.

Remember that unless you are working on a I<hard realtime> system, any clocks and timers will be imprecise, especially so if you are working in a pre-emptive multiuser system. Understand the difference between I<wallclock time> and process time (in UNIX-like systems the sum of I<user> and I<system> times). Any attempt to sleep for X seconds will most probably end up sleeping B<more> than that, but don't be surprised if you end up sleeping slightly B<less>.

The following functions can be imported from this module.
No functions are exported by default.

=over 4

=item gettimeofday ()

In array context returns a two-element array with the seconds and microseconds since the epoch. In scalar context returns floating seconds like C<Time::HiRes::time()> (see below).

=item usleep ( $useconds )

Sleeps for the number of microseconds (millionths of a second) specified. Returns the number of microseconds actually slept. Can sleep for more than one second, unlike the C<usleep> system call.
Can also sleep for zero seconds, which often works like a \texttt{thread yield}. See also \texttt{Time::HiRes::usleep()}, \texttt{Time::HiRes::sleep()}, and \texttt{Time::HiRes::clock_nanosleep()}.

Do not expect \texttt{usleep()} to be exact down to one microsecond.

\begin{itemize}
\item nanosleep ( $nanoseconds )
\end{itemize}

Sleeps for the number of nanoseconds (1e9ths of a second) specified. Returns the number of nanoseconds actually slept (accurate only to microseconds, the nearest thousand of them). Can sleep for more than one second. Can also sleep for zero seconds, which often works like a \texttt{thread yield}. See also \texttt{Time::HiRes::sleep()}, \texttt{Time::HiRes::usleep()}, and \texttt{Time::HiRes::clock_nanosleep()}.

Do not expect \texttt{nanosleep()} to be exact down to one nanosecond. Getting even accuracy of one thousand nanoseconds is good.

\begin{itemize}
\item ualarm ( $useconds [, $interval_useconds ] )
\end{itemize}

Issues a \texttt{ualarm} call; the \texttt{$interval_useconds} is optional and will be zero if unspecified, resulting in \texttt{alarm}-like behaviour.

Returns the remaining time in the alarm in microseconds, or \texttt{undef} if an error occurred.

\texttt{ualarm(0)} will cancel an outstanding \texttt{ualarm()}.

Note that the interaction between alarms and sleeps is unspecified.

\begin{itemize}
\item tv_interval
\end{itemize}

\begin{verbatim}
 tv_interval ( $ref_to_gettimeofday [, $ref_to_later_gettimeofday] )
\end{verbatim}

Returns the floating seconds between the two times, which should have been returned by \texttt{gettimeofday()}. If the second argument is omitted, then the current time is used.

\begin{itemize}
\item time ()
\end{itemize}

Returns a floating seconds since the epoch. This function can be imported, resulting in a nice drop-in replacement for the \texttt{time} provided with core Perl; see the \texttt{EXAMPLES} below.

B \texttt{NOTE 1}: This higher resolution timer can return values either less or more than the core \texttt{time()}, depending on whether your platform rounds the higher resolution timer values up, down, or to the nearest second to get the core \texttt{time()}, but naturally the difference should be never
more than half a second. See also L</clock_getres>, if available in your system.

B<NOTE 2>: Since Sunday, September 9th, 2001 at 01:46:40 AM GMT, when the C<time()> seconds since epoch rolled over to 1_000_000_000, the default floating point format of Perl and the seconds since epoch have conspired to produce an apparent bug: if you print the value of C<Time::HiRes::time()> you seem to be getting only five decimals, not six as promised (microseconds). Not to worry, the microseconds are there (assuming your platform supports such granularity in the first place). What is going on is that the default floating point format of Perl only outputs 15 digits. In this case that means ten digits before the decimal separator and five after. To see the microseconds you can use either C<print>/C<sprintf> with C<"%.6f">, or the C<gettimeofday()> function in list context, which will give you the seconds and microseconds as two separate values.

=item sleep ( $floating_seconds )

Sleeps for the specified amount of seconds. Returns the number of seconds actually slept (a floating point value). This function can be imported, resulting in a nice drop-in replacement for the C<sleep> provided with perl, see the L</EXAMPLES> below.

Note that the interaction between alarms and sleeps is unspecified.

=item alarm ( $floating_seconds [, $interval_floating_seconds ] )

The C<SIGALRM> signal is sent after the specified number of seconds. Implemented using C<setitimer()> if available, C<ualarm()> if not. The C<$interval_floating_seconds> argument is optional and will be zero if unspecified, resulting in C<alarm()>-like behaviour. This function can be imported, resulting in a nice drop-in replacement for the C<alarm> provided with perl, see the L</EXAMPLES> below.

Returns the remaining time in the alarm in seconds, or C<undef> if an error occurred.

B<NOTE 1>: With some combinations of operating systems and Perl releases C<SIGALRM> restarts C<select>(), instead of interrupting it. This means that an C<alarm()> followed by a C<select()> may together take the sum of the times specified for the C<alarm()> and the C<select>(), not just the time of the C<alarm>().

Note that the interaction between alarms and sleeps is unspecified.

=item setitimer ( $which, $floating_seconds [, $interval_floating_seconds ] )
Start up an interval timer: after a certain time, a signal ($which) arrives, and more signals may keep arriving at certain intervals. To disable an "itimer", use C<$floating_seconds> of zero. If the C<$interval_floating_seconds> is set to zero (or unspecified), the timer is disabled B<after> the next delivered signal.

Use of interval timers may interfere with C<alarm()>, C<sleep()>, and C<usleep()>; In standard-speak the "interaction is unspecified", which means that I<anything> may happen: it may work, it may not.

In scalar context, the remaining time in the timer is returned.

In list context, both the remaining time and the interval are returned.

There are usually three or four interval timers (signals) available: the C<$which> can be C<ITIMER_REAL>, C<ITIMER_VIRTUAL>, C<ITIMER_PROF>, or C<ITIMER_REALPROF>. Note that which ones are available depends: true UNIX platforms usually have the first three, but only Solaris seems to have C<ITIMER_REALPROF> (which is used to profile multithreaded programs). Win32 unfortunately does not have interval timers.

C<ITIMER_REAL> results in C<alarm()>-like behaviour. Time is counted in I<real time>; that is, wallclock time. C<SIGALRM> is delivered when the timer expires.

C<ITIMER_VIRTUAL> counts time in (process) I<virtual time>; that is, only when the process is running. In multiprocessor/user/CPU systems this may be more or less than real or wallclock time. (This time is also known as the I<user time>.) C<SIGVTALRM> is delivered when the timer expires.

C<ITIMER_PROF> counts time when either the process virtual time or when the operating system is running on behalf of the process (such as I/O). (This time is also known as the I<system time>.) (The sum of user time and system time is known as the I<CPU time>.) C<SIGPROF> is delivered when the timer expires. C<SIGPROF> can interrupt system calls.

The semantics of interval timers for multithreaded programs are system-specific, and some systems may support additional interval timers. For example, it is unspecified which thread gets the signals. See your C<setitimer()> documentation.

=item getitimer ( $which )

Return the remaining time in the interval timer specified by C<$which>.

In scalar context, the remaining time is returned.
In list context, both the remaining time and the interval are returned. The interval is always what you put in using C<setitimer>.

=item clock_gettime ( $which )

Return as seconds the current value of the POSIX high resolution timer specified by C<$which>. All implementations that support POSIX high resolution timers are supposed to support at least the C<$which> value of C<CLOCK_REALTIME>, which is supposed to return results close to the results of C<gettimeofday>, or the number of seconds since 00:00:00:00 January 1, 1970 Greenwich Mean Time (GMT). Do not assume that CLOCK_REALTIME is zero, it might be one, or something else. Another potentially useful (but not available everywhere) value is C<CLOCK_MONOTONIC>, which guarantees a monotonically increasing time value (unlike time() or gettimeofday(), which can be adjusted). See your system documentation for other possibly supported values.

=item clock_getres ( $which )

Return as seconds the resolution of the POSIX high resolution timer specified by C<$which>. All implementations that support POSIX high resolution timers are supposed to support at least the C<$which> value of C<CLOCK_REALTIME>, see L</clock_gettime>.

=item clock_nanosleep ( $which, $nanoseconds, $flags = 0 )

Sleeps for the number of nanoseconds (1e9ths of a second) specified. Returns the number of nanoseconds actually slept. The $which is the "clock id", as with clock_gettime() and clock_getres(). The flags default to zero but C<TIMER_ABSTIME> can specified (must be exported explicitly) which means that C<$nanoseconds> is not a time interval (as is the default) but instead an absolute time. Can sleep for more than one second. Can also sleep for zero seconds, which often works like a thread yield. See also C<Time::HiRes::sleep()>, C<Time::HiRes::usleep()>., and C<Time::HiRes::nanosleep()>.

Do not expect clock_nanosleep() to be exact down to one nanosecond. Getting even accuracy of one thousand nanoseconds is good.

=item clock()

Return as seconds the I<process time> (user + system time) spent by the process since the first call to clock() (the definition is B<not> "since the start of the process", though if you are lucky these times may be quite close to each other, depending on the system). What this means is that you probably need to store the result of your first call to clock(), and subtract that value from the following results of clock().
The time returned also includes the process times of the terminated child processes for which wait() has been executed. This value is somewhat like the second value returned by the times() of core Perl, but not necessarily identical. Note that due to backward compatibility limitations the returned value may wrap around at about 2147 seconds or at about 36 minutes.

=item stat

=item stat FH

=item stat EXPR

As L&lt;perlfunc/stat&gt; but with the access/modify/change file timestamps in subsecond resolution, if the operating system and the filesystem both support such timestamps. To override the standard stat():

    use Time::HiRes qw(stat);

Test for the value of &Time::HiRes::d_hires_stat to find out whether the operating system supports subsecond file timestamps: a value larger than zero means yes. There are unfortunately no easy ways to find out whether the filesystem supports such timestamps. UNIX filesystems often do; NTFS does; FAT doesn't (FAT timestamp granularity is B&lt;two&gt; seconds).

A zero return value of &Time::HiRes::d_hires_stat means that Time::HiRes::stat is a no-op passthrough for CORE::stat(), and therefore the timestamps will stay integers. The same thing will happen if the filesystem does not do subsecond timestamps, even if the &Time::HiRes::d_hires_stat is non-zero.

In any case do not expect nanosecond resolution, or even a microsecond resolution. Also note that the modify/access timestamps might have different resolutions, and that they need not be synchronized, e.g. if the operations are

    write
    stat # t1
    read
    stat # t2

the access time stamp from t2 need not be greater-than the modify time stamp from t1: it may be equal or I&lt;less&gt;.

=back

=head1 EXAMPLES
use Time::HiRes qw(usleep ualarm gettimeofday tv_interval);

$microseconds = 750_000;
usleep($microseconds);

# signal alarm in 2.5s & every .1s thereafter
ualarm(2_500_000, 100_000);
# cancel that ualarm
ualarm(0);

# get seconds and microseconds since the epoch
($s, $usec) = gettimeofday();

# measure elapsed time
# (could also do by subtracting 2 gettimeofday return values)
$t0 = [gettimeofday];
# do bunch of stuff here
$t1 = [gettimeofday];
# do more stuff here
$t0_t1 = tv_interval $t0, $t1;

$elapsed = tv_interval ($t0, gettimeofday());
$elapsed = tv_interval ($t0); # equivalent code

# replacements for time, alarm and sleep that know about floating seconds
# use Time::HiRes;
$now_fractions = Time::HiRes::time;
Time::HiRes::sleep (2.5);
Time::HiRes::alarm (10.6666666);

use Time::HiRes qw( time alarm sleep );
$now_fractions = time;
sleep (2.5);
alarm (10.6666666);

# Arm an interval timer to go off first at 10 seconds and
# after that every 2.5 seconds, in process virtual time
use Time::HiRes qw( setitimer ITIMER_VIRTUAL time );

$SIG{VTALRM} = sub { print time, "n" };
setitimer(ITIMER_VIRTUAL, 10, 2.5);

use Time::HiRes qw( clock_gettime clock_getres CLOCK_REALTIME );
# Read the POSIX high resolution timer.
my $high = clock_getres(CLOCK_REALTIME);
# But how accurate we can be, really?
my $reso = clock_getres(CLOCK_REALTIME);

use Time::HiRes qw( clock_nanosleep TIMER_ABSTIME );
clock_nanosleep(CLOCK_REALTIME, 1e6);
clock_nanosleep(CLOCK_REALTIME, 2e9, TIMER_ABSTIME);

use Time::HiRes qw( clock );
my $clock0 = clock();
... # Do something.
my $clock1 = clock();
my $clockd = $clock1 - $clock0;

use Time::HiRes qw( stat );
my ($atime, $mtime, $ctime) = (stat("istics"))[8, 9, 10];

=head1 C API

In addition to the perl API described above, a C API is available for extension writers. The following C functions are available in the modglobal hash:

<table>
<thead>
<tr>
<th>name</th>
<th>C prototype</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time::NVtime</td>
<td>double (*)()</td>
</tr>
<tr>
<td>Time::U2time</td>
<td>void (*)(pTHX_ UV ret[2])</td>
</tr>
</tbody>
</table>

Both functions return equivalent information (like C<gettimeofday>) but with different representations. The names C<NVtime> and C<U2time> were selected mainly because they are operating system independent. (C<gettimeofday> is Unix-centric, though some platforms like Win32 and VMS have emulations for it.)

Here is an example of using C<NVtime> from C:

double (*myNVtime)(); /* Returns -1 on failure. */
SV **svp = hv_fetch(PL_modglobal, "Time::NVtime", 12, 0);
if (!svp)     croak("Time::HiRes is required");
if (!SvIOK(*svp)) croak("Time::NVtime isn't a function pointer");
myNVtime = INT2PTR(double(*), SvIV(*svp));
printf("The current time is: %f\n", (*myNVtime)());

=head1 DIAGNOSTICS

=head2 useconds or interval more than ...
In ualarm() you tried to use number of microseconds or interval (also in microseconds) more than 1_000_000 and setitimer() is not available in your system to emulate that case.

=head2 negative time not invented yet

You tried to use a negative time argument.

=head2 internal error: useconds < 0 (unsigned ... signed ...)

Something went horribly wrong-- the number of microseconds that cannot become negative just became negative. Maybe your compiler is broken?

=head2 useconds or uinterval equal to or more than 1000000

In some platforms it is not possible to get an alarm with subsecond resolution and later than one second.

=head2 unimplemented in this platform

Some calls simply aren't available, real or emulated, on every platform.

=head1 CAVEATS

Notice that the core C<time()> maybe rounding rather than truncating. What this means is that the core C<time()> may be reporting the time as one second later than C<gettimeofday()> and C<Time::HiRes::time()>.

Adjusting the system clock (either manually or by services like ntp) may cause problems, especially for long running programs that assume a monotonously increasing time (note that all platforms do not adjust time as gracefully as UNIX ntp does). For example in Win32 (and derived platforms like Cygwin and MinGW) the Time::HiRes::time() may temporarily drift off from the system clock (and the original time()) by up to 0.5 seconds. Time::HiRes will notice this eventually and recalibrate. Note that since Time::HiRes 1.77 the clock_gettime(CLOCK_MONOTONIC) might help in this (in case your system supports CLOCK_MONOTONIC).

Some systems have APIs but not implementations: for example QNX and Haiku have the interval timer APIs but not the functionality.

=head1 SEE ALSO

Perl modules L<BSD::Resource>, L<Time::TAI64>.

Your system documentation for C<clock>, C<clock_gettime>, C<clock_getres>, C<clock_nanosleep>, C<clock_settime>, C<getitimer>, C<gettimeofday>, C<setitimer>, C<sleep>, C<stat>, C<ualarm>.
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---
abstract: 'High resolution alarm, sleep, gettimeofday, interval timers'
author:
- 'Jarkko Hietaniemi <jhi@iki.fi>'
built_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.62, CPAN::Meta::Converter version 2.112621'
license: unknown
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Time-HiRes
no_index:
directory:
  - t
  - inc
requires:
  Carp: 0
1.445 nss-util 3.44.0-4.el7_7

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---

Config: 0
DynaLoader: 0
Exporter: 0
ExtUtils::MakeMaker: 0
Test::More: 0.82
strict: 0
version: 1.9725

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1.449 jackson-dataformat-cbor 2.9.6

1.450 x-sys v0.0.0-20200217220822-9197077df867

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uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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lib/kdb/iprop.x
lib/kdb/kdb_convert.c
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/**
 * A method-level constraint, that evaluates a script expression against the
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 */

/*
 * Script expressions can be written in any scripting or expression language,
 * for which a <a href="http://jcp.org/en/jsr/detail?id=223">JSR 223</a> JSR 223</a>
 * ("Scripting for the Java<sup>TM</sup> Platform") compatible engine can be
 * found on the classpath. To refer to a parameter within the scripting
 * expression, use its name as obtained by the active
 * {@link javax.validation.ParameterNameProvider}. By default, {code arg0}, {code arg1} etc.
 * will be used as parameter names.
 */

/*
 * The following listing shows an example using the JavaScript engine which
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 */

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* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/cfg/context/PropertyTarget.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/ELState.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/util/privilegedactions/LoadClass.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/util/ModUtil.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraints/Range.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/metadata/descriptor/ElementDescriptorImpl.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/resourceloading/DelegatingResourceBundleLocator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/metadata/aggregated/MetaDataBuilder.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/hv/Mod11CheckValidator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/hv/EmailValidator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/constraints/LuhnCheck.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/constraintvalidators/RegexpURLValidator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/spi/time/TimeProvider.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/constraintvalidators/EANDef.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/util/ReflectionHelper.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/hv/ScriptAssertValidator.java

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* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/messageinterpolation/AbstractMessageInterpolator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/constraints/ConstraintComposition.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/util/logging/LoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/validator/path/PropertyNode.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/metadata/raw/AbstractConstrainedElement.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/validator/internal/metadata/provider/MetaDataProvider.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/xml/BootstrapConfigurationImpl.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/spi/valuehandling/package-info.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/metadata/descriptor/ReturnDescriptorImpl.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/metadata/descriptor/ConstraintDescriptorImpl.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/metadata/aggregated/BeanMetaData.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/metadata/aggregated/PropertyMetaData.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/metadata/aggregated/GroupConversionHelper.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/engine/messageinterpolation/parser/TokenIterator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/engine/messageinterpolation/FormatterWrapper.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/constraintvalidators/bv/size/SizeValidatorForMap.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-jar/org/hibernate-validator/internal/constraintvalidators/hv/URLValidator.java
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 */

/**
 * Retrieves constraint related meta data for the parameters of the given
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 *
 * @param executable The executable of interest.
 *
 * @return A list with parameter meta data for the given executable.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
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1.473 lucene-queries 7.7.2
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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

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* atf-c/ui.c: The format_paragraph and format_text functions were derived form the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5cfff2bb5b6.

  Author: Julio Merino <jmmv@NetBSD.org>
* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp:
  These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.

Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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Mesa 3-D graphics library
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**1.482 gorilla 1.7.0**

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**1.483 libjpeg 1.2.90-8.el7**

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 *
*/
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* 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.

*/

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* 
* 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.
*/

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmarker.c
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* 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.
*/

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 *
 * 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.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapistd.c

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 * jidctfst.c
 *
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 *
 * 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.
*/

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/*

* j dct.h
 *
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*
* This include file contains common declarations for the forward and
  * inverse DCT modules. These declarations are private to the DCT managers
  * (j dctmgr.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).
*/

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdct.h
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJDecompressor.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/TJExample.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/TTJUnitTest.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJLoader.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/turbojpeg-jni.c

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*
* 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.
*/

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctred.c
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* 
* 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 upsampler is applying a scale factor of its own).
* 
* An excellent reference for image resampling is
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdsample.c
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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
\[ R = Y + K1 \times Cr \]
\[ G = Y + K2 \times Cb + K3 \times Cr \]
\[ B = Y + K4 \times Cb \]
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.)

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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jctrans.c
No license file was found, but licenses were detected in source scan.

/ *
* jcprepc.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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcprepc.c
No license file was found, but licenses were detected in source scan.

/ *
* jcapimin.c
* 
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2003-2010 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 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 jeparam.c for
* parameter-setup helper routines, jcomapi.c for routines shared by
* compression and decompression, and jctrans.c for the transcoding case.
*/
/*
 * jdpostct.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 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.
 */

/*
 * jpegint.h
 *
 * Copyright (C) 1991-1997, 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 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.
 */

/*

No license file was found, but licenses were detected in source scan.
* jdmrgext.c
  *
  * This file was part of the Independent JPEG Group's software:
  * Copyright (C) 1994-1996, Thomas G. Lane.
  * Modifications:
  * Copyright (C) 2011, 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmrgext.c
No license file was found, but licenses were detected in source scan.

/*
* rdtarga.c
*
* Copyright (C) 1991-1996, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdtarga.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.c
* No license file was found, but licenses were detected in source scan.

/*
 * jddctmgr.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2010 by Guido Vollbeding.
 * Modifications:
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jddctmgr.c
* No license file was found, but licenses were detected in source scan.

/*
 * jQuery JavaScript Library v1.3.2
 * http://jquery.com/
 *
 * Copyright (c) 2009 John Resig
 * Dual licensed under the MIT and GPL licenses.
 * http://docs.jquery.com/License
 *
 * Date: 2009-02-19 17:34:21 -0500 (Thu, 19 Feb 2009)
* Revision: 6246
*/
/*
* Sizzle CSS Selector Engine - v0.9.3
* Copyright 2009, The Dojo Foundation
* Released under the MIT, BSD, and GPL Licenses.
* More information: http://sizzlejs.com/
*/
/*
* jQuery UI 1.7.2
*
* Copyright (c) 2009 AUTHORS.txt (http://jqueryui.com/about)
* Dual licensed under the MIT (MIT-LICENSE.txt)
* and GPL (GPL-LICENSE.txt) licenses.
* http://docs.jquery.com/UI
*/
/***
* jQuery.ScrollTo - Easy element scrolling using jQuery.
* Copyright (c) 2008 Ariel Flesler - aflesler(at)gmail(dot)com
* Licensed under GPL license (http://www.opensource.org/licenses/gpl-license.php).
* Date: 2/8/2008
* @author Ariel Flesler
* @version 1.3.2
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/jquery.js
No license file was found, but licenses were detected in source scan.

/*
* jccoefct.c
*
* Copyright (C) 1994-1997, 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 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):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccoefct.c
No license file was found, but licenses were detected in source scan.

/ *
* jerror.h
*

* Copyright (C) 1994-1997, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.h

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 PBMPLUS 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
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdcolmap.c
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.
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
* jcomapi.c
*
* Copyright (C) 1994-1997, 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 application interface routines that are used for both
* compression and decompression.
*/
/*
 * djpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010-2011, 2013, 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.
 */

/*
 * jmorecfg.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains additional configuration options that customize the
 * JPEG software for special applications or support machine-dependent

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

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

No license file was found, but licenses were detected in source scan.
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.
Open Source Used In Network Insights Resources Network Insights 5.1 4665

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcarith.c
No license file was found, but licenses were detected in source scan.

/*
 * jcarith.c
 *
 * Developed 1997-2009 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcarith.c
No license file was found, but licenses were detected in source scan.

/*
 * rdppm.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allombert, 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 contains routines to read input 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 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 PBMPLUS library, which is:

* Portions of this code are based on the PBMPLUS 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
that the above copyright notice appear in all copies and that both that
copyright notice and this permission notice appear in supporting
documentation. This software is provided "as is" without express or
implied warranty.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdppm.c
No license file was found, but licenses were detected in source scan.

/*
 * jcphuff.c
 *
 * Copyright (C) 1995-1997, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcphuff.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemsys.h
 *
 * Copyright (C) 1992-1997, 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 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, as we have done with USE_MSDOS_MEMMGR
* and USE_MAC_MEMMGR.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbbd/libjpeg-turbo-1.2.90/jmemsys.h
No license file was found, but licenses were detected in source scan.

/*
 * jidctint.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modification developed 2002-2009 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 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
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * 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.
  */

Found in path(s):
  */opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctint.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemnobs.c
 *
 * Copyright (C) 1992-1996, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/*
 * cjpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, 2013, 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 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

cjpeg [options] -outfile outfile inputfile

works regardless of which command line style is used.

/ *

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cjpeg.c

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/README

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/*
 *
 jsimd.h
 *
 Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 Copyright 2011 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd.h
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:
* Copyright (C) 1994-1996, Thomas G. Lane.
* 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
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctint.c
No license file was found, but licenses were detected in source scan.

/*
* jfdctint.c
*
* Copyright (C) 1991-1996, 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 slow-but-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 an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
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.

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctint.c
No license file was found, but licenses were detected in source scan.

*/

* jutils.c
*
* Copyright (C) 1991-1996, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jutils.c
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.
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdhuff.h
No license file was found, but licenses were detected in source scan.

/*
 * jdcolor.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * Modifications:
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright (C) 2009, 2011-2012, 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcolor.c

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

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
This file was part of the Independent JPEG Group's software.
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.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** 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 downsamp
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 indirection 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 jdatast.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:

```
input data => processing step A => buffer => processing step B => output data
            |               |
            -------------- 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:

```
|-- Colorspace conversion
    |-- Preprocessing controller --|
    |                              |-- Downsampling
Main controller --|
    |                            |-- Forward DCT, quantize
    |-- Coefficient controller --|
    |-- Entropy encoding
```

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 \( V_{\text{max}} \) pixel rows of each component before downsampling, and \( V_{\text{k}} \) sample rows afterwards (remember \( V_{\text{k}} \) 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:

```
|-- Entropy decoding
    |-- Coefficient controller --|
    |                            |-- Dequantize, Inverse DCT
Main controller --|-- 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:

typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *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 machines.
* 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.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKs, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** 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 (i.e., 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 object:
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 for two reasons:
   * On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
   * Pool allocation heuristics may differ for large and small objects.
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'être 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 jdcoefct.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 interface to FAR malloc/free in MSDOS machines;
else usually 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/structure.txt
  No license file was found, but licenses were detected in source scan.

/ *
  * jcparam.c

  * This file was part of the Independent JPEG Group's software:
  * Copyright (C) 1991-1998, Thomas G. Lane.
  * Modifications:
  * Copyright (C) 2009-2011, D. R. Commander.
  * For conditions of distribution and use, see the accompanying README file.
  *
  * 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcparam.c
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/ *
  * jquant1.c

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  *
  * 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant1.c
No license file was found, but licenses were detected in source scan.

/*
 * wrjpgcom.c
 *
 * Copyright (C) 1994-1997, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
 * jcinit.c
 *
 * Copyright (C) 1991-1997, 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 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.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcinit.c
No license file was found, but licenses were detected in source scan.

/*
 * cdjpeg.c
* Copyright (C) 1991-1997, 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 common support routines used by the IJG application
* programs (cjpeg, djpeg, jpegtran).
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/*
 * jfdctflt.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 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.
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.
 * Modifications:
 * Copyright (C) 2009-2011, D. R. Commander.
 * 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.
 */

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

/**
 * jquant2.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, 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.
 */
/*
 * jdhuff.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * 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.
 */

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/License.rtf

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

; ; jsimdext.inc - common declarations
; ; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
; Copyright 2010 D. R. Commander
; ; Based on
; x86 SIMD extension for IJG JPEG library - version 1.02
; ; Copyright (C) 1999-2006, MIYASAKA Masaru.
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; misrepresented as being the original software.
; 3. This notice may not be removed or altered from any source distribution.
;
; [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

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

; -- segment definition --
;
ifndef __YASM_VER__
%define SEG_TEXT .text  align=16
%define SEG_CONST .data  align=16 public use32 class=DATA
else
%define SEG_TEXT .text  align=16 public use64 class=CODE
%define SEG_CONST .data  align=16 public use64 class=CONST
endif

%define EXTN(name) name			; foo() -> foo

elseifdef 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

elseifdef 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 -faout/aout -DAOUT ...)----
; * Older Linux using a.out format (nasm -f aout -DAOUT ...)
; * *BSD family Unix using a.out format (nasm -f aoutb -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)

; -- segment definition --
;
%define SEG_TEXT .text ;align=16; nasm doesn't accept align=16. why?
%define SEG_CONST .rodata align=16

; The generation of position-independent code (PIC) is the default on Darwin.
;
%define PIC
%define GOT_SYMBOL _MACHO_PIC_; Mach-O style code-relative addressing

%else; ----(Other case)----------------------
; -- segment definition --
;
%define SEG_TEXT .text
%define SEG_CONST .data

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

;===================================================================
;-------------------------------------------------------------------
;
; 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_QWORD  ; sizeof(XMMWORD)
%define XMMWORD_BIT      QWORD_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
%mdefine 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
; NOTE: this macro destroys ecx resister.
call %%geteip
add ecx, byte (%%ref - $)
jmpshort %%adjust
%%%geteip:
mov ecx, POINTER [esp]
ret
%%%adjust:
pushebp
xorebp,ebp; ebp = 0
%ifidni %1,ebx; (%1 == ebx)
; db 0x8D,0x9C + jmp near const_base =
; lea ebx, [ecx+ebp*8+(const_base-%%ref)]; 8D,9C,E9,(offset32)

%ifdef PIC ; -------------------------------------------

%ifdef 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 SEGCONST
const_base:

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

%imacro get_GOTI
; NOTE: this macro destroys ecx resister.
call %%geteip
add ecx, byte (%%ref - $)
jmpshort %%adjust
%%%geteip:
mov ecx, POINTER [esp]
ret
%%%adjust:
pushebp
xorebp,ebp; ebp = 0
%ifidni %1,ebx; (%1 == ebx)
; db 0x8D,0x9C + jmp near const_base =
; lea ebx, [ecx+ebp*8+(const_base-%%ref)]; 8D,9C,E9,(offset32)
db0x8D,0x9C; 8D,9C
jmp near const_base; E9,(const_base-%%ref)
%ref:
%else ; (%1 != ebx)
; db 0x8D,0x8C + jmp near const_base =
: lea ecx, [ecx+ebp*8+(const_base-%%ref)] ; 8D,8C,E9,(offset32)
db0x8D,0x8C; 8D,8C
jmp near const_base; E9,(const_base-%%ref)
%ref:mov %1, ecx
%endif ; (%1 == ebx)
popebp
%endmacro

%else; GOT_SYMBOL != _MACHO_PIC_ ----------------

%define GOTOFF(got,sym) (got) + (sym) wrt ..gotoff

%imacro get_GOT1
externGOT_SYMBOL
call %geteip
add%1, GOT_SYMBOL + $$ - $ wrt ..gotpc
jmpshort %done
%geteip:
mov%1, POINTER [esp]
ret
%done:
%endmacro

%endif; GOT_SYMBOL == _MACHO_PIC_ ----------------

%imacro pushpic1.nolist
push%1
%endmacro
%imacro poppic1.nolist
pop%1
%endmacro
%imacro movpic2.nolist
mov%1,%2
%endmacro

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

%define GOTOFF(got,sym) (sym)

%imacro get_GOT1.nolist
%endmacro
%imacro pushpic1.nolist
%endmacro
%imacro poppic1.nolist
%endmacro
%imacro movpic2.nolist
%endmacro

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

; Align the next instruction on {2,4,8,16,...}-byte boundary.
; ".balign n,,m" in GNU as
;
%define MSKLE(x,y)  (~(((y) & 0xFFFF) - ((x) & 0xFFFF)) >> 16)
%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($,%1)/6 \
   db 0x8D,0x6C,0x25,0x00 ; lea ebp,[ebp+0x00]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/4 \
   db 0x8D,0x6D,0x00 ; lea ebp,[ebp+0x00]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/3 \
   db 0x8B,0xED ; mov ebp,ebp
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/2 \
   db 0x90    ; nop
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/1 \
   db 0x90    ; nop
%endmacro

; Align the next data on {2,4,8,16,...}-byte boundary.
;
%imacro alignz 1-2.nolist 0xFFFF
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 "jsimdefg.inc"

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

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimdext.inc
No license file was found, but licenses were detected in source scan.

/*
* jchuff.h
*
* Copyright (C) 1991-1997, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jchuff.h
No license file was found, but licenses were detected in source scan.

/*
* jdapimin.c
*
* Copyright (C) 1994-1998, 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 application interface code for the decompression half
* of the JPEG library. These are the "minimum" API routines that may be
* needed in either the normal full-decompression case or the
* transcoding-only case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jdapistd.c. But also see jcomapi.c for routines
* shared by compression and decompression, and jdtrans.c for the transcoding
* case.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapimin.c
No license file was found, but licenses were detected in source scan.

/*
* jpegtran.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1995-2010, Thomas G. Lane, Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegtran.c
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/search/search.js
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:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2012 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2011, 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst-tj.c
No license file was found, but licenses were detected in source scan.

/*
 * rdrle.c
 *
 * Copyright (C) 1991-1996, 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 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 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 RLE format).
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdrle.c
No license file was found, but licenses were detected in source scan.

/*
 * rdbmp.c
 *
 * This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2010 by Guido Vollbeding.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
*
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdbmp.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:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009-2012, D. R. Commander.
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
* rdjpgcom.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009 by Bill Allombert, 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 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.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdjpgcom.c
No license file was found, but licenses were detected in source scan.

License: IJG

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo.spec
No license file was found, but licenses were detected in source scan.

/*
 * jconfig.txt
 *
 * Copyright (C) 1991-1994, 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 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 function prototypes? */
#define HAVE_PROTOTYPES

/* 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_IS_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

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORT_EXTERNAL_NAMES

/* 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.
*/
#ifdef _WIN32
#ifndef __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.
*/
#ifdef 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

/* Define this if your system needs explicit cleanup of temporary files.
 * This is crucial under MS-DOS, where the temporary "files" may be areas
 * of extended memory; on most other systems it's not as important.
 */
#undef NEED_SIGNAL_CATCHER

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

/*
 * jpeglib.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modified 2002-2009 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2009-2011, 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpeglib.h
* jversion.h
 *
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 * For conditions of distribution and use, see the accompanying README file.
 * This file contains software version identification.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jversion.h

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# this list of conditions and the following disclaimer in the documentation
# - Neither the name of the libjpeg-turbo Project nor the names of its
# software without specific prior written permission.
IJG JPEG LIBRARY: CODING RULES

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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. (On some older systems, global names must be
unique within six characters. We accommodate this without cluttering the
source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code
transformation to feed prototype-less C compilers. Transformation is done
by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript).
ansi2kpr is not very bright, so it imposes a format requirement on function
declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions
should be written in the following style:

LOCAL(int *)
function_name (int a, char *b)
{
    code...
}

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.)

ansi2kpr does not transform method declarations (function pointers in
structs). We handle these with a macro JMETHOD, defined as
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist)  type (*methodname) ()
#endif
which is used like this:
struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
    JMETHOD(void, term_entropy_encoder, (void));
};
Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations
(see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype
declaration to coerce actual parameters into the right types. Therefore, use
explicit casts on actual parameters whenever the actual parameter type is not
identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator
is defined to return int, yet size_t is defined as long. Needless to say,
this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(),
so that the result is guaranteed to be of type size_t.

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_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.

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 source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/coderules.txt
No license file was found, but licenses were detected in source scan.

/*
 * jdarith.c
 *
 * Developed 1997-2009 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 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.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdarith.c
No license file was found, but licenses were detected in source scan.

*/

* jcdctmgr.c
 *
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* Modifications:
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

*/

* jerror.c
 *
* Copyright (C) 1991-1998, 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 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.c
No license file was found, but licenses were detected in source scan.

/*
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 * *
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 * POSSIBILITY OF SUCH DAMAGE.
 */

Found in path(s):
  */opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransformer.java
  */opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransform.java
  */opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJScalingFactor.java
  */opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjutil.h
  */opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjutil.c
No license file was found, but licenses were detected in source scan.

From c51b66ebcace2adec0cfbe42d25cb418ed0c02a2 Mon Sep 17 00:00:00 2001
From: DRC <information@libjpeg-turbo.org>
Date: Fri, 20 Jul 2018 17:21:36 -0500
Subject: [PATCH] cjpeg: Fix OOB read caused by malformed 8-bit BMP

... in which one or more of the color indices is out of range for the number of palette entries.

Fix partly borrowed from jpeg-9c. This commit also adopts Guido's JERR_PPM_OUTOF RANGE enum value in lieu of our project-specific JERR_PPM_TOOLARGE enum value.

Fixes #258
---
cerror.h | 5 ++++-
rdbmp.c | 7 ++++++-
rdppm.c | 4 +--
3 files changed, 11 insertions(+), 5 deletions(-)
diff --git a/cerror.h b/cerror.h
index d69b501..46b0f49 100644
--- a/cerror.h
+++ b/cerror.h
@@ -2,7 +2,7 @@
 JMESSAGE(JERR_BMP_COLORSPACE, "BMP output must be grayscale or RGB")
 JMESSAGE(JERR_BMP_COMPRESSED, "Sorry, compressed BMPs not yet supported")

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* @ @ -48,6 +48,7 @@ JMESSAGE(JERR_BMP_COLORSPACE, "BMP output must be grayscale or RGB") JMESSAGE(JERR_BMP_COMPRESSED, "Sorry, compressed BMPs not yet supported")
JMESSAGE(JERR_BMP_EMPTY, "Empty BMP image")
JMESSAGE(JERR_BMP_NOT, "Not a BMP file - does not start with BM")
+JMESSAGE(JERR_BMP_OUTOFRANGE, "Numeric value out of range in BMP file")
JMESSAGE(JTRC_BMP, "%ux%u 24-bit BMP image")
JMESSAGE(JTRC_BMP_MAPPED, "%ux%u 8-bit colormapped BMP image")
JMESSAGE(JTRC_BMP_OS2, "%ux%u 24-bit OS2 BMP image")
@@ -74,8 +75,8 @@ JMESSAGE(JWRN_GIF_NOMOREDATA, "Ran out of GIF bits")
#ifdef PPM_SUPPORTED
JMESSAGE(JERR_PPM_COLORSPACE, "PPM output must be grayscale or RGB")
JMESSAGE(JERR_PPM_NONNUMERIC, "Nonnumeric data in PPM file")
-JMESSAGE(JERR_PPM_TOOLARGE, "Integer value too large in PPM file")
JMESSAGE(JERR_PPM_NOT, "Not a PPM/PGM file")
+JMESSAGE(JERR_PPM_OUTOFRANGE, "Numeric value out of range in PPM file")
JMESSAGE(JTRC_PGM, "%ux%u PGM image")
JMESSAGE(JTRC_PGM_TEXT, "%ux%u text PGM image")
JMESSAGE(JTRC_PPM, "%ux%u PPM image")
diff --git a/rdbmp.c b/rdbmp.c
index c053074..7a27cab 100644
--- a/rdbmp.c
+++ b/rdbmp.c
@@ -3,7 +3,7 @@
*. This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
@@ -64,6 +64,7 @@ typedef struct _bmp_source_struct {
JDIMENSION row_width;/* Physical width of scanlines in file */

    int bits_per_pixel;/* remembers 8- or 24-bit format */
+   int cmap_length; /* colormap length */
} bmp_source_struct;

@@ -124,6 +125,7 @@ get_8bit_row (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
{
   bmp_source_ptr source = (bmp_source_ptr) sinfo;
   register JSAMPARRAY colormap = source->colormap;
+   int cmaplen = source->cmap_length;
   JSAMPARRAY image_ptr;
   register int t;
   register JSAMPROW inptr, outptr;
@@ -140,6 +142,8 @@ get_8bit_row (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
     outptr = source->pub.buffer[0];
     for (col = cinfo->image_width; col > 0; col--) {
t = GETJSAMPLE(*inptr++);
+ if (t >= cmaplen)
+   ERREXIT(cinfo, JERR_BMP_OUTOFRange);
*outptr++ = colormap[0][t];/* can omit GETJSAMPLE() safely */
*outptr++ = colormap[1][t];
*outptr++ = colormap[2][t];
@@ -399,6 +403,7 @@ start_input_bmp (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
    source->colormap = (*cinfo->mem->alloc_sarray)
                ((j_common_ptr) cinfo, JPOOL_IMAGE,
                 (JDIMENSION) biClrUsed, (JDIMENSION) 3);
+   source->cmap_length = (int)biClrUsed;
/* and read it from the file */
    read_colormap(source, (int) biClrUsed, mapentrysize);
/* account for size of colormap */
diff --git a/rdppm.c b/rdppm.c
index 5da1646..59da2bb 100644
--- a/rdppm.c
+++ b/rdppm.c
@@ -76,7 +76,7 @@ typedef struct {
    JSAMPROW pixrow;/* FAR pointer to same */
    size_t buffer_width;/* width of I/O buffer */
    JSAMPLE *rescale;/* => maxval-remapping array, or NULL */
-  int maxval;
+  unsigned int maxval;
} ppm_source_struct;

typedef ppm_source_struct * ppm_source_ptr;
@@ -126,7 +126,7 @@ read_pbm_integer (j_compress_ptr cinfo, FILE * infile, int maxval)
}

if (val > maxval)
-  ERREXIT(cinfo, JERR_PPM_TOOLARGE);
+  ERREXIT(cinfo, JERR_PPM_OUTOFRange);

    return val;
}

2.17.2

Found in path(s):
*/

*/

* jcsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* 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 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.


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.

Found in path(s):
/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcsample.c
No license file was found, but licenses were detected in source scan.

Package: {__PKGNAME}
Version: {__VERSION}-{__BUILD}
Section: misc
Priority: optional
Architecture: {__ARCH}
Essential: no
Maintainer: The libjpeg-turbo Project [http://www.libjpeg-turbo.org]
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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/deb-control.tmpl
No license file was found, but licenses were detected in source scan.

/*
* jsimd_x86_64.c
* *
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 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
* x86_64 architecture.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_x86_64.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
; to do 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jdct.inc
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 (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.

******************************************************************************
** 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:

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.

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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.

*******************************************************************************
** 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.

==================================
Installation Directory
==================================

This document assumes that libjpeg-turbo will be installed in the default directory (/opt/libjpeg-turbo on Un*x and Mac systems and c:\libjpeg-turbo[-gcc][64] on Windows systems. If your installation of libjpeg-turbo resides in a different directory, then adjust the instructions accordingly.

==================================
Replacing libjpeg at Run Time
==================================

Un*x
----
If a Un*x application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by manipulating LD_LIBRARY_PATH. For instance:

[Using libjpeg]
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.392s
user 0m0.074s
sys 0m0.020s

[Using libjpeg-turbo]
> export LD_LIBRARY_PATH=/opt/libjpeg-turbo/{lib}:$LD_LIBRARY_PATH
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.109s
user 0m0.029s
sys 0m0.010s

({lib} = lib32 or lib64, depending on whether you wish to use the 32-bit or the 64-bit version of libjpeg-turbo.)

System administrators can also replace the libjpeg symlinks in /usr/lib* with links to the libjpeg-turbo dynamic library located in /opt/libjpeg-turbo/{lib}. This will effectively accelerate every application that uses the libjpeg dynamic library on the system.

Windows
-------

If a Windows application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by backing up the application’s copy of jpeg62.dll, jpeg7.dll, or jpeg8.dll (assuming the application has its own local copy of this library) and copying the corresponding DLL from libjpeg-turbo into the application’s install directory. The official libjpeg-turbo binary packages only provide jpeg62.dll. If the application uses jpeg7.dll or jpeg8.dll instead, then it will be necessary to build libjpeg-turbo from source (see "libjpeg v7 and v8 API/ABI Emulation" below.)

The following information is specific to the official libjpeg-turbo binary packages for Visual C++:

-- jpeg62.dll requires the Visual C++ 2008 C run-time DLL (msvcr90.dll). msvcr90.dll ships with more recent versions of Windows, but users of older Windows releases can obtain it from the Visual C++ 2008 Redistributable Package, which is available as a free download from Microsoft’s web site.

-- Features of the libjpeg API that require passing a C run-time structure, such as a file handle, from an application to the library will probably not
work with jpeg62.dll, unless the application is also built to use the Visual C++ 2008 C run-time DLL. In particular, this affects jpeg_stdio_dest() and jpeg_stdio_src().

Mac
---

Mac applications typically embed their own copies of the libjpeg dylib inside the (hidden) application bundle, so it is not possible to globally replace libjpeg on OS X systems. Replacing the application's version of the libjpeg dylib would generally involve copying libjpeg.*.dylib from libjpeg-turbo into the appropriate place in the application bundle and using install_name_tool to repoint the libjpeg-turbo dylib to its new directory. This requires an advanced knowledge of OS X and would not survive an upgrade or a re-install of the application. Thus, it is not recommended for most users.

========================================
Using libjpeg-turbo in Your Own Programs
========================================

For the most part, libjpeg-turbo should work identically to libjpeg, so in most cases, an application can be built against libjpeg and then run against libjpeg-turbo. On Un*x systems and Cygwin, you can build against libjpeg-turbo instead of libjpeg by setting

CPATH=/opt/libjpeg-turbo/include
and
LIBRARY_PATH=/opt/libjpeg-turbo/{lib}

({lib} = lib32 or lib64, depending on whether you are building a 32-bit or a 64-bit application.)

If using MinGW, then set

CPATH=/c/libjpeg-turbo-gcc[64]/include
and
LIBRARY_PATH=/c/libjpeg-turbo-gcc[64]/lib

Building against libjpeg-turbo is useful, for instance, if you want to build an application that leverages the libjpeg-turbo colorspace extensions (see below.) On Un*x systems, you would still need to manipulate LD_LIBRARY_PATH or create appropriate symlinks to use libjpeg-turbo at run time. On such systems, you can pass -R /opt/libjpeg-turbo/{lib} to the linker to force the use of libjpeg-turbo at run time rather than libjpeg (also useful if you want to leverage the colorspace extensions), or you can link against the libjpeg-turbo static library.

To force a Un*x or MinGW application to link against the static version of
libjpeg-turbo, you can use the following linker options:

-Wl,-Bstatic -ljpeg -Wl,-Bdynamic

On OS X, simply add /opt/libjpeg-turbo/lib/libjpeg.a to the linker command line.

To build Visual C++ applications using libjpeg-turbo, add c:\libjpeg-turbo[64]\include to the system or user INCLUDE environment variable and c:\libjpeg-turbo[64]\lib to the system or user LIB environment variable, and then link against either jpeg.lib (to use the DLL version of libjpeg-turbo) or jpeg-static.lib (to use the static version of libjpeg-turbo.)

=====================  
Colortype 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 colortype 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:

#ifndef 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 colortype" error. Applications can trap this error in order to test whether run-time support is available for the colortype extensions.
When using the RGBX, BGRX, XBGX, 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:

```
#ifdef JCS_ALPHA_EXTENSIONS
```

jcstest.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.

= 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 still 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 are not guaranteed to
be identical (the accuracy of the floating point DCT/IDCT is constant when
using libjpeg-turbo’s SIMD extensions, but otherwise, it can depend heavily on
the compiler and 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 a bit 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.

-- When using the floating point IDCT, for the reasons stated above and also because the floating point IDCT algorithm was modified in libjpeg v8a to improve accuracy.

-- 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/README-turbo.txt
No license file was found, but licenses were detected in source scan.

/*
* jdtrans.c

* Copyright (C) 1995-1997, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdtrans.c
No license file was found, but licenses were detected in source scan.

/

* jdphuff.c

* Copyright (C) 1995-1997, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdphuff.c
No license file was found, but licenses were detected in source scan.

/

* jcmaster.c

* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2010 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
 * wrbmp.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 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 stdout stream.
 *
 * This code contributed by James Arthur Boucher.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrbmp.c
No license file was found, but licenses were detected in source scan.

/*
 * jcapistd.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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcapistd.c
No license file was found, but licenses were detected in source scan.

*/

* transupp.h
*
* Copyright (C) 1997-2011, Thomas G. Lane, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.h
No license file was found, but licenses were detected in source scan.

*/

* jaricom.c
*
* Developed 1997-2009 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 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
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jaricom.c
No license file was found, but licenses were detected in source scan.

/*
 * 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegcomp.h
No license file was found, but licenses were detected in source scan.

/*
 * jdatasrc-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 *
 * Modifications:
 * Copyright (C) 2011, 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
 * 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatasrc-tj.c
No license file was found, but licenses were detected in source scan.

/*
 * jccolext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009-2012, D. R. Commander.
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolext.c
No license file was found, but licenses were detected in source scan.

/*
* jdatadst.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2012 by Guido Vollbeding.
* 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
* JOTETs 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
* cerror.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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cderror.h
No license file was found, but licenses were detected in source scan.

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 will blindly reject any library that is not versioned, so this was an attempt to make them happy.

[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...
[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 ARM v7s 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 MASKMOVQ 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.
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.

Added ARM v6 and ARM v7 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
[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_RGBX, 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)

 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.

 Created a new CMake-based build system for the Visual C++ and MinGW builds.

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

 jpgtest can now be used to test decompression performance with existing JPEG images.

 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.

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

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

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

 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.

 Added further protections against invalid Huffman codes.

 1.0.1

 ==

 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/ChangeLog.txt
No license file was found, but licenses were detected in source scan.

/*
 * jsimd_i386.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 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 x86 architecture.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_i386.c
No license file was found, but licenses were detected in source scan.

/*
 * jdmainct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 */
* Note that this code is bypassed in raw-data mode, since the application
* supplies the equivalent of the main buffer in that case.
*/

Found in path(s):
  * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmainct.c
No license file was found, but licenses were detected in source scan.

/*
* jinclude.h
*
* Copyright (C) 1991-1994, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jinclude.h
No license file was found, but licenses were detected in source scan.

/*
* rdgif.c
*
* Copyright (C) 1991-1997, 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 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.
*/

Found in path(s):
/*
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdgif.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
*
* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd.h
*/
No license file was found, but licenses were detected in source scan.

/*
* rdswitch.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* 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 fileRead quantization tables from text file
* -scans fileRead 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
*/

Found in path(s):
/*
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdswitch.c
*/
No license file was found, but licenses were detected in source scan.
; jcolsamp.inc - private declarations for color conversion & up/downsampling
;
; 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]

; pseudo-registers 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
%endif
%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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src-rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcolsamp.inc
No license file was found, but licenses were detected in source scan.

/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, 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 routines to write output images in Targa format.
 *
 * 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 Lee Daniel Crocker.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src-rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrtarga.c
No license file was found, but licenses were detected in source scan.

/*
 * wrgif.c
 *
 * Copyright (C) 1991-1997, 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 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.
* Copyright (C) 1989 by Jef Poskanzer.
* Permission to use, copy, modify, and distribute this software and its
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* that the above copyright notice appear in all copies and that both that
* copyright notice and this permission notice appear in supporting
* documentation. This software is provided "as is" without express or
* implied warranty.
*
* We are also 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."
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49TbdC/libjpeg-turbo-1.2.90/wrgif.c
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:
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Modifications:
Copyright (C) 2010, 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 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, 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
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
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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_widthWidth of image, in pixels
image_heightHeight of image, in pixels
input_componentsNumber of color channels (samples per pixel)
in_color_spaceColor 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

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:

```c
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:

```c
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:

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:

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.

If the defaults are appropriate, nothing need be done at this step.

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 (ie, 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.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

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
=================

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)
The FLOAT method is very slightly more accurate than the ISLOW method, but may give different results on different machines due to varying roundoff behavior. The integer methods should give the same results on all machines. On machines with sufficiently fast FP hardware, the floating-point method may also be the fastest. The IFAST method is considerably less accurate than the other two; its use is not recommended if high quality is a concern. JDCT_DEFAULT and JDCT_FASTEST are macros configurable by each installation.

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_colorspace() 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_colorspace() 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.

JDIMENSION jpeg_width
Actual dimensions of output image.

JDIMENSION jpeg_height

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
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:

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

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:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>J_COLOR_SPACE out_color_space</td>
<td>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.</td>
</tr>
<tr>
<td>unsigned int scale_num, scale_denom</td>
<td>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</td>
</tr>
</tbody>
</table>
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 the same as described above for compression.

**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_colorsphere(). 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_colorsphere() 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_colorsampler(), 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
YCC => 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<=YCC color 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 uninvetted 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:

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 framemishes. 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
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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

```
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
while (!jpeg_input_complete(&cinfo))
and the start-output call should read
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()
    }
```
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.
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 (i.e., 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
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 an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

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 APPO-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, namely 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 downsampled_width = 101 and width_in_blocks = 13 for Y, downsampled_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 frammish 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:

long pass_counter; /* work units completed in this pass */
long pass_limit; /* total number of work units in this pass */
int completed_passes; /* passes completed so far */
int total_passes; /* total number of passes expected */

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 completed_passes + (pass_counter/pass_limit)

--------------------------------------------------------
total_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

```c
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 (e.g., 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.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed,
DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().

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/coefficient. 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 colors 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. (If you need to include both 8- and 12-bit libraries in a single application, you could probably do it by defining NEED SHORT EXTERNAL NAMES for just one of the copies. You'd have to access the 8-bit and 12-bit copies from separate application source files. This is untested … if you try it, we'd like to hear whether it works!)

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, undefined 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, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

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.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

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

Notes for MS-DOS implementors
-----------------------------

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.
Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (e.g., about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/libjpeg.txt
No license file was found, but licenses were detected in source scan.

**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/libjpegturbo/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

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

If the TurboJPEG JNI library (libturbojpeg.so, libturbojpeg.jnilib, or turbojpeg.dll) is not installed under a system library directory or under a directory specified in LD_LIBRARY_PATH (Unix) or PATH (Windows), then you will need to pass an argument of -Djava.library.path={path_to_JNI_library} to java.

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/*
 * jdcoext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * 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.
 */

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/*
 * cdjpeg.h
 *
 * Copyright (C) 1994-1997, 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 common declarations for the sample applications
 * cjpeg and djpeg. It is NOT used by the core JPEG library.
 */

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; For conditions of distribution and use, see copyright notice in jsimdext.inc
; for more details.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfmmxfst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfss2fst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jimnxfst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jiss2fst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfss2fst.asm

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

/*
 * jsimddct.h
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 *
 * 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimddct.h

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/*
 * jcmarker.c
 *
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 * Copyright (C) 1991-1998, Thomas G. Lane.
* 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.
*/

/*

* jmembmgr.c
*
* Copyright (C) 1991-1997, 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 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...)
*/

/*

* jidctflt.c
*
* Copyright (C) 1994-1998, 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 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctflt.c
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/*
* Copyright (C)2009-2012 D. R. Commander. All Rights Reserved.
* 
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* modification, are permitted provided that the following conditions are met:
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*   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.
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* 
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* 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjunittest.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjbench.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd_none.c

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/*
 * jsimd_none.c
 *
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd_none.c
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libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/libjpeg-turbo.spec.in

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 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
 * ARM architecture.
 *
 * Based on the stubs from 'jsimd_none.c'
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_arm.c

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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 Frhling 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/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/testimages/nightshot_iso_100.txt
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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.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctfst.c
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/*
 * wrrle.c
 *
 * Copyright (C) 1991-1996, 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 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 stdout stream.
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrrle.c
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimdcpu.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jimxred.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jccolss2.asm
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jdmerss2.asm
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jccolss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcclrss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcqnts2f.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jj3dnflt.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jccolss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jj3dnflt.asm

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jcollmmx.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jdclrmmmx.asm
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* 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 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
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*/

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1.484 spring-aop 5.0.8.RELEASE

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* /opt/cola/permits/1136595050_1613806558.8/0/spring-aop-5-0-8-release-sources-2-jar/org/springframework/aop/config/SimpleBeanFactoryAwareAspectInstanceFactory.java
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* /opt/cola/permits/1136595050_1613806558.8/0/spring-aop-5-0-8-release-sources-2-jar/org/springframework/aop/framework/autoproxy/InfrastructureAdvisorAutoProxyCreator.java
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* /opt/cola/permits/1136595050_1613806558.8/0/spring-aop-5-0-8-release-sources-2-
  jar/org/springframework/aop/config/AspectEntry.java
* /opt/cola/permits/1136595050_1613806558.8/0/spring-aop-5-0-8-release-sources-2-
  jar/org/springframework/aop/AfterAdvice.java
* /opt/cola/permits/1136595050_1613806558.8/0/spring-aop-5-0-8-release-sources-2-
  jar/org/springframework/aop/framework/AopInfrastructureBean.java
* /opt/cola/permits/1136595050_1613806558.8/0/spring-aop-5-0-8-release-sources-2-
  jar/org/springframework/aop/RawTargetAccess.java
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  jar/org/springframework/aop/SpringProxy.java
* /opt/cola/permits/1136595050_1613806558.8/0/spring-aop-5-0-8-release-sources-2-
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  jar/org/springframework/aop/aspectj/annotation/SimpleMetadataAwareAspectInstanceFactory.java
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1.488 spring-security-web 5.0.4.RELEASE

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1.491 openjdk 1.8.0u242

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### xwd v1.0.7

### xwd utility

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*****************************************************************************
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include/GL/glext.h
include/GL/glxext.h
include/GL/wglxext.h :

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## Special Recognition ##

One of the key reasons we got delayed on the CentOS-6 release was lack of suitable build resources, especially when we had to repeatedly build large chunks of code. Norwood S came forward and worked with me to setup a large build machine, then tune the build process and help improve the overall build, test and validate process we were using. This build machine he donated to the project was about 5 times more capable than the entire buildsystem we had. And he did this out of his own pocket, from his own time, and has since upgraded the machine as well. It's now a 128GB, 48 core machine, with 4 SSD's and 4 sata disks : but the key metric is that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix, AZ, USA for his continued support for the project.

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The Red Hat developers, without whom CentOS would look very different

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* /opt/cola/permits/1130361751_1612550630.62/0/spring-messaging-5-0-5-release-sources-2-jar/org/springframework/messaging/simp/broker/DefaultSubscriptionRegistry.java
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 * Set the max pool size of the ThreadPoolExecutor.
<p><strong>NOTE:</strong> When an unbounded <br> [queueCapacity(int) queueCapacity] is configured (the default), the <br> max pool size is effectively ignored. See the "Unbounded queues" strategy <br> in [ThreadPoolExecutor ThreadPoolExecutor] for <br> more details. <br> By default this is set to [Integer.MAX_VALUE].</p>
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/EncoderException.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/EncoderException.java
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
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  jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
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*/
Utility class for \{ @link ByteBuf \} that encodes and decodes to and from
\<a href="http://en.wikipedia.org/wiki/Base64"\>Base64</a> notation.

The encoding and decoding algorithm in this class has been derived from
\<a href="http://iharder.sourceforge.net/current/java/base64/"\>Robert Harder's Public Domain
Base64 Encoder/Decoder</a>.

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 */

/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 *<p>
 *[@link LengthFieldBasedFrameDecoder] has many configuration parameters so
 *that it can decode any message with a length field, which is often seen in
 *proprietary client-server protocols. Here are some example that will give
 *you the basic idea on which option does what.
 *
 *<h3>2 bytes length field at offset 0, do not strip header</h3>
 *
 *The value of the length field in this example is <tt>12 (0x0C)</tt> which
 *represents the length of "HELLO, WORLD". By default, the decoder assumes
 *that the length field represents the number of the bytes that follows the
 *length field. Therefore, it can be decoded with the simplistic parameter
 *combination.
 *
 *<pre>
 *<b>lengthFieldOffset</b>   = <b>0</b>
 *<b>lengthFieldLength</b>   = <b>2</b>
 *lengthAdjustment    = 0
 *initialBytesToStrip = 0 (= do not strip header)
 *
 *BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
 * +--------+-----------------+ +--------+-----------------+
 * | Length | Actual Content |----->| Length | Actual Content |
 * | 0x000C | "HELLO, WORLD" | 0x000C | "HELLO, WORLD" |
 * +--------+-----------------+ +--------+-----------------+
 */
Because we can get the length of the content by calling 
* { ByteBuf#readableBytes() }, you might want to strip the length 
field by specifying <tt>initialBytesToStrip</tt>. In this example, we 
specified &lt;tt&gt;2&lt;/tt&gt;, that is same with the length of the length field, to 
strip the first two bytes.

* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C  | "HELLO, WORLD" |  | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>  

In most cases, the length field represents the length of the message body 
only, as shown in the previous examples. However, in some protocols, the 
length field represents the length of the whole message, including the 
message header. In such a case, we specify a non-zero 
&lt;tt&gt;lengthAdjustment&lt;/tt&gt;. Because the length value in this example message 
is always greater than the body length by &lt;tt&gt;2&lt;/tt&gt;, we specify &lt;tt&gt;-2&lt;/tt&gt; 
as &lt;tt&gt;lengthAdjustment&lt;/tt&gt; for compensation.

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E  | "HELLO, WORLD" |  | 0x000E  | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>  

The following message is a simple variation of the first example. An extra
* header value is prepended to the message. `<tt>lengthAdjustment</tt>` is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.

* `<pre>`
  * `<b>lengthFieldOffset</b> = `<b>2</b>` (= the length of Header 1)
  * `<b>lengthFieldLength</b> = `<b>3</b>`
  * `lengthAdjustment = 0`
  * `initialBytesToStrip = 0`

  * BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
  * +----------+----------+----------------+      +----------+----------+----------------+
  * | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
  * | 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |
  * +----------+----------+----------------+      +----------+----------+----------------+

* `<pre>`

* `<h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>`

* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive `<tt>lengthAdjustment</tt>` so that the decoder counts the extra
* header into the frame length calculation.

* `<pre>`
  * `lengthFieldOffset = 0`
  * `lengthFieldLength = 3`
  * `<b>lengthAdjustment</b> = `<b>2</b>` (= the length of Header 1)
  * `initialBytesToStrip = 0`

  * BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
  * +----------+----------+----------------+      +----------+----------+----------------+
  * |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
  * | 0x00000C | 0xCAFE   | "HELLO, WORLD" |      | 0x00000C | 0xCAFE   | "HELLO, WORLD" |
  * +----------+----------+----------------+      +----------+----------+----------------+

* `<pre>`

* `<h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>`

* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra
* header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero
* `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended
* header from the frame. If you don’t want to strip the prepended header, you
* could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.

* `<pre>`
  * `lengthFieldOffset = 1 (= the length of HDR1)`
  * `lengthFieldLength = 2`
* `<b>lengthAdjustment</b> = <b>1</b>` (= the length of HDR2)
* `<b>initialBytesToStrip</b> = <b>3</b>` (= the length of HDR1 + LEN)

* **BEFORE DECODE** (16 bytes)                  **AFTER DECODE** (13 bytes)

* +-------------------------------+-------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-------------------------------+-------------------------------+

* `<pre>`

* `<h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>`

* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into `<tt>lengthAdjustment</tt>`.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* `<pre>`

* `lengthFieldOffset = 1`
* `lengthFieldLength = 2`

* `<b>lengthAdjustment</b> = <b>-3</b>` (= the length of HDR1 + LEN, negative)
* `<b>initialBytesToStrip</b> = <b>3</b>`

* **BEFORE DECODE** (16 bytes)                  **AFTER DECODE** (13 bytes)

* +-------------------------------+-------------------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-------------------------------+-------------------------------+

* `<pre>`

* `@see LengthFieldPrepender`

*/

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* `/opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java`

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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-jar/io/netty/handler/codec/Headers.java
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1.jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1.jar/io/netty/handler/codec/compression/Lz4Constants.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1.jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
jar/io/netty/handler/codec/compression/Crc32c.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
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  jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/HeadersUtils.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
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  jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
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* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
  jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1095811275_1601503561.07/0/netty-codec-4-1-13-final-sources-1-
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*<p>
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jar/org/springframework/mail/javamail/JavaMailSenderImpl.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/cache/jcache/interceptor/AbstractJCacheKeyOperation.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/scheduling/quartz/LocalTaskExecutorThreadPool.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/cache/jcache/interceptor/AbstractFallbackJCacheOperationSource.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/cache/jcache/JCacheCache.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/scheduling/quartz/LocalDataSourceJobStore.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/mail/MailSendException.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/cache/jcache/interceptor/CacheResolverAdapter.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/cache/ehcache/EhCacheCache.java
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* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2.jar/org/springframework/cache/jcache/interceptor/AnnotationJCacheOperationSource.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2.jar/org/springframework/scheduling/quartz/SimpleThreadPoolTaskExecutor.java

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  jar/org/springframework/ui/freemarker/FreeMarkerTemplateUtils.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/AbstractCacheInterceptor.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/DefaultCacheKeyInvocationContext.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/config/JCacheConfigurer.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/BeanFactoryJCacheOperationSourceAdvisor.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CacheResultOperation.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/config/CacheConfigurer.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CacheResultInvocationContext.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/mail/MailSender.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/SimpleExceptionCacheResolver.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CacheRemoveOperation.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/mail/javamail/JavaMailSender.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/EhCacheManagerUtils.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CachePutOperation.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CacheRemoveAllOperation.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/scheduling/quartz/QuartzJobBean.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CacheRemoveEntryInterceptor.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CacheRemoveAllInterceptor.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/mail/javamail/InternetAddressEditor.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/CacheOperationSource.java
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* /opt/cola/permits/1612607172.08/0/spring-context-support-5.0.5-release-sources-2.jar/org/springframework/cache/transaction/AbstractTransactionSupportingCacheManager.java
* /opt/cola/permits/1612607172.08/0/spring-context-support-5.0.5-release-sources-2.jar/org/springframework/mail/MailParseException.java
* /opt/cola/permits/1612607172.08/0/spring-context-support-5.0.5-release-sources-2.jar/org/springframework/scheduling/commonj/DelegatingWork.java
* /opt/cola/permits/1612607172.08/0/spring-context-support-5.0.5-release-sources-2.jar/org/springframework/scheduling/commonj/DelegatingTimerListener.java
* /opt/cola/permits/1612607172.08/0/spring-context-support-5.0.5-release-sources-2.jar/org/springframework/scheduling/quartz/JobMethodInvocationFailedException.java
* /opt/cola/permits/1612607172.08/0/spring-context-support-5.0.5-release-sources-2.jar/org/springframework/scheduling/quartz/DelegatingJob.java
* /opt/cola/permits/1612607172.08/0/spring-context-support-5.0.5-release-sources-2.jar/org/springframework/mail/MailAuthenticationException.java

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jar/org/springframework/cache/jcache/interceptor/DefaultJCacheOperationSource.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
jar/org/springframework/cache/jcache/interceptor/JCacheOperation.java

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#################################################################
# Defaults for the Java Activation Framework (revised).
# Modified extensions registered in this file:
# text/plain c c++ cpp pl cc h
# image/png
#
# text/html htm HTML HTMLT
# text/plain TXT TEXT java c c++ cpp pl cc h
# image/gif GIF
# image/jpeg jpg jpe JPG
# image/tiff tif
# image/x-xwindowdump xwd
# application/postscript eps ps
# application/x-rft
# application/x-tex
# application/x-texinfo texi
# application/x-troff tr roff
# audio/basic au
# audio/midi midi mid
# audio/x-aiff aiff
# audio/x-mpeg mpg
# audio/x-wav wav
# video/mpeg mpg mpe
# video/quicktime mov
# video/x-msvideo avi

# TEXT TYPES

text/x-speech talk

text/css

text/csv

# IMAGE TYPES
# X-Windows bitmap (b/w)
image/x-xbitmap
# X-Windows pixelmap (8-bit color)
image/x-xpixmap
# Portable Network Graphics
image/png
# Image Exchange Format (RFC 1314)
image/ief
# RGB
image/rgb
# Group III Fax (RFC 1494)
image/g3fax
# X Windowdump format
image/x-xwindowdump
# Macintosh PICT format
image/x-pict
# PPM (UNIX PPM package)
image/x-portable-pixmpppm
# PGM (UNIX PPM package)
image/x-portable-graymappgm
# PBM (UNIX PPM package)
image/x-portable-bitmappbm
# PNM (UNIX PPM package)
image/x-portable-anymppnm
# Microsoft Windows bitmap
image/x-ms-bmp
# CMU raster
image/x-cmu-rasterras
# Kodak Photo-CD
image/x-photo-cdpcd
# Computer Graphics Metafile
image/cgm
# CALS Type 1 or 2
image/x-calsmil cal
# Fractal Image Format (Iterated Systems)
image/fif
# QuickSilver active image (Micrografx)
image/x-mgx-dsf
# CMX vector image (Corel)
image/x-cmxcmx
# Wavelet-compressed (Summus)
image/waveletwi
# AutoCad Drawing (SoftSource)
image/vnd.dwg
# AutoCad DXF file (SoftSource)
image/vnd.dxf
# Simple Vector Format (SoftSource)
image/vnd.svf
# AUDIO/VOICE/MUSIC RELATED TYPES

# ""basic"" audio - 8-bit u-law PCM
audio/basic

# Macintosh audio format (Apple)
audio/x-aiff aiff aifc

# Microsoft audio
audio/x-wav wav

# MPEG audio
audio/x-mpegmpa abs mpega

# MPEG-2 audio
audio/x-mpeg-2mp2a mpa2

# compressed speech (Echo Speech Corp.)
audio/echospeeches

# Toolvox speech audio (Voxware)
audio/voxwarevox

# Rapid Transit compressed audio (Fast Man)
application/fastmanlcc

# Real audio (Progressive Networks)
application/x-pn-realaudio ram

# MIDI music data
x-music/x-midi

# Koan music data (SSeyo)
application/vnd.koan skp

# Speech synthesis data (MVP Solutions)
text/x-speechtalk

# VIDEO TYPES

# MPEG video
video/mpeg
video/mpeg-2 video
video/mpeg-2mpv2 mp2v

# Macintosh Quicktime
video/quicktimeqt mov

# Microsoft video
video/x-msvideo avi

# SGI Movie format
video/x-sgi-movie

# VDOlive streaming video (VDOnet)
video/vdovdo

# Vivo streaming video (Vivo software)
video/vnd.vivo viv

# SPECIAL HTTP/WEB APPLICATION TYPES

# Proxy autoconfiguration (Netscape browsers)
application/x-ns-proxy-autoconfigpac
# Netscape Cooltalk chat data (Netscape)
x-conference/x-cooltalkice

# TEXT-RELATED

# PostScript
text/ps

# Microsoft Rich Text Format
text/rtf

# Adobe Acrobat PDF
text/pdf

# Maker Interchange Format (FrameMaker)
text/vnd.mifmif

# Troff document
text/x-troff

# Troff document with MAN macros
text/x-troff-man

# Troff document with ME macros
text/x-troff-meme

# Troff document with MS macros
text/x-troff-ms

# LaTeX document
text/x-latex

# Tex/LateX document
text/x-tex

# GNU TexInfo document
text/x-texinfo

# TeX dvi format
text/x-dvi

# MS word document
text/msword

# Office Document Architecture
text/vnd.msword

# Envoy Document
text/envoy

# ARCHIVE/COMPRESSED ARCHIVES

# Gnu tar format
text/x-gtar

# 4.3BSD tar format
text/x-tartar

# POSIX tar format
text/x-ustar

# Old CPIO format
text/x-cpio

# POSIX CPIO format
application/x-cpio
# UNIX sh shell archive
application/x-shar
# DOS/PC - Pkzipped archive
application/zip
# Macintosh Binhexed archive
application/mac-binhex40
# Macintosh Stuffit Archive
application/x-stuffit
# Fractal Image Format
application/fractals
# "Binary UUencoded"
application/octet-stream
# PC executable
application/octet-stream
# "WAIS ""sources""
application/x-wais-sources
# NCSA HDF data format
application/hdf

# DOWNLOADABLE PROGRAM/SCRIPTS

# Javascript program
text/javascript
application/javascript
# UNIX bourne shell program
application/x-sh
# UNIX c-shell program
application/x-csh
# Perl program
application/x-perl
# Tcl (Tool Control Language) program
application/x-tcl

# ANIMATION/MULTIMEDIA

# FutureSplash vector animation (FutureWave)
application/futuresplash
# mBED multimedia data (mBED)
application/mbedlet
# PowerMedia multimedia (RadMedia)
application/x-rad-powermediarad

# PRESENTATION

# PowerPoint presentation (Microsoft)
application/mspowerpoint
# ASAP WordPower (Software Publishing Corp.)
application/x-asap
# Astound Web Player multimedia data (GoldDisk)
application/astoundasnn

# SPECIAL EMBEDDED OBJECT

# OLE script e.g. Visual Basic (Ncompass)
application/x-olescriptaxs
# OLE Object (Microsoft/NCompass)
application/x-oleobjectods
# OpenScape OLE/OCX objects (Business@Web)
x-form/x-openscapeopp
# Visual Basic objects (Amara)
application/x-webbasicwba
# Specialized data entry forms (Alpha Software)
application/x-alpha-formfrmf
# client-server objects (Wayfarer Communications)
x-script/x-wfxclientwfx

# GENERAL APPLICATIONS

# Undefined binary data (often executable progs)
application/octet-stream exe com
# Pointcast news data (Pointcast)
application/x-pcnpcn
# Excel spreadsheet (Microsoft)
application/vnd.ms-excelxls
# PowerPoint (Microsoft)
application/vnd.ms-powerpointppt
# Microsoft Project (Microsoft)
application/vnd.ms-projectmpp
# SourceView document (Dataware Electronics)
application/vnd.svd svdsvd
# Net Install - software install (20/20 Software)
application/x-net-installins
# Carbon Copy - remote control/access (Microcom)
application/ccvccv
# Spreadsheets (Visual Components)
workbook/formulaonevts

# 2D/3D DATA/VIRTUAL REALITY TYPES

# VRML data file
x-world/x-vrmlwrl vrml
# WIRL - VRML data (VREAM)
x-world/x-vreamvrew
# Play3D 3d scene data (Play3D)
application/x-p3dp3d
# Viscape Interactive 3d world data (Superscape)
x-world/x-svrsvr
# WebActive 3d data (Plastic Thought)
x-world/x-wvrrwvr
# QuickDraw3D scene data (Apple)
x-world/x-3dmf3dmf

# SCIENTIFIC/MATH/CAD TYPES

# Mathematica notebook
application/mathematica
# Computational meshes for numerical simulations
x-model/x-meshmsh
# Vis5D 5-dimensional data
application/vis5dv5d
# IGES models -- CAD/CAM (CGM) data
application/igesigs
# Autocad WHIP vector drawings
drawing/x-dwfdwf

Found in path(s):
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/mail/javamail/mime.types
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  jar/org/springframework/cache/jcache/interceptor/CacheResultInterceptor.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/cache/caffeine/CaffeineCacheManager.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
  jar/org/springframework/scheduling/commonj/TimerManagerAccessror.java
* /opt/cola/permits/1130502871_1612607172.08/0/spring-context-support-5-0-5-release-sources-2-
1.506 commons-logging 1.2

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1.512 centos-release-virt-common 1-1.el7.centos

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Summary: Common release file to establish shared metadata for CentOS Virt SIG
Name: centos-release-virt-common
Epoch: 0
Version: 1
Release: 1%{?dist}
License: GPL
Group: System Environment/Base
Source0: RPM-GPG-KEY-CentOS-SIG-Virtualization
URL: http://wiki.centos.org/SpecialInterestGroup/Virtualization
BuildArch: noarch

Provides: centos-release-virt-common
Requires: centos-release

BuildRoot: %{_tmppath}/%{name}-root

%description
Common files needed by other centos-release components in the Virtualization SIG

%prep
%setup -q -n %{name} -T -c

%install
rm -rf $RPM_BUILD_ROOT
mkdir -p $RPM_BUILD_ROOT/etc/pki/rpm-gpg/
install -m 644 %SOURCE0 $RPM_BUILD_ROOT/etc/pki/rpm-gpg/

%clean
rm -rf $RPM_BUILD_ROOT

%files
%defattr(-,root,root)
/etc/pki/rpm-gpg/RPM-GPG-KEY-CentOS-SIG-Virtualization

%changelog
* Thu Sep 3 2015 Karanbir Singh <kbsingh@centos.org> - 1-1
- Basic setup with the gpg key

Found in path(s):
* /opt/cola/permits/1125758619_1615478070.29/0/centos-release-virt-common-1-1.el7.centos-1.src.rpm-cosi-expand-archive-DqUjmHcu/centos-release-virt-common.spec

1.513 spring-boot-starter-tomcat
2.0.3.RELEASE

1.513.1 Available under license:
No license file was found, but licenses were detected in source scan.

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&lt;url&gt;http://www.apache.org/licenses/LICENSE-2.0&lt;/url&gt;

Found in path(s):
* /opt/cola/permits/1121338419_1610113888.04/0/spring-boot-starter-tomcat-2-0-3-release-sources-1-jar/META-INF/maven/org.springframework.boot/spring-boot-starter-tomcat/pom.xml

1.514 less 458 9.el7

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1.527 jackson-module-afterburner 2.6.3

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1.530 perl-parent 0.225-244.el7

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(encoding utf8)

=head1 NAME

parent - Establish an ISA relationship with base classes at compile time

=head1 SYNOPSIS

package Baz;
use parent qw(Foo Bar);
DESCRIPTION

Allows you to both load one or more modules, while setting up inheritance from those modules at the same time. Mostly similar in effect to

```perl
package Baz;
BEGIN {
    require Foo;
    require Bar;
    push @ISA, qw(Foo Bar);
}
```

By default, every base class needs to live in a file of its own. If you want to have a subclass and its parent class in the same file, you can tell `parent` not to load any modules by using the `-norequire` switch:

```perl
package Foo;
sub exclaim { "I CAN HAS PERL" }

package DoesNotLoadFooBar;
use parent -norequire, 'Foo', 'Bar';
# will not go looking for Foo.pm or Bar.pm
```

This is equivalent to the following code:

```perl
package Foo;
sub exclaim { "I CAN HAS PERL" }

package DoesNotLoadFooBar;
push @DoesNotLoadFooBar::ISA, 'Foo', 'Bar';
```

This is also helpful for the case where a package lives within a differently named file:

```perl
package MyHash;
use Tie::Hash;
use parent -norequire, 'Tie::StdHash';
```

This is equivalent to the following code:

```perl
package MyHash;
require Tie::Hash;
push @ISA, 'Tie::StdHash';
```

If you want to load a subclass from a file that `require` would not consider an eligible filename (that is, it does not end in either `.pm` or `.pmc`), use the following code:
package MySecondPlugin;
require './plugins/custom.plugin'; # contains Plugin::Custom
use parent -norequire, 'Plugin::Custom';

=head1 DIAGNOSTICS

=over 4

=item Class 'Foo' tried to inherit from itself

Attempting to inherit from yourself generates a warning.

    package Foo;
    use parent 'Foo';

=back

=head1 HISTORY

This module was forked from L<base> to remove the cruft
that had accumulated in it.

=head1 CAVEATS

=head1 SEE ALSO

L<base>

=head1 AUTHORS AND CONTRIBUTORS

Rafaël Garcia-Suarez, Bart Lateur, Max Maischein, Anno Siegel, Michael Schwern

=head1 MAINTAINER

Max Maischein C< corion@cpan.org >

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/**
 * Return the web session for the current request. Always guaranteed to
 * return an instance either matching to the session id requested by the
 * client, or with a new session id either because the client did not
 * specify one or because the underlying session had expired. Use of this
 * method does not automatically create a session. See { @link WebSession}
 * for more details.
 */

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# The table below contains both registered and (common) unregistered types.
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# identify "new" types. File extensions are also commonly used to indicate
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#
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# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
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application/andrew-insetez
# application/applefile
application/applixwareaw
# application/atf
# application/atfx
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application/atomcat+xml
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# application/auth-policy+xml
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# application/beep+xml
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# application/csta+xml
# application/cstadata+xml
# application/cu-seeme
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# application/cybercash
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application/davmount+xmldavmount
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# application/dcd
# application/dec-dx
# application/dialog-info+xml
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# application/dii
# application/dit
# application/dns
application/docbook+xml
# application/dskpp+xml
application/dssc+der
ttdssc
application/dssc+xml	xdssc
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application/ecmascript	ecma
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# application/edi-x12
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# application/jwk-set+json
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# application/news-groupinfo
# application/news-transmission
# application/nlsml+xml
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# application/ocsp-response
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application/pgp-signatureasc sig
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# application/set-registration
application/set-registration-initiation:
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# application/sgml-open-catalog
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# application/simple-message-summary
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sru
application/ssdl+xml:
ssdl
application/ssml+xml:
ssml
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# application/tamp-sequence-adjust-confirm
# application/tamp-status-query
# application/tamp-status-response
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# application/tamp-update-confirm
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tei-corporus
application/thraud+xml:
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# application/timestamp-reply
application/timestamped-data:
# application/ttml+xml
# application/tve-trigger
# application/ulpfec
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application/x-nzb-nzb
application/x-pkcs12-p12-pfx
application/x-pkcs7-certificates-p7b-spe
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<td>RAR compressed file</td>
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<td>SH shell script</td>
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<td>Shockwave Flash</td>
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<td>Silverlight XAP file</td>
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<td>SQL database</td>
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<td>STUFFIT Stuffs archives</td>
<td>.sit, .sitx</td>
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<td>SubRip32 subtitle files</td>
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<td>External XML</td>
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<td>XML Patch</td>
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Open Source Used In Network Insights Resources Network Insights 5.1 5275

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# message/external-body
# message/feedback-report
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# video/vnd.directv.mpeg-tts
# video/vnd.dlna.mpeg-tts
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  jar/org/springframework/http/mime.types

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  jar/org/springframework/web/server/WebFilter.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-
  jar/org/springframework/web/method/annotation/RequestHeaderMethodArgumentResolver.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-
  jar/org/springframework/web/filter/OncePerRequestFilter.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-
  jar/org/springframework/http/converter/HttpMessageNotWritableException.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/cors/CorsUtils.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/converter/HttpMessageNotReadableException.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/cors/CorsProcessor.java
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* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/context/request/DestructionCallbackBindingListener.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/HttpMessage.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/server/WebFilterChain.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/converter/HttpMessageConversionException.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/context/request/RequestContextListener.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/client/AbstractClientHttpRequestFactoryWrapper.java
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* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/bind/annotation/SessionAttributes.java
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* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/client/BufferingHttpClientRequestFactory.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/multipart/MultipartResolver.java

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* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/client/AbstractClientHttpRequest.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/context/support/ServletConfigPropertySource.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/remoting/caucho/SimpleHessianServiceExporter.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/context/support/ServletContextPropertySource.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/server/ServerHttpAsyncRequestControl.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/context/ConfigurableWebApplicationContext.java
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* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/HttpHeaders.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/http/codec/multipart/MultipartHttpMessageWriter.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/cors/DefaultCorsProcessor.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/cors/DefaultCorsProcessor.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/server/i18n/FixedLocaleContextResolver.java
* /opt/cola/permits/1136594770_1613806566.67/0/spring-web-5-0-8-release-sources-2-jar/org/springframework/web/server/reactive/DefaultServerHttpRequestBuilder.java
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jar/org/springframework/http/converter/protobuf/ExtensionRegistryInitializer.java

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 */

/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its {link ChannelPipeline}.
 *
 * <h3>Sub-types</h3>
 * <p>
 * {link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>{link ChannelInboundHandler} to handle inbound I/O events, and
 * <li>{link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * </ul>
 * </p>
 * <p>
 * Alternatively, the following adapter classes are provided for your convenience:
 * <ul>
 * <li>{link ChannelInboundHandlerAdapter} to handle inbound I/O events,
 * <li>{link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and
 * <li>{link ChannelDuplexHandler} to handle both inbound and outbound events
 * </ul>
 * </p>
 * <p>
 * For more information, please refer to the documentation of each subtype.
 * </p>
 *
 * <h3>The context object</h3>
 * <p>
 * A {link ChannelHandler} is provided with a {link ChannelHandlerContext} object. A {link ChannelHandler} is supposed to interact with the
 * {link ChannelPipeline} it belongs to via a context object. Using the
 * context object, the {link ChannelHandler} can pass events upstream or
 * downstream, modify the pipeline dynamically, or store the information
 * (using {link AttributeKey}s) which is specific to the handler.
 */
A `ChannelHandler` often needs to store some stateful information. The simplest and recommended approach is to use member variables:

```java
public interface Message {
    // your methods here
}

public class DataServerHandler extends SimpleChannelInboundHandler<Message> {
    private boolean loggedIn;

    @Override
    public void channelRead0(ChannelHandlerContext ctx, Message message) {
        Channel ch = ctx.getChannel();
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else if (message instanceof GetDataMessage) {
            if (loggedIn) {
                ch.write(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }

    // Create a new handler instance per channel.
    // See ChannelInitializer#initChannel(Channel).
    public class DataServerInitializer extends ChannelInitializer<Channel> {
        @Override
        public void initChannel(Channel channel) {
            channel.pipeline().addLast("handler", new DataServerHandler());
        }
    }
}
```

Because the handler instance has a state variable which is dedicated to one connection, you have to create a new handler instance for each new channel to avoid a race condition where an unauthenticated client can get the confidential information:

```java
// Using AttributeKeys
```
Although it's recommended to use member variables to store the state of a handler, for some reason you might not want to create many handler instances. In such a case, you can use `AttributeKey`s which is provided by `ChannelHandlerContext`:

```java
public interface Message {
    // your methods here
}

@Sharable
public class DataServerHandler extends SimpleChannelInboundHandler<Message> {
    private final AttributeKey<Boolean> auth = AttributeKey.valueOf("auth");

    @Override
    public void channelRead(ChannelHandlerContext ctx, Message message) {
        Attribute<Boolean> attr = ctx.attr(auth);
        Channel ch = ctx.channel();
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) o);
            attr.set(true);
        } else if (message instanceof GetDataMessage) {
            if (Boolean.TRUE.equals(attr.get())) {
                ch.write(fetchSecret((GetDataMessage) o));
            } else {
                fail();
            }
        }
    }
    ...
}

private final DataServerHandler SHARED = new DataServerHandler();

public class DataServerInitializer extends ChannelInitializer<Channel> {
    @Override
    public void initChannel(Channel channel) {
        channel.pipeline().addLast("handler", SHARED);
    }
    ...
}
```

Now that the state of the handler is attached to the `ChannelHandlerContext`, you can add the same handler instance to different pipelines:
* <h4>The `@Sharable` annotation</h4>
* <p>
* In the example above which used an `@link AttributeKey`,
* you might have noticed the `@code @Sharable` annotation.
* <p>
* If a `@link ChannelHandler` is annotated with the `@code @Sharable` 
* annotation, it means you can create an instance of the handler just once and 
* add it to one or more `@link ChannelPipeline`'s multiple times without 
* a race condition.
* <p>
* If this annotation is not specified, you have to create a new handler 
* instance every time you add it to a pipeline because it has unshared state 
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like 
* <p>
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the `@link ChannelHandler`, and 
* `@link ChannelPipeline` to find out more about inbound and outbound operations, 
* what fundamental differences they have, how they flow in a pipeline, and how to handle 
* the operation in your application.
* */

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jar/io/netty/channel/socket/InternetProtocolFamily.java
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jar/io/netty/channel/oio/OioEventLoopGroup.java
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* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/SimpleChannelPool.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/DefaultMaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/MaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/DefaultMaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/package-info.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java

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* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java

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/* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-
jar/io/netty/bootstrap/ServerBootstrapConfig.java
/* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-
jar/io/netty/channel/socket/DuplexChannel.java
/* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-
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/* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-
jar/io/netty/channel/local/PreferHeapByteBufAllocator.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/ChannelInboundInvoker.java
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* /opt/cola/permits/1095812350_1601503566.22/0/netty-transport-4-1-13-final-sources-2-jar/io/netty/channel/DefaultSelectStrategy.java

### 1.536 jackson-jaxrs 2.6.3

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jar/org/springframework/aop/framework/aop/config/ScopedProxyBeanDefinitionDecorator.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/support/JdkRegexpMethodPointcut.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/Pointcut.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/target/AbstractLazyCreationTargetSource.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/framework/AopProxyFactory.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/MethodBeforeAdvice.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/target/PoolingConfig.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/config/SpringConfiguredBeanDefinitionParser.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/adapter/GlobalAdvisorAdapterRegistry.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/adapter/AdvisorAdapterRegistry.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/config/AopNamespaceHandler.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/Scope/ScopedObject.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/aop/Scope/ScopedObject.java
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* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/config/ConfigBeanDefinitionParser.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/framework/ProxyProcessorSupport.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/framework/AdvisedSupport.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/aspectj/annotation/ReflectiveAspectAdvisorFactory.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/framework/autoproxy/target/AbstractBeanFactoryBasedTargetSourceCreator.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/aspectj/SimpleAspectInstanceFactory.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/framework/adapter/DefaultAdvisorAdapterRegistry.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/aspectj/DeclareParentsAdvisor.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/framework/autoproxy/AbstractAutoProxyCreator.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/support/StaticMethodMatcherPointcutAdvisor.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/support/AopUtils.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/aspectj/AspectJAwareAdvisorAutoProxyCreator.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-jar/org/springframework/aop/support/DefaultIntroductionAdvisor.java

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jar/org/springframework/aop/IntroductionAwareMethodMatcher.java
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/opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1.jar/org/springframework/aop/framework/ProxyFactoryBean.java
/opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1.jar/org/springframework/aop/aspectj/annotation/InstantiationModelAwarePointcutAdvisorImpl.java
/opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1.jar/org/springframework/aop/target/CommonsPool2TargetSource.java
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/opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1.jar/org/springframework/aop/aspectj/TypePatternClassFilter.java
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/opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1.jar/org/springframework/aop/aspectj/annotation/AbstractAspectJAdvisorFactory.java
/opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1.jar/org/springframework/aop/framework/adapter/InfrastructureAdvisorAutoProxyCreator.java
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/opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1.jar/org/springframework/aop/framework/support/AnnotationClassFilter.java
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jar/org/springframework/aop/config/AbstractInterceptorDrivenBeanDefinitionDecorator.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/support/MethodMatchers.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/autoproxy/DefaultAdvisorAutoProxyCreator.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/AbstractSingletonProxyFactoryBean.java
* /opt/cola/permits/1110784633_1606853542.92/0/spring-aop-5-0-5-release-sources-1-
jar/org/springframework/aop/framework/annotation/AnnotationMethodMatcher.java

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1.539 perl-pathtools 3.40-5.el7

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=back

=head1 EXIT CODES

If all your tests passed, Test::Builder will exit with zero (which is normal). If anything failed it will exit with how many failed. If you run less (or more) tests than you planned, the missing (or extras) will be considered failures. If no tests were ever run Test::Builder will throw a warning and exit with 255. If the test died, even after having successfully completed all its tests, it will still be
considered a failure and will exit with 255.

So the exit codes are...

0   all tests successful
255 test died
any other number how many failed (including missing or extras)

If you fail more than 254 tests, it will be reported as 254.

=head1 NOTES

Test::More is B<explicitly> tested all the way back to perl 5.004.

=head1 BUGS and CAVEATS

=over 4

=item Threads

Test::More will only be aware of threads if "use threads" has been done
I<before> Test::More is loaded. This is ok:

    use threads;
    use Test::More;

This may cause problems:

    use Test::More
    use threads;

=item Making your own ok()

If you are trying to extend Test::More, don't. Use Test::Builder instead.

=item The eq_* family has some caveats.

=item Test::Harness upgrade

no_plan and todo depend on new Test::Harness features and fixes. If
you're going to distribute tests that use no_plan or todo your
end-users will have to upgrade Test::Harness to the latest one on
CPAN. If you avoid no_plan and TODO tests, the stock Test::Harness
will work fine.

Installing Test::More should also upgrade Test::Harness.
This is a case of convergent evolution with Joshua Pritikin's Test module. I was largely unaware of its existence when I'd first written my own ok() routines. This module exists because I can't figure out how to easily wedge test names into Test's interface (along with a few other problems).

The goal here is to have a testing utility that's simple to learn, quick to use and difficult to trip yourself up with while still providing more flexibility than the existing Test.pm. As such, the names of the most common routines are kept tiny, special cases and magic side-effects are kept to a minimum. WYSIWYG.

L<Test::Simple> if all this confuses you and you just want to write some tests. You can upgrade to Test::More later (it's forward compatible).

L<Test> is the old testing module. Its main benefit is that it has been distributed with Perl since 5.004_05.

L<Test::Harness> for details on how your test results are interpreted by Perl.

L<Test::Differences> for more ways to test complex data structures. And it plays well with Test::More.

L<Test::Class> is like XUnit but more perlish.

L<Test::Deep> gives you more powerful complex data structure testing.

L<Test::Unit> is XUnit style testing.

L<Test::Inline> shows the idea of embedded testing.

L<Bundle::Test> installs a whole bunch of useful test modules.

Michael G Schwern E<lt>schwern@pobox.comE<gt> with much inspiration
from Joshua Pritikin's Test module and lots of help from Barrie
Slaymaker, Tony Bowden, blackstar.co.uk, chromatic and the perl-qa gang.

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  gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/t/lib/Test/More.pm
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=head1 NAME

File::Spec::OS2 - methods for OS/2 file specs

=head1 SYNOPSIS

require File::Spec::OS2; # Done internally by File::Spec if needed

=head1 DESCRIPTION

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the
implementation of these methods, not the semantics.

Amongst the changes made for OS/2 are...

=over 4

=item tmpdir

Modifies the list of places temp directory information is looked for.

  $ENV[TMPDIR]
  $ENV[TEMP]
  $ENV[TMP]
  /tmp
  /

=item splitpath
Volumes can be drive letters or UNC sharenames (\server\share).

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=head1 NAME

Cwd - get pathname of current working directory

=head1 SYNOPSIS

use Cwd;
my $dir = getcwd;

use Cwd 'abs_path';
my $abs_path = abs_path($file);

=head1 DESCRIPTION

This module provides functions for determining the pathname of the current working directory. It is recommended that getcwd (or another *cwd() function) be used in I<all> code to ensure portability.

By default, it exports the functions cwd(), getcwd(), fastcwd(), and fastgetcwd() (and, on Win32, getdcwd()) into the caller's namespace.

=head2 getcwd and friends

Each of these functions are called without arguments and return the absolute path of the current working directory.

=over 4
=item getcwd

    my $cwd = getcwd();

Returns the current working directory.

Exposes the POSIX function getcwd(3) or re-implements it if it's not available.

=item cwd

    my $cwd = cwd();

The cwd() is the most natural form for the current architecture. For most systems it is identical to `pwd` (but without the trailing line terminator).

=item fastcwd

    my $cwd = fastcwd();

A more dangerous version of getcwd(), but potentially faster.

It might conceivably chdir() you out of a directory that it can't chdir() you back into. If fastcwd encounters a problem it will return undef but will probably leave you in a different directory. For a measure of extra security, if everything appears to have worked, the fastcwd() function will check that it leaves you in the same directory that it started in. If it has changed it will C<die> with the message "Unstable directory path, current directory changed unexpectedly". That should never happen.

=item fastgetcwd

    my $cwd = fastgetcwd();

The fastgetcwd() function is provided as a synonym for cwd().

=item getdcwd

    my $cwd = getdcwd();
    my $cwd = getdcwd('C:');

The getdcwd() function is also provided on Win32 to get the current working directory on the specified drive, since Windows maintains a separate current working directory for each drive. If no drive is specified then the current drive is assumed.
This function simply calls the Microsoft C library _getdcwd() function.

=head2 abs_path and friends

These functions are exported only on request. They each take a single argument and return the absolute pathname for it. If no argument is given they'll use the current working directory.

=item abs_path

my $abs_path = abs_path($file);

Uses the same algorithm as getcwd(). Symbolic links and relative-path components ("." and ".") are resolved to return the canonical pathname, just like realpath(3).

=item realpath

my $abs_path = realpath($file);

A synonym for abs_path().

=item fast_abs_path

my $abs_path = fast_abs_path($file);

A more dangerous, but potentially faster version of abs_path.

=head2 $ENV{PWD}

If you ask to override your chdir() built-in function,

use Cwd qw(chdir);

then your PWD environment variable will be kept up to date. Note that it will only be kept up to date if all packages which use chdir import it from Cwd.

=head1 NOTES
Since the path separators are different on some operating systems ('/' on Unix, ':' on MacPerl, etc...) we recommend you use the File::Spec modules wherever portability is a concern.

Actually, on Mac OS, the C<getcwd()>, C<fastgetcwd()> and C<fastcwd()> functions are all aliases for the C<cwd()> function, which, on Mac OS, calls `pwd`. Likewise, the C<abs_path()> function is an alias for C<fast_abs_path()>.

AUTHOR

Originally by the perl5-porters.

Maintained by Ken Williams <KWILLIAMS@cpan.org>

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SEE ALSO

L<File::chdir>

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Test::Simple will start by printing number of tests run in the form "1..M" (so "1..5" means you're going to run 5 tests). This strange format lets Test::Harness know how many tests you plan on running in case something goes horribly wrong.

If all your tests passed, Test::Simple will exit with zero (which is normal). If anything failed it will exit with how many failed. If you run less (or more) tests than you planned, the missing (or extras) will be considered failures. If no tests were ever run Test::Simple will throw a warning and exit with 255. If the test died, even after having successfully completed all its tests, it will still be considered a failure and will exit with 255.

So the exit codes are...

- 0: all tests successful
- 255: test died
- any other number: how many failed (including missing or extras)

If you fail more than 254 tests, it will be reported as 254.

This module is by no means trying to be a complete testing system. It's just to get you started. Once you're off the ground its recommended you look at L<Test::More>.

=head1 EXAMPLE

Here's an example of a simple .t file for the fictional Film module.

```perl
use Test::Simple tests => 5;

use Film;  # What you're testing.

my $btaste = Film->new({ Title    => 'Bad Taste',
                        Director => 'Peter Jackson',
                        Rating   => 'R',
                        NumExplodingSheep => 1
                      });

ok( defined($btaste) and ref $btaste eq 'Film', 'new() works' );

ok( $btaste->Title      eq 'Bad Taste',        'Title() get'    );
ok( $btaste->Director   eq 'Peter Jackson',    'Director() get' );
ok( $btaste->Rating     eq 'R',                'Rating() get'   );
ok( $btaste->NumExplodingSheep == 1,           'NumExplodingSheep() get' );
```

It will produce output like this:
1..5
ok 1 - new() works
ok 2 - Title() get
ok 3 - Director() get
not ok 4 - Rating() get
#  Failed test (t/film.t at line 14)
ok 5 - NumExplodingSheep() get
# Looks like you failed 1 tests of 5

Indicating the Film::Rating() method is broken.

=head1 CAVEATS

Test::Simple will only report a maximum of 254 failures in its exit code. If this is a problem, you probably have a huge test script. Split it into multiple files. (Otherwise blame the Unix folks for using an unsigned short integer as the exit status).

Because VMS's exit codes are much, much different than the rest of the universe, and perl does horrible mangling to them that gets in my way, it works like this on VMS.

  0  SS$_NORMAL        all tests successful
  4  SS$_ABORT         something went wrong

Unfortunately, I can't differentiate any further.

=head1 NOTES

Test::Simple is B<explicitly> tested all the way back to perl 5.004.

Test::Simple is thread-safe in perl 5.8.0 and up.

=head1 HISTORY

This module was conceived while talking with Tony Bowden in his kitchen one night about the problems I was having writing some really complicated feature into the new Testing module. He observed that the main problem is not dealing with these edge cases but that people hate to write tests B<at all>. What was needed was a dead simple module that took all the hard work out of testing and was really, really easy to learn. Paul Johnson simultaneously had this idea (unfortunately, he wasn't in Tony's kitchen). This is it.
More testing functions! Once you outgrow Test::Simple, look at Test::More. Test::Simple is 100% forward compatible with Test::More (i.e. you can just use Test::More instead of Test::Simple in your programs and things will still work).

The original Perl testing module.

Elaborate unit testing.

Embed tests in your code!

Interprets the output of your test program.

Idea by Tony Bowden and Paul Johnson, code by Michael G Schwern E<lt>schwern@pobox.comE<gt>, wardrobe by Calvin Klein.

Copyright 2001 by Michael G Schwern E<lt>schwern@pobox.comE<gt>. This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

See F<http://www.perl.com/perl/misc/Artistic.html>

Found in path(s):
```
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-
gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/t/lib/Test/Simple.pm
No license file was found, but licenses were detected in source scan.

---
abstract: unknown
author:
  - unknown
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.62, CPAN::Meta::Converter version 2.112150'
license: unknown
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: PathTools
no_index:
directory:
  - t
  - inc
requires:
  Carp: 0
  File::Basename: 0
  Scalar::Util: 0
  Test: 0
version: 3.40

Found in path(s):
  * /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-
gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/META.yml
No license file was found, but licenses were detected in source scan.

=head1 NAME
File::Spec - portably perform operations on file names

=head1 SYNOPSIS
use File::Spec;

$x=File::Spec->catfile('a', 'b', 'c');

which returns 'a/b/c' under Unix. Or:

use File::Spec::Functions;
```
$x = catfile('a', 'b', 'c');

=head1 DESCRIPTION

This module is designed to support operations commonly performed on file specifications (usually called "file names", but not to be confused with the contents of a file, or Perl's file handles), such as concatenating several directory and file names into a single path, or determining whether a path is rooted. It is based on code directly taken from MakeMaker 5.17, code written by Andreas KE\ouml;nig, Andy Dougherty, Charles Bailey, Ilya Zakharevich, Paul Schinder, and others.

Since these functions are different for most operating systems, each set of OS specific routines is available in a separate module, including:

File::Spec::Unix
File::Spec::Mac
File::Spec::OS2
File::Spec::Win32
File::Spec::VMS

The module appropriate for the current OS is automatically loaded by File::Spec. Since some modules (like VMS) make use of facilities available only under that OS, it may not be possible to load all modules under all operating systems.

Since File::Spec is object oriented, subroutines should not be called directly, as in:

File::Spec::catfile('a','b');

but rather as class methods:

File::Spec-&gt;catfile('a','b');

For simple uses, L<File::Spec::Functions> provides convenient functional forms of these methods.

=head1 METHODS

=over 2

=item canonpath
X<canonpath>

No physical check on the filesystem, but a logical cleanup of a path.
$cpath = File::Spec->canonpath( $path ) ;

Note that this does *not* collapse F<x/..y> sections into F<y>. This
is by design. If F</foo> on your system is a symlink to F</bar/baz>,
then F</foo/..quux> is actually F</bar/quux>, not F</quux> as a naive
F<..<>-removal would give you. If you want to do this kind of
processing, you probably want C<Cwd>::C<realpath()> function to
actually traverse the filesystem cleaning up paths like this.

=item catdir
X<catdir>

Concatenate two or more directory names to form a complete path ending
with a directory. But remove the trailing slash from the resulting
string, because it doesn't look good, isn't necessary and confuses
OS/2. Of course, if this is the root directory, don't cut off the
trailing slash :-)

$path = File::Spec->catdir( @directories );

=item catfile
X<catfile>

Concatenate one or more directory names and a filename to form a
complete path ending with a filename

$path = File::Spec->catfile( @directories, $filename );

=item curdir
X<curdir>

Returns a string representation of the current directory.

$curdir = File::Spec->curdir();

=item devnull
X<devnull>

Returns a string representation of the null device.

$devnull = File::Spec->devnull();

=item rootdir
X<rootdir>

Returns a string representation of the root directory.
$rootdir = File::Spec->rootdir();

=item tmpdir
X<tmpdir>

Returns a string representation of the first writable directory from a list of possible temporary directories. Returns the current directory if no writable temporary directories are found. The list of directories checked depends on the platform; e.g. File::Spec::Unix checks C<$ENV{TMPDIR}> (unless taint is on) and F<tmp>.

$tmpdir = File::Spec->tmpdir();

=item updir
X<updir>

Returns a string representation of the parent directory.

$updir = File::Spec->updir();

=item no_upwards

Given a list of file names, strip out those that refer to a parent directory. (Does not strip symlinks, only '.', '..', and equivalents.)

@paths = File::Spec->no_upwards( @paths );

=item case_tolerant

Returns a true or false value indicating, respectively, that alphabetic case is not or is significant when comparing file specifications. Cygwin and Win32 accept an optional drive argument.

$is_case_tolerant = File::Spec->case_tolerant();

=item file_name_is_absolute

Takes as its argument a path, and returns true if it is an absolute path.

$is_absolute = File::Spec->file_name_is_absolute( $path );

This does not consult the local filesystem on Unix, Win32, OS/2, or Mac OS (Classic). It does consult the working environment for VMS (see L<File::Spec::VMS/file_name_is_absolute>).

=item path
X<path>
Takes no argument. Returns the environment variable C<PATH> (or the local platform's equivalent) as a list.

    @PATH = File::Spec->path();

=item join
X<join, path>

join is the same as catfile.

=item splitpath
X<splitpath> X<split, path>

Splits a path in to volume, directory, and filename portions. On systems with no concept of volume, returns " for volume.

    ($volume,$directories,$file) =
        File::Spec->splitpath( $path );
    ($volume,$directories,$file) =
        File::Spec->splitpath( $path, $no_file );

For systems with no syntax differentiating filenames from directories, assumes that the last file is a path unless C<$no_file> is true or a trailing separator or F</.> or F</..> is present. On Unix, this means that C<$no_file> true makes this return ( " , $path , " ).

The directory portion may or may not be returned with a trailing '/'.

The results can be passed to L</catpath()> to get back a path equivalent to (usually identical to) the original path.

=item splitdir
X<splitdir> X<split, dir>

The opposite of L</catdir>.

    @dirs = File::Spec->splitdir( $directories );

C<$directories> must be only the directory portion of the path on systems that have the concept of a volume or that have path syntax that differentiates files from directories.

Unlike just splitting the directories on the separator, empty directory names (C<") can be returned, because these are significant on some OSes.

=item catpath()
Takes volume, directory and file portions and returns an entire path. Under Unix, C<$volume> is ignored, and directory and file are concatenated. A '/' is inserted if need be. On other OSes, C<$volume> is significant.

```perl
$full_path = File::Spec->catpath( $volume, $directory, $file );
```

=item abs2rel

X<abs2rel> X<absolute, path> X<relative, path>

Takes a destination path and an optional base path returns a relative path from the base path to the destination path:

```perl
$rel_path = File::Spec->abs2rel( $path ) ;
$rel_path = File::Spec->abs2rel( $path, $base ) ;
```

If C<$base> is not present or ", then L<Cwd::cwd()> is used. If C<$base> is relative, then it is converted to absolute form using L</rel2abs()>. This means that it is taken to be relative to L<Cwd::cwd()>.

On systems with the concept of volume, if C<$path> and C<$base> appear to be on two different volumes, we will not attempt to resolve the two paths, and we will instead simply return C<$path>. Note that previous versions of this module ignored the volume of C<$base>, which resulted in garbage results part of the time.

On systems that have a grammar that indicates filenames, this ignores the C<$base> filename as well. Otherwise all path components are assumed to be directories.

If C<$path> is relative, it is converted to absolute form using L</rel2abs()>.

This means that it is taken to be relative to L<Cwd::cwd()>.

No checks against the filesystem are made. On VMS, there is interaction with the working environment, as logicals and macros are expanded.

Based on code written by Shigio Yamaguchi.

=item rel2abs()

X<rel2abs> X<absolute, path> X<relative, path>

Converts a relative path to an absolute path.

```perl
$abs_path = File::Spec->rel2abs( $path ) ;
$abs_path = File::Spec->rel2abs( $path, $base ) ;
```

If C<$base> is not present or ", then L<Cwd::cwd()> is used. If C<$base> is relative,
then it is converted to absolute form using \texttt{rel2abs()}. This means that it is taken to be relative to \texttt{cwd::cwd()}. 

On systems with the concept of volume, if \texttt{path} and \texttt{base} appear to be on two different volumes, we will not attempt to resolve the two paths, and we will instead simply return \texttt{path}. Note that previous versions of this module ignored the volume of \texttt{base}, which resulted in garbage results part of the time.

On systems that have a grammar that indicates filenames, this ignores the \texttt{base} filename as well. Otherwise all path components are assumed to be directories.

If \texttt{path} is absolute, it is cleaned up and returned using \texttt{canonpath}.

No checks against the filesystem are made. On VMS, there is interaction with the working environment, as logicals and macros are expanded.

Based on code written by Shigio Yamaguchi.

=back

For further information, please see \texttt{File::Spec::Unix}, \texttt{File::Spec::Mac}, \texttt{File::Spec::OS2}, \texttt{File::Spec::Win32}, or \texttt{File::Spec::VMS}.

=head1 SEE ALSO

\texttt{File::Spec::Unix}, \texttt{File::Spec::Mac}, \texttt{File::Spec::OS2}, \texttt{File::Spec::Win32}, \texttt{File::Spec::VMS}, \texttt{File::Spec::Functions}, \texttt{ExtUtils::MakeMaker}

=head1 AUTHOR

Currently maintained by Ken Williams \texttt{<KWILLIAMS@cpan.org>}. The vast majority of the code was written by

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Andreas KE<ouml>nig \texttt{<A.Koenig@franz.ww.TU-Berlin.DE>},

Tim Bunce \texttt{<Tim.Bunce@ig.co.uk>},

VMS support by Charles Bailey \texttt{<bailey@newman.upenn.edu>},

OS/2 support by Ilya Zakharevich \texttt{<ilya@math.ohio-state.edu>},

Mac support by Paul Schinder \texttt{<schinder@pobox.com>}, and

Thomas Wegner \texttt{<wegner_thomas@yahoo.com>},

\texttt{abs2rel()} and \texttt{rel2abs()} written by Shigio Yamaguchi \texttt{<shigio@tamacom.com>}, modified by Barrie Slaymaker \texttt{<barries@slaysys.com>}.
splitpath(), splitdir(), catpath() and catdir() by Barrie Slaymaker.

=head1 COPYRIGHT

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=cut

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/lib/File/Spec.pm
No license file was found, but licenses were detected in source scan.

=back

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Please submit bug reports and patches to perlbug@perl.org.

=head1 SEE ALSO

L<File::Spec>

=cut

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/lib/File/Spec/Unix.pm
No license file was found, but licenses were detected in source scan.

/* See
* for the details of why the BSD license is compatible with the
* AL/GPL standard perl license.
* /
*/

/* Copyright (c) 2003 Constantin S. Svintsoff <kostik@iclub.nsu.ru>
*
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* 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/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-
  gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/Cwd.xs
No license file was found, but licenses were detected in source scan.

=head1 COPYRIGHT

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it under the same terms as Perl itself.

=head1 SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the
implementation of these methods, not the semantics.

An explanation of VMS file specs can be found at

cut

Found in path(s):
If all your tests passed, Test::Builder will exit with zero (which is normal). If anything failed it will exit with how many failed. If you run less (or more) tests than you planned, the missing (or extras) will be considered failures. If no tests were ever run Test::Builder will throw a warning and exit with 255. If the test died, even after having successfully completed all its tests, it will still be considered a failure and will exit with 255.

So the exit codes are...

0 all tests successful
255 test died
any other number how many failed (including missing or extras)

If you fail more than 254 tests, it will be reported as 254.

In perl 5.8.0 and later, Test::Builder is thread-safe. The test number is shared amongst all threads. This means if one thread sets the test number using current_test() they will all be effected.

Test::Builder is only thread-aware if threads.pm is loaded I<before> Test::Builder.

CPAN can provide the best examples. Test::Simple, Test::More, Test::Exception and Test::Differences all use Test::Builder.

SEE ALSO
Test::Simple, Test::More, Test::Harness

AUTHORS
Original code by chromatic, maintained by Michael G Schwern
E<lt>schwern@pobox.comE<gt>
This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

See [http://www.perl.com/perl/misc/Artistic.html](http://www.perl.com/perl/misc/Artistic.html)

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/t/lib/Test/Builder.pm

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

=head1 NAME

File::Spec::Functions - portably perform operations on file names

=head1 SYNOPSIS

use File::Spec::Functions;
$x = catfile('a','b');

=head1 DESCRIPTION

This module exports convenience functions for all of the class methods provided by File::Spec.

For a reference of available functions, please consult [File::Spec::Unix], which contains the entire set, and which is inherited by the modules for other platforms. For further information, please see [File::Spec::Mac],
L<File::Spec::OS2>, L<File::Spec::Win32>, or L<File::Spec::VMS>.

=head2 Exports

The following functions are exported by default.

  canonpath
catdir
catfile
curdir
rootdir
updir
no_upwards
file_name_is_absolute
path

The following functions are exported only by request.

devnull
tmpdir
splitpath
splitdir
catpath
abs2rel
rel2abs
case_tolerant

All the functions may be imported using the C<ALL> tag.

=head1 COPYRIGHT

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it under the same terms as Perl itself.

=head1 SEE ALSO

File::Spec, File::Spec::Unix, File::Spec::Mac, File::Spec::OS2,
File::Spec::Win32, File::Spec::VMS, ExtUtils::MakeMaker

=cut

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-
gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/lib/File/Spec/Functions.pm
No license file was found, but licenses were detected in source scan.

*/

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

ppport.h -- Perl/Pollution/Portability Version 3.20

Automatically created by Devel::PPPort running under perl 5.015005.

Do NOT edit this file directly! -- Edit PPPort.pm.PL and the includes in parts/inc/ instead.

Use 'perldoc ppport.h' to view the documentation below.

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

SKIP

=pod

=head1 NAME

ppport.h - Perl/Pollution/Portability version 3.20

=head1 SYNOPSIS

perl ppport.h [options] [source files]

Searches current directory for files if no [source files] are given

--help show short help

--version show version

--patch=file write one patch file with changes
--copy=suffix write changed copies with suffix
--diff=program use diff program and options

--compat-version=version provide compatibility with Perl version
--cplusplus accept C++ comments

--quiet don't output anything except fatal errors
--nodiag don't show diagnostics
--nohints don't show hints
--nochanges don't suggest changes
--nofilter don't filter input files

--strip strip all script and doc functionality from
ppport.h

--list-provided  list provided API
--list-unsupported  list unsupported API
--api-info=name  show Perl API portability information

=head1 COMPATIBILITY

This version of F<ppport.h> is designed to support operation with Perl installations back to 5.003, and has been tested up to 5.11.5.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.

=head2 --version

Display the version of F<ppport.h>.

=head2 --patch=I<file>

If this option is given, a single patch file will be created if any changes are suggested. This requires a working diff program to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automagically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither C<--patch> or C<--copy> are given, the default is to simply print the diffs for each file. This requires either C<Text::Diff> or a C<diff> program to be installed.

=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use C<Text::Diff>, when installed, and output unified context diffs.

=head2 --compat-version=I<version>
Tell F<ppport.h> to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of F<ppport.h> if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus

Usually, F<ppport.h> will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs F<ppport.h> to leave C++ comments untouched.

=head2 --quiet

Be quiet. Don't print anything except fatal errors.

=head2 --nodiag

Don't output any diagnostic messages. Only portability alerts will be printed.

=head2 --nohints

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.

=head2 --nochanges

Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.

=head2 --nofilter

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.

=head2 --strip

Strip all script and documentation functionality from F<ppport.h>. This reduces the size of F<ppport.h> dramatically and may be useful if you want to include F<ppport.h> in smaller modules without increasing their distribution size too much.

The stripped F<ppport.h> will have a C<--unstrip> option that allows you to undo the stripping, but only if an appropriate C<Devel::PPPort> module is installed.
Lists the API elements for which compatibility is provided by F<ppport.h>. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.

Lists the API elements that are known not to be supported by F<ppport.h> and below which version of Perl they probably won't be available or work.

Show portability information for API elements matching I<name>. If I<name> is surrounded by slashes, it is interpreted as a regular expression.

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

perl ppport.h --list-provided

to see which API elements are provided by ppport.h.

You should avoid using deprecated parts of the API. For example, using global Perl variables without the C<PL_> prefix is deprecated. Also, some API functions used to have a C<perl_> prefix. Using this form is also deprecated. You can safely use the supported API, as F<ppport.h> will provide wrappers for older Perl versions.

If you use one of a few functions or variables that were not present in earlier versions of Perl, and that can't be provided using a macro, you have to explicitly request support for these functions by adding one or
more C<#define>s in your source code before the inclusion of F<ppport.h>.

These functions or variables will be marked C<explicit> in the list shown by C<-list-provided>.

Depending on whether you module has a single or multiple files that use such functions or variables, you want either C<static> or global variants.

For a C<static> function or variable (used only in a single source file), use:

    #define NEED_function
    #define NEED_variable

For a global function or variable (used in multiple source files), use:

    #define NEED_function_GLOBAL
    #define NEED_variable_GLOBAL

Note that you mustn't have more than one global request for the same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_parser</td>
<td>NEED_PL_parser</td>
<td>NEED_PL_parser_GLOBAL</td>
</tr>
<tr>
<td>PL_signals</td>
<td>NEED_PL_signals</td>
<td>NEED_PL_signals_GLOBAL</td>
</tr>
<tr>
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<td>grok_bin()</td>
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<td>NEED_my_strlcat_GLOBAL</td>
</tr>
<tr>
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<td>NEED_my_strlcpy_GLOBAL</td>
</tr>
<tr>
<td>newCONSTSUB()</td>
<td>NEED_newCONSTSUB</td>
<td>NEED_newCONSTSUB_GLOBAL</td>
</tr>
<tr>
<td>newRV_noinc()</td>
<td>NEED_newRV_noinc</td>
<td>NEED_newRV_noinc_GLOBAL</td>
</tr>
<tr>
<td>newSV_type()</td>
<td>NEED_newSV_type</td>
<td>NEED_newSV_type_GLOBAL</td>
</tr>
<tr>
<td>newSVpvn_flags()</td>
<td>NEED_newSVpvn_flags</td>
<td>NEED_newSVpvn_flags_GLOBAL</td>
</tr>
<tr>
<td>newSVpvn_share()</td>
<td>NEED_newSVpvn_share</td>
<td>NEED_newSVpvn_share_GLOBAL</td>
</tr>
<tr>
<td>pv_display()</td>
<td>NEED_pv_display</td>
<td>NEED_pv_display_GLOBAL</td>
</tr>
<tr>
<td>pv_escape()</td>
<td>NEED_pv_escape</td>
<td>NEED_pv_escape_GLOBAL</td>
</tr>
<tr>
<td>pv_pretty()</td>
<td>NEED_pv_pretty</td>
<td>NEED_pv_pretty_GLOBAL</td>
</tr>
<tr>
<td>sv_2pv_flags()</td>
<td>NEED_sv_2pv_flags</td>
<td>NEED_sv_2pv_flags_GLOBAL</td>
</tr>
</tbody>
</table>
To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the C<DPPP_NAMESPACE> macro. Just C<#define> the macro before including C<ppport.h>:

```
#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
```

The default namespace is C<DPPP_>.

=back

The good thing is that most of the above can be checked by running F<ppport.h> on your source code. See the next section for details.

=head1 EXAMPLES

To verify whether F<ppport.h> is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, F<ppport.h> can be run as a Perl script to check your source code. Simply say:

```
perl ppport.h
```

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in newer Perl releases, if you're aware that it uses C++ comments, and if you want all suggestions as a single patch file, you could use something like this:

```
perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff
```

If you only want your code to be scanned without any suggestions for changes, use:
perl ppport.h --nochanges

You can specify a different C<diff> program or options, using the C<--diff> option:

perl ppport.h --diff='diff -C 10'

This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

perl ppport.h --copy=.new

To display portability information for the C<newSVpvn> function, use:

perl ppport.h --api-info=newSVpvn

Since the argument to C<--api-info> can be a regular expression, you can use

perl ppport.h --api-info=/_nomg$/

to display portability information for all C<_nomg> functions or

perl ppport.h --api-info=/./

to display information for all known API elements.

=head1 BUGS

If this version of F<ppport.h> is causing failure during the compilation of this module, please check if newer versions of either this module or C<Devel::PPPort> are available on CPAN before sending a bug report.

If F<ppport.h> was generated using the latest version of C<Devel::PPPort> and is causing failure of this module, please file a bug report using the CPAN Request Tracker at L<http://rt.cpan.org/>.

Please include the following information:

=over 4

=item 1.

The complete output from running "perl -V"
This file.

The name and version of the module you were trying to build.

A full log of the build that failed.

Any other information that you think could be relevant.

For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

=head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2010, Marcus Holland-Moritz.

Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

=head1 SEE ALSO

See L<Devel::PPPort>.

=cut

use strict;

# Disable broken TRIE-optimization
BEGIN { eval '{%RE_TRIE_MAXBUF} = -1 if $] >= 5.009004 & & $] <= 5.009005 }' }

my $VERSION = 3.20;

my %opt = (
    quiet => 0,
    diag => 1,
hints => 1,
changes => 1,
cplusplus => 0,
filter => 1,
strip => 0,
version => 0,
);

my($ppport) = $0 =~ /([\w.]+)$/;
my $LF = '(?:\r\n|\r\n)';    # line feed
my $HS = "[ \t\]";         # horizontal whitespace

# Never use C comments in this file!
my $ccs = '\.';'\n';
my $cce = '\\.';'\n';
my $rccs = quotemeta $ccs;
my $rcce = quotemeta $cce;

eval {
    require Getopt::Long;
    Getopt::Long::GetOptions(%opt, qw( 
        help quiet diag! filter! hints! changes! cplusplus strip version
        patch=s copy=s diff=s compat-version=s 
        list-provided list-unsupported api-info=s 
    )) or usage();
}

if ($@ and grep /^-/, @ARGV) {
    usage() if "$ARGV" =~ /^--?h(?:elp)?$/;
    die "Getopt::Long not found. Please don't use any options.\n"
}

if ($opt{version}) {
    print "$0 $VERSION \n"
    exit 0;
}

usage() if $opt{help};
strip() if $opt{strip};

if (exists $opt{compat-version}) {
    my($r,$v,$s) = eval { parse_version($opt{compat-version}) };
    if ($@) {
        die "Invalid version number format: "$opt{compat-version}"
    }
    die "Only Perl 5 is supported\n" if $r != 5;
    die "Invalid version number: $opt{compat-version}\n" if $v >= 1000 || $s >= 1000;
    $opt{compat-version} = sprintf "%d.%03d%03d", $r, $v, $s;

my %API = map { /^(\w+)|([^|]*)([^|]*)([^|]*)$/  
? ($1 => 
  ($2 ? ( base => $2 ) : ()),
  ($3 ? ( todo => $3 ) : ()),
  (index($4, 'v') >= 0 ? ( varargs => 1 ) : ()),
  (index($4, 'p') >= 0 ? ( provided => 1 ) : ()),
  (index($4, 'n') >= 0 ? ( nothxarg => 1 ) : ()),
) ) : die "invalid spec: $_" } qw(
  AvFILLp|5.004050
  AvFILL||
  BhkDISABLE|5.014000|
  BhkENABLE|5.014000|
  BhkENTRY_set|5.014000|
  BhkENTRY||
  BhkFLAGS||
  CALL BLOCK_HOOKS||
  CLASS||n
  CPERLscope|5.005000
  CX_CURPAD_SAVE||
  CX CURPAD SV||
  CopFILEAV|5.006000
  CopFILEGV_set|5.006000
  CopFILEGV|5.006000
  CopFILESV|5.006000
  CopFILE_set|5.006000
  CopFILE|5.006000
  CopSTASHPV_set|5.006000
  CopSTASHPV|5.006000
  CopSTASH_eq|5.006000
  CopSTASH_set|5.006000
  CopSTASH|5.006000
  CopyD|5.009002
  Copy||
  CvPADLIST||
  CvSTASH||
  CvWEAKOUTSIDE||
  DEFSV_set|5.010000
  DEFSV|5.004050
  END_EXTERN C|5.005000
  ENTER||
  ERRSV|5.004050
  EXTEND||

else {
  $opt{ 'compat-version' } = 5;
}

}
EXTERN_C[5.005000]\p
F0convert|\nFREETMPS||
GIMME_V|5.004000|n
GIMME||n
GROK_NUMERIC_RADIX|5.007002|p
G_ARRAY||
G_DISCARD||
G_EVAL||
G_METHOD|5.006001|p
G_NOARGS||
G_SCALAR||
G_VOID|5.004000|
GetVars||
GvSVn|5.009003|p
GvSV||
Gv_AMupdate|5.011000|
HEf_SVKEY|5.004000|
HeHASH|5.004000|
HeKEY|5.004000|
HeKLEN|5.004000|
HePV|5.004000|
HeSVKEY_force|5.004000|
HeSVKEY_set|5.004000|
HeSVKEY|5.004000|
HeUTF8|5.010001|
HeVAL|5.004000|
HvENAME|5.013007|
HvNAMELEN_get|5.009003|p
HvNAME_get|5.009003|p
HvNAME||
INT2PTR|5.006000|p
IN_LOCALE_COMPILETIME|5.007002|p
IN_LOCALE_RUNTIME|5.007002|p
IN_LOCALE|5.007002|p
IN_PERL_COMPILETIME|5.008001|p
IS_NUMBER_GREATERTHANUV_MAX|5.007002|p
IS_NUMBER_INFINITY|5.007002|p
IS_NUMBER_INUV|5.007002|p
IS_NUMBER_NAN|5.007003|p
IS_NUMBER_NEG|5.007002|p
IS_NUMBER_NOTINT|5.007002|p
IVSIZE|5.006000|p
IVTYPE|5.006000|p
IVdf|5.006000|p
LEAVE||
LINKLIST|5.013006|
LVRET||
PERL_PV_ESCAPE_RE|5.009005||p
PERL_PV_ESCAPE_UNI_DETECT|5.009004||p
PERL_PV_ESCAPE_UNI|5.009004||p
PERL_PVPRETTY_DUMP|5.009004||p
PERL_PVPRETTY_ELLIPSES|5.010000||p
PERL_PVPRETTY_LTGT|5.009004||p
PERL_PVPRETTY_NOCLEAR|5.010000||p
PERL_PVPRETTY_QUOTE|5.009004||p
PERL_PVPRETTY_REGPROP|5.009004||p
PERL_QUAD_MAX|5.004000||p
PERL_QUAD_MIN|5.004000||p
PERL_REVISION|5.006000||p
PERL_SCAN_ALLOW_UNDERSCORES|5.007003||p
PERL_SCAN_DISALLOW_PREFIX|5.007003||p
PERL_SCAN_GREATER_THAN_UV_MAX|5.007003||p
PERL_SCAN_SILENT_IILLDIGIT|5.008001||p
PERL_SHORT_MAX|5.004000||p
PERL_SHORT_MIN|5.004000||p
PERL_SIGNALS_UNSAFE_FLAG|5.008001||p
PERL_SUBVERSION|5.006000||p
PERL_SYS_INIT3|5.006000||p
PERL_SYS_INIT|||
PERL_SYS_TERM|5.014000|
PERL_UCHAR_MAX|5.004000||p
PERL_UCHAR_MIN|5.004000||p
PERL_UINT_MAX|5.004000||p
PERL_UINT_MIN|5.004000||p
PERLULONG_MAX|5.004000||p
PERLULONG_MIN|5.004000||p
PERLUNUSED_ARG|5.009003||p
PERLUNUSED_CONTEXT|5.009004||p
PERLUNUSED_DECL|5.007002||p
PERLUNUSED_VAR|5.007002||p
PERLUQUAD_MAX|5.004000||p
PERLUQUAD_MIN|5.004000||p
PERL_USE_GCC_BRACE_GROUPS|5.009004||p
PERL_USHORT_MAX|5.004000||p
PERL_USHORT_MIN|5.004000||p
PERL_VERSION|5.006000||p
PL_DBsignal|5.005000||p
PL_DBsingle||pn
PL_DBsub||pn
PL_DBtrace||pn
PL_Sv|5.005000||p
PL_bufend|5.014000||p
PL_bufptr|5.014000||p
PL_compiling|5.004050||p
PL_copline|5.014000||p
SvIOK_UV\(5.006000\]
SvIOK_notUV\(5.006000\]
SvIOK_off\[\]
SvIOK_only_UV\(5.006000\]
SvIOK_only\[\]
SvIOK_on\[\]
SvIOKp\[\]
SvIOK\[\]
SvIVX\[\]
SvIV\[\]
SvIV_nomg\(5.009001\]
SvIV_set\[\]
SvIVx\[\]
SvlsCOW_shared_hash\(5.008003\]
SvlsCOW\(5.008003\]
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SvLEN\[\]
SvLOCK\(5.007003\]
SvMAGIC_set\(5.009003\]
SvNIOK_off\[\]
SvNIOKp\[\]
SvNIOK\[\]
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SvNOK_on\[\]
SvNOKp\[\]
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SvPOK_only_UTF8\(5.006000\]
SvPOK_only\[\]
SvPOK_on\[\]
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SvPOK\[\]
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WARN_IO[5.006000]|p
WARN_LAYER[5.008000]|p
WARN_MALLOC[5.006000]|p
WARN_MISC[5.006000]|p
WARN_NEWLINE[5.006000]|p
WARN_NUMERIC[5.006000]|p
WARN_ONCE[5.006000]|p
WARN_OVERFLOW[5.006000]|p
WARN_PACK[5.006000]|p
WARN_PARENTHESIS[5.006000]|p
WARN_PIPE[5.006000]|p
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WARN_PRECEDENCE[5.006000]|p
WARN_PRINTF[5.006000]|p
WARN_PROTOTYPE[5.006000]|p
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WARN_RECURSION[5.006000]|p
WARN_REDEFINE[5.006000]|p
WARN_REGEXP[5.006000]|p
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WARN_SIGNAL[5.006000]|p
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mXPUSHn|5.009002|p
mXPUSHp|5.009002|p
mXPUSHs|5.010001|p
mXPUSHu|5.009002|p
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my_htoles[]
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);
if (exists $opt{'list-unsupported'}) {
my $f;
for $f (sort { lc $a cmp lc $b } keys %API) {
next unless $API{$f}{todo};
print "$f ", '.'x(40-length($f)), " ", format_version($API{$f}{todo}), "\n";
}
exit 0;
}
# Scan for possible replacement candidates
my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);
sub find_api
{
my $code = shift;
$code =~ s{
/ (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]*)
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*' }{}egsx;
grep { exists $API{$_} } $code =~ /(\w+)/mg;
}
while (<DATA>) {
if ($hint) {
my $h = $hint->[0] eq 'Hint' ? \%hints : \%warnings;
if (m{^\s*\*\s(.*?)\s*$}) {
for (@{$hint->[1]}) {
$h->{$_} ||= ''; # suppress warning with older perls
$h->{$_} .= "$1\n";
}
}
else { undef $hint }
}
$hint = [$1, [split /,?\s+/, $2]]
if m{^\s*$rccs\s+(Hint|Warning):\s+(\w+(?:,?\s+\w+)*)\s*$};
if ($define) {
if ($define->[1] =~ /\\$/) {
$define->[1] .= $_;

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else {
    if (exists $API{$define->[0]} & & $define->[1] !~ /^DPPP\_/) {
        my @n = find_api($define->[1]);
        push @{$depends{$define->[0]}}, @n if @n
    }
    undef $define;
}

$define = [$1, $2] if m{^\s*#\s*define\s+\((\w+)?\(([^)]*)\)\s+\(*\)};

if ($function) {
    if (/^!/) {
        if (exists $API{$function->[0]}) {
            my @n = find_api($function->[1]);
            push @{$depends{$function->[0]}}, @n if @n
        }
        undef $function;
    }
    else {
        $function->[1] .= $_;
    }
}

$function = [$1, ""] if m{^DPPP\_\(\my\_(\w+)\)\};

$replace = $1 if m{^\s*$rccs\s+Replace\s+\((\w+)\s+\$rcce\s+\*$\)};
$replace{$2} = $1 if $replace & & m{^\s*#\s*define\s+\((\w+)\)?\(([^)]*)\)\s+\(*\)};
$replace{$1} = $2 if m{^\s*$rccs\s+Replace \((\w+)\) with \((\w+)\s+\$rcce\s+\*$\)};

if (m{^\s*$rccs\s+\((\w+\s+\w+)\s+depends\s+\(\w+\s+\w+\)\s+\$rcce\s+\*$\)}) {
    my @deps = map { s/\s+//g; s_ } split /, $3;
    my $sd;
    for $sd (map { s/\s+//g; s_ } split /, $1) {
        push @{$depends{$sd}}, @deps;
    }
}

$need{$1} = 1 if m{^\s*#\if\s+defined\((\$\w+)\)?\_GLOBAL?)\$\s+\*$\)};

for (values %depends) {
    my %s;
    $_ = [sort grep !$s{$_}++, @$_];
}
if (exists $opt{'api-info'}) {
  my $f;
  my $count = 0;
  my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "^\Q$opt{'api-info'}\E$";
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $f =~ /$match/;
    print "u=== $f ===u

    my $info = 0;
    if ($API{$f}{base} || $API{$f}{todo}) {
      my $base = format_version($API{$f}{base} || $API{$f}{todo});
      print "Supported at least starting from perl-$base\n";
      $info++;
    }
    if ($API{$f}{provided}) {
      my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
      print "Support by $ppport provided back to perl-$todo\n";
      print "Support needs to be explicitly requested by NEED_$f\n" if exists $need{$f};
      print "Depends on: .\n" if exists $depends{$f};
      print "\nWARNING:\n" if exists $warnings{$f};
      print "\n$ hints{$f}" if exists $hints{$f};
      $info++;
    }
    print "No portability information available.\n" unless $info;
    $count++;
  }
  $count or print "Found no API matching '$opt{'api-info'}'.";
  print "u
";
  exit 0;
}

if (exists $opt{'list-provided'}) {
  my $f;
  for $f (sort { lc $a cmp lc $b } keys %API) {
    next unless $API{$f}{provided};
    my @flags;
    push @flags, 'explicit' if exists $need{$f};
    push @flags, 'depend'   if exists $depends{$f};
    push @flags, 'hint'     if exists $hints{$f};
    push @flags, 'warning'  if exists $warnings{$f};
    my $flags = @flags ? '  ['.join(', ', @flags).']' : "
    print "$f$flags\n";
  }
  exit 0;
}

my @files;
my @srcext = qw(.xs .c .h .cc .cpp -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;
if (@ARGV) {
my %seen;
for (@ARGV) {
if (-e) {
if (-f) {
push @files, $_ unless $seen{$_}++;
}
else { warn "'$_' is not a file.\n" }
}
else {
my @new = grep { -f } glob $_
or warn "'$_' does not exist.\n";
push @files, grep { !$seen{$_}++ } @new;
}
}
}
else {
eval {
require File::Find;
File::Find::find(sub {
$File::Find::name =~ /($srcext)$/i
and push @files, $File::Find::name;
}, '.');
};
if ($@) {
@files = map { glob "*$_" } @srcext;
}
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}
if (@ARGV && @out) {
warning("Skipping the following files (use --nofilter to avoid this):\n| ", join "\n| ", @out);
}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;

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my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}
info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);
# Temporarily remove C/XS comments and strings from the code
my @ccom;
$c =~ s{
( ^$HS*\#$HS*include\b[^\r\n]+\b(?:\Q$ppport\E|XSUB\.h)\b[^\r\n]*
| ^$HS*\#$HS*(?:define|elif|if(?:def)?)\b[^\r\n]* )
| ( ^$HS*\#[^\r\n]*
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*'
| / (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]* ) )
}{ defined $2 and push @ccom, $2;
defined $1 ? $1 : "$ccs$#ccom$cce" }mgsex;
$file{ccom} = \@ccom;
$file{code} = $c;
$file{has_inc_ppport} = $c =~ /^$HS*#$HS*include[^\r\n]+\b\Q$ppport\E\b/m;
my $func;
for $func (keys %API) {
my $match = $func;
$match .= "|$revreplace{$func}" if exists $revreplace{$func};
if ($c =~ /\b(?:Perl_)?($match)\b/) {
$file{uses_replace}{$1}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};
$file{uses_Perl}{$func}++ if $c =~ /\bPerl_$func\b/;
if (exists $API{$func}{provided}) {
$file{uses_provided}{$func}++;
if (!exists $API{$func}{base} || $API{$func}{base} > $opt{'compat-version'}) {
$file{uses}{$func}++;
my @deps = rec_depend($func);
if (@deps) {
$file{uses_deps}{$func} = \@deps;
for (@deps) {

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$file{uses}{$_} = 0 unless exists $file{uses}{$_};
}
}
for ($func, @deps) {
$file{needs}{$_} = 'static' if exists $need{$_};
}
}
}
if (exists $API{$func}{todo} && $API{$func}{todo} > $opt{'compat-version'}) {
if ($c =~ /\b$func\b/) {
$file{uses_todo}{$func}++;
}
}
}
}
while ($c =~ /^$HS*#$HS*define$HS+(NEED_(\w+?)(_GLOBAL)?)\b/mg) {
if (exists $need{$2}) {
$file{defined $3 ? 'needed_global' : 'needed_static'}{$2}++;
}
else { warning("Possibly wrong #define $1 in $filename") }
}
for (qw(uses needs uses_todo needed_global needed_static)) {
for $func (keys %{$file{$_}}) {
push @{$global{$_}{$func}}, $filename;
}
}
$files{$filename} = \%file;
}
# Globally resolve NEED_'s
my $need;
for $need (keys %{$global{needs}}) {
if (@{$global{needs}{$need}} > 1) {
my @targets = @{$global{needs}{$need}};
my @t = grep $files{$_}{needed_global}{$need}, @targets;
@targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}

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for $filename (@files) {
    exists $files{$filename} or next;

    info("=== Analyzing $filename ===");

    my %file = %{$files{$filename}};
    my $func;
    my $c = $file{code};
    my $warnings = 0;

    for $func (sort keys %{$file{uses_Perl}}) {
        if ($API{$func}{varargs}) {
            unless ($API{$func}{nothxarg}) {
                my $changes = ($c =~ s{\b(Perl_$func[s]*\(s*\)?aTHX_?)(\$\^s)*\$\|^s)}{
                    $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_' ) . $2 }ge);
                if ($changes) {
                    warning("Doesn't pass interpreter argument aTHX to Perl_$func");
                    $file{changes} += $changes;
                }
            }
        } else {
            warning("Uses Perl_$func instead of $func");
            $file{changes} += ($c =~ s{\bPerl_$func\(s*\)?aTHX_?\$s*}{\$func$1\})g);
        }
    }

    for $func (sort keys %{$file{uses_replace}}) {
        warning("Uses $func instead of $replace{$func}");
        $file{changes} += ($c =~ s{\b$func\b}/\$replace{$func}/g);
    }

    for $func (sort keys %{$file{uses_provided}}) {
        if ($file{uses}->{$func}) {
            if (exists $file{uses_deps}->{$func}) {
                diag("Uses $func, which depends on ", join(', ', @{$file{uses_deps}->{$func}}));
            } else {
                diag("Uses $func");
            }
        }
        $warnings += hint($func);
    }

    unless ($opt{quiet}) {
        for $func (sort keys %{$file{uses_todo}}) {

    }}
print "*** WARNING: Uses $func, which may not be portable below perl ",
       format_version($API{$func}{todo}), ", even with '$ppport\n";
$warnings++;
}
}

for $func (sort keys %{$file{needed_static}}) {
  my $message = ";
  if (not exists $file{uses}[$func]) {
    $message = "No need to define NEED_$func if $func is never used";
  } elsif (exists $file{needs}[$func] && $file{needs}[$func] ne 'static') {
    $message = "No need to define NEED_$func when already needed globally";
  } if ($message) {
    diag($message);
    $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_$func\b.*$LF//mg);
  }
}

for $func (sort keys %{$file{needed_global}}) {
  my $message = ";
  if (not exists $global{uses}[$func]) {
    $message = "No need to define NEED_${func}_GLOBAL if $func is never used";
  } elsif (exists $file{needs}[$func]) {
    if ($file{needs}[$func] eq 'extern') {
      $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
    } elsif ($file{needs}[$func] eq 'static') {
      $message = "No need to define NEED_${func}_GLOBAL when only used in this file";
    } if ($message) {
      diag($message);
      $file{changes} += ($c =~ s/^$HS*#$HS*define$HS+NEED_${func}_GLOBAL\b.*$LF//mg);
    }
  }
}

$file{needs_inc_ppport} = keys %{$file{uses}};

if ($file{needs_inc_ppport}) {
  my $pp = ";

  for $func (sort keys %{$file{needs}}) {
    my $type = $file{needs}[$func];
    next if $type eq 'extern';
    my $suffix = $type eq 'global' ? '_GLOBAL' : ";


unless (exists $file{"needed_$type"}{'$func'}) {
    if ($type eq 'global') {
        diag("Files [@ {$global{needs}{'$func'}}] need $func, adding global request");
    } else {
        diag("File needs $func, adding static request");
    }
    $pp .= "#define NEED_$func$suffix\n";
}

if ($pp && ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+/+$pp/m)) {  
    $pp = "";
    $file{changes}++;
}

unless ($file{has_inc_ppport}) {  
    diag("Needs to include 'ppport'");
    $pp = qq(#include "$ppport\n")
}

if ($pp) {
    $file{changes} += ($c =~ s/^(?=$HS*#$HS*define$HS+NEED_\w+.\w+)/+$pp/m) || ($c =~ s/^(?=$HS*#$HS*include.*\Q$ppport\E)/+$pp/m) || ($c =~ s/^(?=$HS*#$HS*include.*XSUB.*\s*?)^/$1+$pp/m) || ($c =~ s/^/$pp/);
} else {
    if ($file{has_inc_ppport}) {
        diag("No need to include 'ppport'");
        $file{changes} += ($c =~ s/^(?=$HS*?$HS*include.*\Q$ppport\E.*?$LF//m);
    }
}

# put back in our C comments
my $ix;
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
    if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
        $cppc++;
        $file{changes} += $c =~ s/$rccs$ix$rcce/$ccs$ccom[$ix] $cce/;
    } else {
        $c =~ s/$rccs$ix$rcce/$ccom[$ix]/;
    }
}
if ($cppc) {
    my $s = $cppc != 1 ? 's' : '';
    warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : '';
my $warn = $warnings ? " ($warnings warning$s)" : '';
info("Analysis completed $warn");

if ($file{changes}) {
    if (exists $opt{copy}) {
        my $newfile = "$filename$opt{copy}";
        if (-e $newfile) {
            error("$newfile' already exists, refusing to write copy of '$filename'");
        } else {
            local *F;
            if (open F, '>$newfile') {
                info("Writing copy of '$filename' with changes to '$newfile'");
                print F $c;
                close F;
            } else {
                error("Cannot open '$newfile' for writing: $!");
            }
        }
    } elsif (exists $opt{patch} || $opt{changes}) {
        if (exists $opt{patch}) {
            unless ($patch_opened) {
                if (open PATCH, '>$opt{patch}') {
                    $patch_opened = 1;
                } else {
                    error("Cannot open '$opt{patch}' for writing: $!");
                    delete $opt{patch};
                    $opt{changes} = 1;
                    goto fallback;
                }
            } else {
                mydiff(*PATCH, $filename, $c);
            } else {
                fallback:
                info("Suggested changes:");
                mydiff(*STDOUT, $filename, $c);
            }
        }
    }
}
else {
  my $s = $file{changes} == 1 ? '' : 's';
  info("$file{changes} potentially required change$s detected");
}
}
else {
  info("Looks good");
}
}

close PATCH if $patch_opened;

exit 0;

sub try_use { eval "use @_;"; return $@ eq "" }

sub mydiff
{
  local *F = shift;
  my($file, $str) = @_;;
  my $diff;

  if (exists $opt{diff}) {
    $diff = run_diff($opt{diff}, $file, $str);
  }
  
  if (!defined $diff and try_use('Text::Diff')) {
    $diff = Text::Diff::diff($file, \$str, { STYLE => 'Unified' });
    $diff = <<HEADER . $diff;
    --- $file
    +++ $file.patched
    HEADER
    }

  if (!defined $diff) {
    $diff = run_diff('diff -u', $file, $str);
  }

  if (!defined $diff) {
    $diff = run_diff('diff', $file, $str);
  }

  if (!defined $diff) {
    error("Cannot generate a diff. Please install Text::Diff or use --copy.");
    return;
  }
}
print F $diff;
}

sub run_diff
{
my($prog, $file, $str) = @_; my $tmp = 'dppptemp'; my $suf = 'aaa'; my $diff = ''; local *F;

while (-e "$tmp.$suf") { $suf++ }
$tmp = "$tmp.$suf";

if (open F, ">$tmp") {
print F $str;
close F;

if (open F, "$prog $file $tmp |") {
while (<F>) {
  s/\Q$tmp\E/$file.patched/;
  $diff .= $_;
}
close F;
unlink $tmp;
return $diff;
}

unlink $tmp;
}
else {
  error("Cannot open '$tmp' for writing: $!");
}
return undef;
}

sub rec_depend
{
my($func, $seen) = @_; return () unless exists $depends{$func}; $seen = ( % {$seen||{}} ); return () if $seen->{$func}++;
my %s;
grep !s($_,++) { map { ($_, rec_depend($_, $seen)) } @{$depends{$func}} } @{$depends{$func}};
}
sub parse_version
{
  my $ver = shift;

  if ($ver =~ /\d+(\d+).(\d+)$/) {
    return ($1, $2, $3);
  }
  elsif ($ver !~ /^(\d+)\[\d_]+$/) {
    die "cannot parse version '$ver'";
  }

  $ver =~ s/_//g;
  $ver =~ s/$/000000/;

  my($r,$v,$s) = $ver =~ /\d+\.(\d\d\d)\.(\d\d\d)/;

  $v = int $v;
  $s = int $s;

  if ($r < 5 || ($r == 5 && $v < 6)) {
    if ($s % 10) {
      die "cannot parse version '$ver'";
    }
  }

  return ($r, $v, $s);
}

sub format_version
{
  my $ver = shift;

  $ver =~ s/$/000000/;
  my($r,$v,$s) = $ver =~ /\d+\.(\d\d\d)\.(\d\d\d)/;

  $v = int $v;
  $s = int $s;

  if ($r < 5 || ($r == 5 && $v < 6)) {
    if ($s % 10) {
      die "invalid version '$ver'";
    }
    $s /= 10;
  }

  $ver = sprintf "%d.%03d", $r, $v;
  $s > 0 and $ver .= sprintf "_%02d", $s;

  return $ver;
return sprintf "%d.%d.%d", $r, $v, $s;
}

sub info
{
$opt{quiet} and return;
print @_, "\n";
}

sub diag
{
$opt{quiet} and return;
$opt{diag} and print @_, "\n";
}

sub warning
{
$opt{quiet} and return;
print "*** ", @_, "\n";
}

sub error
{
print "*** ERROR: ", @_, "\n";
}

my %given_hints;
my %given_warnings;
sub hint
{
$opt{quiet} and return;
my $func = shift;
my $rv = 0;
if (exists $warnings{$func} && !$given_warnings{$func}++) {
    my $warn = $warnings{$func};
    $warn =~ s!^!*** !mg;
    print "*** WARNING: $func\n", $warn;
    $rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
    my $hint = $hints{$func};
    $hint =~ s/^/   /mg;
    print "   --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
  my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /\^=head\d\$H+SYNOPSIS\w*\s+\s+.*?=\s+/.ms;
  my $M = { ( _ => '*' );
  $usage =~ s/\s+perl\s+\S+/$M{ _ }$0/
  $usage =~ s/([A-Z])<[^>]+>/{$M{ $1 }}$/g;
  print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
  exit 2;
}

sub strip
{
  my $self = do { local(@ARGV,$/)=($0); <> };
  my($copy) = $self =~ /\^=head\d\$H+COPYRIGHT\w*\s+\w+/.ms;
  $copy =~ s/^(?=$S+)/  /gms;
  $self =~ s/^\S+Do NOT edit.*?(?=^-)/$copy/ms;
  $self =~ s/^\S+SKIP.*?(?=^__DATA__)/SKIP
  if (@ARGV && $ARGV[0] eq '--unstrip') {
    eval { require Devel::PPPort }
    $@ and die "Cannot require Devel::PPPort, please install.

    if (eval $Devel::PPPort::VERSION < $VERSION) {
      die "$0 was originally generated with Devel::PPPort $VERSION.

      "Your Devel::PPPort is only version $Devel::PPPort::VERSION.

      "Please install a newer version, or --unstrip will not work.

    }
  }
  Devel::PPPort::WriteFile($0);
  exit 0;
}
print <<\END;
Sorry, but this is a stripped version of $0.

To be able to use its original script and doc functionality,
please try to regenerate this file using:

\$^X \$0 --unstrip

END
/\ms;
my($pl, $c) = $self =~ /(.*__DATA__)(.*)/ms;
$c =~ s{
   / (?::\^[^\*]*\*+(?:[^$ccs][^\*]*\*+) / | /[^\n\u00A0]*
   | ( "[^"\\]*(?:\\.[^"\\]*)*"
   | '([^'\\]*(?:\\.[^'\\]*)*)'
   | ($HS+ ) { defined $2 ? '' : ($1 || '') } gsex;
$c =~ s!\s+$!!mg;
$c =~ s!^$LF!!mg;
$c =~ s!^\s*#\s*!!mg;
$c =~ s!^\s+!!mg;
open OUT, ">$0" or die "cannot strip $0: $!
"
print OUT "$pl$c
";
exit 0;
}

__DATA__
*/

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-
gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/ppport.h
No license file was found, but licenses were detected in source scan.

=pod

=head1 AUTHOR

o.flebbe@gmx.de

=head1 COPYRIGHT

Copyright (c) 2004 by the Perl 5 Porters.  All rights reserved.

This program is free software; you can redistribute it and/or modify
it under the same terms as Perl itself.

=head1 SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>.  This package overrides the
implementation of these methods, not the semantics.

=cut

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-
gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/lib/File/Spec/Epoc.pm
No license file was found, but licenses were detected in source scan.

=head1 AUTHORS

See the authors list in L<File::Spec>. Mac OS support by Paul Schinder <schinder@pobox.com> and Thomas Wegner <wegner_thomas@yahoo.com>.

=head1 COPYRIGHT

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=head1 SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the implementation of these methods, not the semantics.

=cut

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/lib/File/Spec/Mac.pm

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

=head1 NAME

Test::Tutorial - A tutorial about writing really basic tests

=head1 DESCRIPTION

I<AHHHHHHH!!!! NOT TESTING! Anything but testing! Beat me, whip me, send me to Detroit, but don't make me write tests!>

I<*sob*><br>

I<Besides, I don't know how to write the damned things.>

Is this you? Is writing tests right up there with writing documentation and having your fingernails pulled out? Did you open up a test and read
We start with some black magic
and decide that's quite enough for you?

It's ok. That's all gone now. We've done all the black magic for
you. And here are the tricks...

=head2 Nuts and bolts of testing.

Here's the most basic test program.

#!/usr/bin/perl -w

print "1..1\n";

print 1 + 1 == 2 ? "ok 1\n" : "not ok 1\n";

since 1 + 1 is 2, it prints:

  1..1
  ok 1

What this says is: 'I'm going to run one test.' [1] C<ok 1>
"The first test passed". And that's about all magic there is to
testing. Your basic unit of testing is the C<ok>. For each thing you
test, an C<ok> is printed. Simple. B<Test::Harness> interprets your test
results to determine if you succeeded or failed (more on that later).

Writing all these print statements rapidly gets tedious. Fortunately,
there's B<Test::Simple>. It has one function, C<ok()>.

#!/usr/bin/perl -w

use Test::Simple tests => 1;

ok( 1 + 1 == 2 );

and that does the same thing as the code above. C<ok()> is the backbone
of Perl testing, and we'll be using it instead of roll-your-own from
here on. If C<ok()> gets a true value, the test passes. False, it
fails.

#!/usr/bin/perl -w

use Test::Simple tests => 2;

ok( 1 + 1 == 2 );
ok( 2 + 2 == 5 );
from that comes

1..2
ok 1
not ok 2
# Failed test (test.pl at line 5)
# Looks like you failed 1 tests of 2.

C<1..2> "I'm going to run two tests." This number is used to ensure
your test program ran all the way through and didn't die or skip some
tests. C<ok 1> "The first test passed." C<not ok 2> "The second test
failed". Test::Simple helpfully prints out some extra commentary about
your tests.

It's not scary. Come, hold my hand. We're going to give an example
of testing a module. For our example, we'll be testing a date
library, B<Date::ICal>. It's on CPAN, so download a copy and follow
along. [2]

=head2 Where to start?

This is the hardest part of testing, where do you start? People often
get overwhelmed at the apparent enormity of the task of testing a
whole module. Best place to start is at the beginning. Date::ICal is
an object-oriented module, and that means you start by making an
object. So we test C<new()>.

#!/usr/bin/perl -w

use Test::Simple tests => 2;
use Date::ICal;

my $ical = Date::ICal->new;  # create an object
ok( defined $ical );  # check that we got something
ok( $ical->isa('Date::ICal') );  # and it's the right class

run that and you should get:

1..2
ok 1
ok 2

congratulations, you've written your first useful test.
That output isn’t terribly descriptive, is it? When you have two
tests you can figure out which one is #2, but what if you have 102?

Each test can be given a little descriptive name as the second
argument to C<ok()>.

use Test::Simple tests => 2;

ok( defined $ical, 'new() returned something' );
ok( $ical->isa('Date::ICal'), " and it's the right class" );

So now you'd see...

1..2
ok 1 - new() returned something
ok 2 - and it's the right class

Simplest way to build up a decent testing suite is to just test what
the manual says it does. [3] Let's pull something out of the
L<Date::ICal/SYNOPSIS> and test that all its bits work.

#!/usr/bin/perl -w

use Test::Simple tests => 8;

use Date::ICal;

$ical = Date::ICal->new( year => 1964, month => 10, day => 16,
  hour => 16, min => 12, sec => 47,
  tz => '0530' );

ok( defined $ical, 'new() returned something' );
ok( $ical->isa('Date::ICal'), " and it's the right class" );
ok( $ical->sec   == 47, 'sec()'   );
ok( $ical->min   == 12, 'min()'   );
ok( $ical->hour  == 16, 'hour()'  );
ok( $ical->day   == 17, 'day()'   );
ok( $ical->month == 10, 'month()' );
ok( $ical->year  == 1964, 'year()' );

run that and you get:

1..8


ok 1 - new() returned something
ok 2 - and it's the right class
ok 3 - sec()
ok 4 - min()
ok 5 - hour()
not ok 6 - day()
# Failed test (- at line 16)
ok 7 - month()
ok 8 - year()

# Looks like you failed 1 tests of 8.

Whoops, a failure! [4] Test::Simple helpfully lets us know on what line
the failure occured, but not much else. We were supposed to get 17,
but we didn't. What did we get?? Dunno. We'll have to re-run the
test in the debugger or throw in some print statements to find out.

Instead, we'll switch from B<Test::Simple> to B<Test::More>. B<Test::More>
does everything B<Test::Simple> does, and more! In fact, Test::More does
things I<exactly> the way Test::Simple does. You can literally swap
Test::Simple out and put Test::More in its place. That's just what
we're going to do.

Test::More does more than Test::Simple. The most important difference
at this point is it provides more informative ways to say "ok".
Although you can write almost any test with a generic C<ok()> function, it
can't tell you what went wrong. Instead, we'll use the C<is()> function, which lets us declare that something is supposed to be the
same as something else:

#!/usr/bin/perl -w

use Test::More tests => 8;

use Date::ICal;

$ical = Date::ICal->new( year => 1964, month => 10, day => 16,
                        hour => 16, min => 12, sec => 47,
                        tz => '0530' );

ok( defined $ical,    'new() returned something' );
ok( $ical->isa('Date::ICal')," and it's the right class" );
is( $ical->sec,     47,    ' sec()'   );
is( $ical->min,     12,    ' min()'   );
is( $ical->hour,    16,    ' hour()'  );
is( $ical->day,     17,    ' day()'   );
is( $ical->month,   10,    ' month()' );
is( $ical->year,    1964,  ' year()'  );
"Is $ical-E<gt>sec> 47?" "Is $ical-E<gt>min> 12?" With $is() in place, you get some more information

```
1..8
ok 1 - new() returned something
ok 2 - and it's the right class
ok 3 - sec()
ok 4 - min()
ok 5 - hour()
not ok 6 - day()
  # Failed test (- at line 16)
  #       got: '16'
  #     expected: '17'
ok 7 - month()
ok 8 - year()
  # Looks like you failed 1 tests of 8.
```

letting us know that $ical-E<gt>day> returned 16, but we expected 17. A quick check shows that the code is working fine, we made a mistake when writing up the tests. Just change it to:

```
is( $ical->day, 16, ' day()' );
```

and everything works.

So any time you're doing a "this equals that" sort of test, use $is(). It even works on arrays. The test is always in scalar context, so you can test how many elements are in a list this way. [5]

```
is( @foo, 5, 'foo has 5 elements' );
```

=head2 Sometimes the tests are wrong

Which brings us to a very important lesson. Code has bugs. Tests are code. Ergo, tests have bugs. A failing test could mean a bug in the code, but don't discount the possibility that the test is wrong.

On the flip side, don't be tempted to prematurely declare a test incorrect just because you're having trouble finding the bug. Invalidating a test isn't something to be taken lightly, and don't use it as a cop out to avoid work.

=head2 Testing lots of values

We're going to be wanting to test a lot of dates here, trying to trick the code with lots of different edge cases. Does it work before 1970?
After 2038? Before 1904? Do years after 10,000 give it trouble?
Does it get leap years right? We could keep repeating the code above,
or we could set up a little try/expect loop.

use Test::More tests => 32;
use Date::ICal;

my %ICal_Dates = (
    # An ICal string And the year, month, date
    # hour, minute and second we expect.
    '19971024T120000' =>    # from the docs.
        [ 1997, 10, 24, 12, 0, 0 ],
    '20390123T232832' =>    # after the Unix epoch
        [ 2039, 1, 23, 23, 28, 32 ],
    '19671225T000000' =>    # before the Unix epoch
        [ 1967, 12, 25, 0, 0, 0 ],
    '18990505T232323' =>    # before the MacOS epoch
        [ 1899, 5, 23, 23, 23 ],
);

while( my($ical_str, $expect) = each %ICal_Dates ) {
    my $ical = Date::ICal->new( ical => $ical_str );
    ok( defined $ical,            "new(ical => '$ical_str')" );
    ok( $ical->isa('Date::ICal'), "  and it's the right class" );
    is( $ical->year,    $expect->[0],     '  year()'  );
    is( $ical->month,   $expect->[1],     '  month()' );
    is( $ical->day,     $expect->[2],     '  day()'   );
    is( $ical->hour,    $expect->[3],     '  hour()'  );
    is( $ical->min,     $expect->[4],     '  min()'   );
    is( $ical->sec,     $expect->[5],     '  sec()'   );
}

So now we can test bunches of dates by just adding them to
C<%ICal_Dates>. Now that it's less work to test with more dates, you'll
be inclined to just throw more in as you think of them.
Only problem is, every time we add to that we have to keep adjusting
the C<use Test::More tests =E<gt> ##> line. That can rapidly get
annoying. There's two ways to make this work better.

First, we can calculate the plan dynamically using the C<plan()> function.

use Test::More;
use Date::ICal;
my %ICal_Dates = (
  ...same as before...
);

# For each key in the hash we're running 8 tests.
plan tests => keys %ICal_Dates * 8;

Or to be even more flexible, we use C<no_plan>. This means we're just running some tests, don't know how many. [6]

use Test::More 'no_plan';  # instead of tests => 32

now we can just add tests and not have to do all sorts of math to figure out how many we're running.

=head2 Informative names

Take a look at this line here

ok( defined $ical,            "new(ical => '$ical_str')" );

we've added more detail about what we're testing and the ICAL string itself we're trying out to the name. So you get results like:

  ok 25 - new(ical => '19971024T120000')
  ok 26 - and it's the right class
  ok 27 - year()
  ok 28 - month()
  ok 29 - day()
  ok 30 - hour()
  ok 31 - min()
  ok 32 - sec()

if something in there fails, you'll know which one it was and that will make tracking down the problem easier. So try to put a bit of debugging information into the test names.

Describe what the tests test, to make debugging a failed test easier for you or for the next person who runs your test.

=head2 Skipping tests

Poking around in the existing Date::ICal tests, I found this in F<t/01sanity.t> [7]

#!/usr/bin/perl -w
use Test::More tests => 7;
use Date::ICal;

# Make sure epoch time is being handled sanely.
my $t1 = Date::ICal->new( epoch => 0 );
is( $t1->epoch, 0, "Epoch time of 0" );

# XXX This will only work on unix systems.
is( $t1->ical, '19700101Z', " epoch to ical" );

is( $t1->year, 1970, " year()" );
is( $t1->month, 1, " month()" );
is( $t1->day, 1, " day()" );

# like the tests above, but starting with ical instead of epoch
my $t2 = Date::ICal->new( ical => '19700101Z' );
is( $t2->ical, '19700101Z', "Start of epoch in ICal notation" );

is( $t2->epoch, 0, " and back to ICal" );

The beginning of the epoch is different on most non-Unix operating systems [8]. Even though Perl smooths out the differences for the most part, certain ports do it differently. MacPerl is one off the top of my head. [9] We *know* this will never work on MacOS. So rather than just putting a comment in the test, we can explicitly say it's never going to work and skip the test.

use Test::More tests => 7;
use Date::ICal;

# Make sure epoch time is being handled sanely.
my $t1 = Date::ICal->new( epoch => 0 );
is( $t1->epoch, 0, "Epoch time of 0" );

SKIP: {
    skip('epoch to ICal not working on MacOS', 6)
    if $^O eq 'MacOS';

    is( $t1->ical, '19700101Z', " epoch to ical" );

    is( $t1->year, 1970, " year()" );
is( $t1->month, 1, " month()" );
is( $t1->day, 1, " day()" );

    # like the tests above, but starting with ical instead of epoch
    my $t2 = Date::ICal->new( ical => '19700101Z' );
is( $t2->ical, '19700101Z', "Start of epoch in ICal notation" );
A little bit of magic happens here. When running on anything but MacOS, all the tests run normally. But when on MacOS, C<skip()> causes the entire contents of the SKIP block to be jumped over. It's never run. Instead, it prints special output that tells Test::Harness that the tests have been skipped.

1..7
ok 1 - Epoch time of 0
ok 2 # skip epoch to ICal not working on MacOS
ok 3 # skip epoch to ICal not working on MacOS
ok 4 # skip epoch to ICal not working on MacOS
ok 5 # skip epoch to ICal not working on MacOS
ok 6 # skip epoch to ICal not working on MacOS
ok 7 # skip epoch to ICal not working on MacOS

This means your tests won't fail on MacOS. This means less emails from MacPerl users telling you about failing tests that you know will never work. You've got to be careful with skip tests. These are for tests which don't work and I<never will>. It is not for skipping genuine bugs (we'll get to that in a moment).

The tests are wholly and completely skipped. [10] This will work.

SKIP: {
    skip("I don't wanna die!");
    die, die, die, die, die;
}

=head2 Todo tests

Thumbing through the Date::ICal man page, I came across this:

ical

$ical_string = $ical->ical;

Retrieves, or sets, the date on the object, using any valid ICal date/time string.

"Retrieves or sets". Hmmm, didn't see a test for using C<ical()> to set the date in the Date::ICal test suite. So I'll write one.
use Test::More tests => 1;
use Date::ICal;

my $ical = Date::ICal->new;
$ical->ical('20201231Z');
is( $ical->ical, '20201231Z', 'Setting via ical()' );

run that and I get

1..1
not ok 1 - Setting via ical()
#   Failed test (- at line 6)
#     got: '20010814T233649Z'
#   expected: '20201231Z'
# Looks like you failed 1 tests of 1.

Whoops! Looks like it's unimplemented. Let's assume we don't have the time to fix this. Normally, you'd just comment out the test and put a note in a todo list somewhere. Instead, we're going to explicitly state "this test will fail" by wrapping it in a C<TODO> block.

use Test::More tests => 1;

TODO: {
    local $TODO = 'ical($ical) not yet implemented';

    my $ical = Date::ICal->new;
    $ical->ical('20201231Z');
    is( $ical->ical, '20201231Z', 'Setting via ical()' );
}

Now when you run, it's a little different:

1..1
not ok 1 - Setting via ical() # TODO ical($ical) not yet implemented
#     got: '20010822T201551Z'
#   expected: '20201231Z'

Test::More doesn't say "Looks like you failed 1 tests of 1". That '#' TODO' tells Test::Harness "this is supposed to fail" and it treats a failure as a successful test. So you can write tests even before you've fixed the underlying code.

If a TODO test passes, Test::Harness will report it "UNEXPECTEDLY SUCCEEDED". When that happens, you simply remove the TODO block with C<local $TODO> and turn it into a real test.
Testing with taint mode.

Taint mode is a funny thing. It's the globalest of all global features. Once you turn it on, it affects all code in your program and all modules used (and all the modules they use). If a single piece of code isn't taint clean, the whole thing explodes. With that in mind, it's very important to ensure your module works under taint mode.

It's very simple to have your tests run under taint mode. Just throw a `-T` into the `#!/` line. Test::Harness will read the switches in `#!/` and use them to run your tests.

```bash
#!/usr/bin/perl -Tw

...test normally here...
```

So when you say `make test` it will be run with taint mode and warnings on.

---

### FOOTNOTES

1. The first number doesn't really mean anything, but it has to be 1. It's the second number that's important.

2. For those following along at home, I'm using version 1.31. It has some bugs, which is good -- we'll uncover them with our tests.

3. You can actually take this one step further and test the manual itself. Have a look at `Test::Inline` (formerly `Pod::Tests`).

4. Yes, there's a mistake in the test suite. What! Me, contrived?

5. We'll get to testing the contents of lists later.
But what happens if your test program dies halfway through?! Since we didn't say how many tests we're going to run, how can we know it failed? No problem, Test::More employs some magic to catch that death and turn the test into a failure, even if every test passed up to that point.

I cleaned it up a little.

Most Operating Systems record time as the number of seconds since a certain date. This date is the beginning of the epoch. Unix's starts at midnight January 1st, 1970 GMT.

MacOS's epoch is midnight January 1st, 1904. VMS's is midnight, November 17th, 1858, but vmsperl emulates the Unix epoch so it's not a problem.

As long as the code inside the SKIP block at least compiles. Please don't ask how. No, it's not a filter.

Do NOT be tempted to use TODO tests as a way to avoid fixing simple bugs!

AUTHORS

Michael G Schwern schwern@pobox.com and the perl-qa dancers!

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=cut

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/t/lib/Test/Tutorial.pod
No license file was found, but licenses were detected in source scan.

=head2 Note For File::Spec::Win32 Maintainers

Novell NetWare inherits its File::Spec behaviour from File::Spec::Win32.

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=head1 SEE ALSO

See L<File::Spec> and L<File::Spec::Unix>. This package overrides the implementation of these methods, not the semantics.

=cut

Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-gLUzWAVs/PathTools-3.40.tar.gz-cosi-expand-archive-Fd2kKzjz/PathTools-3.40/lib/File/Spec/Win32.pm
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/cola/permits/1133042951_1615480490.76/0/perl-PathTools-3.40-5.el7-1.src.rpm-cosi-expand-archive-gLUzWAVs/perl-PathTools.spec

1.540 joda-time 2.10.4
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1.542 springfox-schema 2.8.0
1.543 e2fsprogs 1.42.9-16.el7

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Index: tdbsa/tdb.c

===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@
 Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
/*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
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This package was put together by Yann Dirson <dirson@debian.org>,
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tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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That's all there is to it!

# This is a Makefile stub which handles the creation of BSD shared libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#
all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:		$(BSD_LIB)
$(BSD_LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS) $(OBJS))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$INSTALL_PROGRAM $(BSD_LIB) \$(DESTDIR)/$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip: install-shlibs

uninstall-shlibs uninstall::
$ (RM) -f $(DESTDIR)/$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$ (RM) -rf pic
$ (RM) -f $(BSD_LIB)
$ (RM) -f ./../$(BSD_LIB)

This is the Debian GNU/Linux prepackaged version of the EXT2 file system utilities (e2fsck, mkre2fs, etc.). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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Gadi Oxman, August 1995

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1.545 util-linux 2.23.2 61.el7_7.1

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 */

size: 8388608, sector size: 512, PT: dos, offset: 446, id=0x8f8378c0

---

#1: 32 7648 0x83
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---layout----------
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Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

Create 1st primary partition
ada64ace122978d00d1d1c0e5ee45d26 bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

    Device  Boot  Start  End   Blocks  Id  System
__ts_dev__1  2048  4095   1024     83  Linux

-------------------
Create 2st primary partition
1bebf87248e05d6e4e62b749da65d023 bsd.img
Set 2nd partition type
2d8e8dff51a88a045db233418dd73fbe bsd.img

---layout----------
__ts_dev__: 10 MB, 10485760 bytes, 20480 sectors
Units = sectors of 1 * 512 = 512 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk label type: dos
Disk identifier: 0x00000001

    Device  Boot  Start  End   Blocks  Id  System
__ts_dev__1  2048  4095   1024     83  Linux
__ts_dev__2  4096 20479   8192     a5 FreeBSD

-------------------
Create default BSD
2e1cee529cb59c9341afe0443f196a1 bsd.img
Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
# start   end   size   fstype   [fsise bsize  cpg]
c:  4096   20479  16384   unused   0   0
d:   0   16064   16065   unused   0   0

BSD disklabel command (m for help):
Command (m for help):

b5c121c2091b2ff26b880551feac7112 bsd.img

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
4 partitions:
# start   end   size   fstype   [fsise bsize  cpg]
a:  4096   6144   2049   4.2BSD   0   0   0
c:  4096  20479  16384   unused   0   0
d:   0   16064   16065   unused   0   0

BSD disklabel command (m for help):
Command (m for help):

Changes will remain in memory only, until you decide to write them.
Be careful before using the write command.

Command (m for help):

BSD disklabel command (m for help):
1.546 log4j-slf4j-impl 2.10.0

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1.547 nss-pem 1.0.3-7.el7

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1.551 slf4j-log4j 1.6.6

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1.557 protobuf-java-util 3.13.0
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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf.util
Bnd-LastModified: 1597451582365
Build-Jdk: 11.0.7
Built-By: acozzette
Bundle-Description: Utilities for Protocol Buffers
Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Util]
Bundle-SymbolicName: com.google.protobuf.util
Bundle-Version: 3.13.0
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf.util;version="3.13.0";uses:="com.google.protobuf"
Import-Package: com.google.common.base;version="[29.0,30)"., com.google.common.io;version="[29.0,30)"., com.google.common.math;version="[29.0,30)"., com.google.common.primitives;version="[29.0,30)"., com.google.gson;version="[2.8,3)"., com.google.protobuf;version="[3.13,4)
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

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* /opt/ws_local/PERMITS_SQL/1092309968_1600708800.32/0/protobuf-java-util-3-13-0-jar/META-INF/MANIFEST.MF

1.558 oniguruma 6.9.4-1.el7.0atomix1

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1.559 springfox-spi 2.8.0

1.560 jopt-simple 5.0.3

1.561 hppc 0.8.1

1.562 commons-lang3 3.3.2

1.563 flink-mapr-fs 1.9.2

1.563.1 Available under license:

flink-mapr-fs
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1.564 dropwizard-configuration 0.9.2
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  jar/io/netty/resolver/NoopAddressResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4-1-13-final-sources-1-
  jar/io/netty/resolver/SimpleNameResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4-1-13-final-sources-1-
  jar/io/netty/resolver/AddressResolverGroup.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4-1-13-final-sources-1-
  jar/io/netty/resolver/NameResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4-1-13-final-sources-1-
  jar/io/netty/resolver/package-info.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4-1-13-final-sources-1-
  jar/io/netty/resolver/NoopAddressResolverGroup.java

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* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/CompositeNameResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/AbstractAddressResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/DefaultNameResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/InetSocketAddressResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/AddressResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/DefaultAddressResolverGroup.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/InetNameResolver.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/HostsFileParser.java
* /opt/cola/permits/1095812566_1601503628.6/0/netty-resolver-4.1.13-final-sources-1-
ar/io/netty/resolver/DefaultHostsFileEntriesResolver.java

1.566 dropwizard-jetty 0.9.2
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1.581 tcp-dump 4.9.2-4.el7_7.1

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We call this license the "Lesser" General Public License because it does Less to protect the user’s freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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Found in path(s):
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
  jar/javax/validation/metadata/ConstructorDescriptor.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
  jar/javax/validation/ParameterNameProvider.java
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 */
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/ValidationException.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/spi/ValidationProvider.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/metadata/Scope.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Past.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/groups/Default.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/Payload.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/UnexpectedTypeException.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/Validation.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/bootstrap/GenericBootstrap.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/OverridesAttribute.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Digits.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/bootstrap/ProviderSpecificBootstrap.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/spi/BootstrapState.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Size.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/ConstraintValidator.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/ConstraintDeclarationException.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Min.java

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1.589 jackson-module-parameter-names 2.9.6

1.590 spring-jcl 5.0.8.RELEASE

1.590.1 Available under license:

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* /opt/cola/permits/1136594796_1613806140.02/0/spring-jcl-5-0-8-release-sources-4-
  jar/org/apache/commons/logging/impl/SimpleLog.java

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* /opt/cola/permits/1136594796_1613806140.02/0/spring-jcl-5-0-8-release-sources-4-
  jar/org/apache/commons/logging/LogFactory.java
* /opt/cola/permits/1136594796_1613806140.02/0/spring-jcl-5-0-8-release-sources-4-
  jar/org/apache/commons/logging/impl/NoOpLog.java

1.591 perl 5.16.3 294.el7_6
1.591.1 Available under license :

From f5488561bdaab57380bf07e8e66778503a41aca3 Mon Sep 17 00:00:00 2001
From: Father Chrysostomos <sprout@cpan.org>
Date: Sun, 23 Sep 2012 12:42:15 -0700
Subject: [PATCH] =?UTF-8?q?Don=E2=80=99t=20leak=20if=20hh=20copying=20dies?==
MIME-Version: 1.0
Content-Type: text/plain; charset=UTF-8
Content-Transfer-Encoding: 8bit
When `%^H` is copied on entering a new scope, if it happens to have been tied it can die. This was resulting in leaks, because no protections were added to handle that case.

The two things that were leaking were the new hash in `hv_copy_hints_hv` and the new value (for an element) in `newSVsv`.

By fixing `newSVsv` itself, this also fixes any potential leaks when other pieces of code call `newSVsv` on explosive values.

Petr Pisar: Ported to 5.16.3

---

`hv.c` | 6 ++++++
`s.v.c` | 7 +++++---
t/op/svleak.t | 22 ++++++++++++++++++-

3 files changed, 31 insertions(+), 4 deletions(-)

diff --git a/hv.c b/hv.c
index 3c35341..29d6352 100644
--- a/hv.c
+++ b/hv.c
@@ -1440,6 +1440,9 @@ Perl_hv_copy_hints_hv(pTHX_ HV *const ohv)
     const I32 riter = HvRITER_get(ohv);
     HE * const eiter = HvEITER_get(ohv);
+ENTER;
+SvREFCNT_inc_simple_void_NN(hv);
+while (hv_max && hv_max + 1 >= hv_fill * 2)
     hv_max = hv_max / 2;
HvMAX(hv) = hv_max;
@@ -1461,6 +1464,9 @@ Perl_hv_copy_hints_hv(pTHX_ HV *const ohv)
 } HvRITER_set(ohv, riter);
 HvEITER_set(ohv, eiter);
+SVREFCNT_inc_simple_void_NN(hv);
+LEAVE;
 } hv_magic(hv, NULL, PERL_MAGIC_hints);
 return hv;
diff --git a/sv.c b/sv.c
index a43feac..597d71b 100644
--- a/sv.c
+++ b/sv.c
@@ -8764,11 +8764,12 @@ Perl_newSVsv(pTHX_register SV *const old)
 Perl_ck_warner_d(aTHX_packWARN(WARN_INTERNAL), "semi-panic: attempt to dup freed string");
 return NULL;
+ /* Do this here, otherwise we leak the new SV if this croaks. */
+    SvGETMAGIC(old);
+    new_SV(sv);
- /* SV_GMAGIC is the default for sv_setv() 
-    SV_NOSTEAL prevents TEMP buffers being, well, stolen, and saves games 
+ /* SV_NOSTEAL prevents TEMP buffers being, well, stolen, and saves games 
    with SvTEMP_off and SvTEMP_on round a call to sv_setsv. */
-    sv_setsv_flags(sv, old, SV_GMAGIC | SV_NOSTEAL);
-    sv_setsv_flags(sv, old, SV_GMAGIC | SV_NOSTEAL);
+    sv_setsv_flags(sv, old, SV_NOSTEAL);
  return sv;

diff --git a/t/op/svleak.t b/t/op/svleak.t
index 2f09af3..011c184 100644
--- a/t/op/svleak.t
+++ b/t/op/svleak.t
@@ -13,7 +13,7 @@ BEGIN {
 or skip_all("XS::APItest not available");
 }

-plan tests => 23;
+plan tests => 24;

# run some code N times. If the number of SVs at the end of loop N is 
# greater than (N-1)*delta at the end of loop 1, we've got a leak
@@ -176,3 +176,23 @@ leak(2, 0, sub {
    each %$h;
    undef $h;
}, 'tied hash iteration does not leak');
+ +# [perl #107000]
+#package hhtie { 
+  sub TIEHASH { bless [] } 
+  sub STORE    { $_[0][0]{$_[1]} = $_[2] } 
+  sub FETCH    { die if $explosive; $_[0][0]{$_[1]}  } 
+  sub FIRSTKEY { keys %{$_[0][0]}; each %{$_[0][0]}  } 
+  sub NEXTKEY  { each %{$_[0][0]}  } 
+} 
+leak(2,!!$Config{mad}, sub {
+  eval q`
+    BEGIN {
+      $hhtie::explosive = 0;
+      tie %^H, hhtie;
+      $^H{foo} = bar;
+      $hhtie::explosive = 1;
+    }
+    { 1: }
`}
+ `;`;
+ }, `hint-hash copying does not leak);
--
1.8.1.4

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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---
abstract: 'Build and install Perl modules'
author:
  - 'Ken Williams <kwilliams@cpan.org>'
  - "Development questions, bug reports, and patches should be sent to the\n    Module-Build mailing list at <module-build@perl.org>.'
build_requires:
  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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Also add information on how to contact you by electronic and paper mail.

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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

That's all there is to it!
This module is free software; you can redistribute it and/or modify it under the same terms as Perl itself.
use strict;
use lib 't/lib';
use MBTest;
use DistGen;

plan 'no_plan';

# Ensure any Module::Build modules are loaded from correct directory
blib_load('Module::Build');

{ my $dist = DistGen->new(
    name => 'Simple::Name',
    version => '0.01',
    license => 'perl'
);

$dist->regen;
$dist->chdir_in;

my $mb = $dist->new_from_context();
isa_ok( $mb, "Module::Build" );
is( $mb->license, 'perl',
    "license 'perl' is valid"
);

my $meta = $mb->get_metadata( fatal => 0 );
is( $meta->{license} => 'perl',
    "META license will be 'perl'"
); is( $meta->{resources}{license}, "http://dev.perl.org/licenses/",
    "META license URL is correct"
my $dist = DistGen->new(
    name => 'Simple::Name',
    version => '0.01',
    license => 'VaporWare'
);

$dist->regen;
$dist->chdir_in;

my $mb = $dist->new_from_context();
isa_ok( $mb, "Module::Build" );
is( $mb->license, 'VaporWare',
    "license 'VaporWare' is valid"
);

my $meta = $mb->get_metadata( fatal => 0 );
is( $meta->{license} => 'unrestricted', "META license will be 'unrestricted'" );
is( $meta->{resources}{license}, "http://example.com/vaporware/",
    "META license URL is correct"
);

# Test with alpha number
# vim:ts=2:sw=2:et:sta:sts=2

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1.595 python 2.7.17-1.el7.0atomix2

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A. HISTORY OF THE SOFTWARE

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

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

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

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.
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1.602 audit 2.8.5 4.el7

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A `WebApplicationContext` that can be used to bootstrap itself from a contained `ServletWebServerFactory` bean.

This context will create, initialize and run an `WebServer` by searching for a single `ServletWebServerFactory` bean within the `ApplicationContext` itself. The `ServletWebServerFactory` is free to use standard Spring concepts (such as dependency injection, lifecycle callbacks and property placeholder variables).

In addition, any `Servlet` or `Filter` beans defined in the context will be automatically registered with the web server. In the case of a single Servlet bean, the '/' mapping will be used. If multiple Servlet beans are found then the lowercase bean name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will always be mapped to '/'. Filter beans will be mapped to all URLs ('/*').

For more advanced configuration, the context can instead define beans that implement the `ServletContextInitializer` interface (most often `ServletRegistrationBean`s and/or `FilterRegistrationBean`s). To prevent double registration, the use of `ServletContextInitializer` beans will disable automatic Servlet and Filter bean registration.

Although this context can be used directly, most developers should consider using the `AnnotationConfigServletWebServerApplicationContext` or `XmlServletWebServerApplicationContext` variants.

@see AnnotationConfigServletWebServerApplicationContext
@see XmlServletWebServerApplicationContext
@see ServletWebServerFactory

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1.618 python 3.7.6-1.el7.0atomix1

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A. HISTORY OF THE SOFTWARE

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

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

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

All Python releases are Open Source (see http://www.opensource.org for 
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releases have also been GPL-compatible; the table below summarizes 
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1.625 javapackages-tools 3.4.1-11.el7

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1.630 bouncy-castle 1.46
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1.632 kryo 2.24.0

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=head1 NAME

Encode - character encodings in Perl

=head1 SYNOPSIS

use Encode qw(decode encode);
$characters = decode('UTF-8', $octets, Encode::FB_CROAK);
$octets = encode('UTF-8', $characters, Encode::FB_CROAK);
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=head2 Table of Contents

Encode consists of a collection of modules whose details are too extensive to fit in one document. This one itself explains the top-level APIs and general topics at a glance. For other topics and more details, see the documentation for these modules:

=over 2

=item L<Encode::Alias> - Alias definitions to encodings

=item L<Encode::Encoding> - Encode Implementation Base Class

=item L<Encode::Supported> - List of Supported Encodings

=item L<Encode::CN> - Simplified Chinese Encodings

=item L<Encode::JP> - Japanese Encodings

=item L<Encode::KR> - Korean Encodings

=item L<Encode::TW> - Traditional Chinese Encodings

=back

=head1 DESCRIPTION

The C<Encode> module provides the interface between Perl strings and the rest of the system. Perl strings are sequences of I<characters>.

The repertoire of characters that Perl can represent is a superset of those defined by the Unicode Consortium. On most platforms the ordinal values of a character as returned by C<ord(I<S>)> is the I<Unicode codepoint> for that character. The exceptions are platforms where the legacy encoding is some variant of EBCDIC rather than a superset of ASCII; see L<perlebcdic>.

During recent history, data is moved around a computer in 8-bit chunks, often called "bytes" but also known as "octets" in standards documents. Perl is widely used to manipulate data of many types: not only strings of characters representing human or computer languages, but also "binary" data, being the machine's representation of numbers, pixels in an image, or just about anything.

When Perl is processing "binary data", the programmer wants Perl to process "sequences of bytes". This is not a problem for Perl: because a
This document mostly explains the I<how>. L<perlunitut> and L<perlunifaq> explain the I<why>.

=head2 TERMINOLOGY

=head3 character

A character in the range 0 .. 2**32-1 (or more); what Perl's strings are made of.

=head3 byte

A character in the range 0..255; a special case of a Perl character.

=head3 octet

8 bits of data, with ordinal values 0..255; term for bytes passed to or from a non-Perl context, such as a disk file, standard I/O stream, database, command-line argument, environment variable, socket etc.

=head1 THE PERL ENCODING API

=head2 Basic methods

=head3 encode

$octets  = encode(ENCODING, STRING[, CHECK])

Encodes the scalar value I<STRING> from Perl's internal form into I<ENCODING> and returns a sequence of octets. I<ENCODING> can be either a canonical name or an alias. For encoding names and aliases, see L</"Defining Aliases">. For CHECK, see L</"Handling Malformed Data">.

For example, to convert a string from Perl's internal format into ISO-8859-1, also known as Latin1:

$octets = encode("iso-8859-1", $string);

B<CAVEAT>: When you run C<$octets = encode("utf8", $string)>, then $octets I<might not be equal to> $string. Though both contain the same data, the UTF8 flag for $octets is I<always> off. When you encode anything, the UTF8 flag on the result is always off, even when it contains a completely valid utf8 string. See L</"The UTF8 flag"> below.
If the $string is C<undef>, then C<undef> is returned.

=head3 decode

$string = decode(ENCODING, OCTETS[, CHECK])

This function returns the string that results from decoding the scalar value I<OCTETS>, assumed to be a sequence of octets in I<ENCODING>, into Perl's internal form. The returns the resulting string. As with encode(), I<ENCODING> can be either a canonical name or an alias. For encoding names and aliases, see L</"Defining Aliases">; for I<CHECK>, see L</"Handling Malformed Data">.

For example, to convert ISO-8859-1 data into a string in Perl's internal format:

    $string = decode("iso-8859-1", $octets);

B<CAVEAT>: When you run C<$string = decode("utf8", $octets)> , then $string I<might not be equal to> $octets. Though both contain the same data, the UTF8 flag for $string is on unless $octets consists entirely of ASCII data on ASCII machines or EBCDIC on EBCDIC machines. See L</"The UTF8 flag"> below.

If the $string is C<undef>, then C<undef> is returned.

=head3 find_encoding

[$obj =] find_encoding(ENCODING)

Returns the I<encoding object> corresponding to I<ENCODING>. Returns C<undef> if no matching I<ENCODING> is find. The returned object is what does the actual encoding or decoding.

$utf8 = decode($name, $bytes);

is in fact

$utf8 = do {
    $obj = find_encoding($name);
    croak qq(encoding "$name" not found) unless ref $obj;
    $obj->decode($bytes);
};

with more error checking.

You can therefore save time by reusing this object as follows;
my $enc = find_encoding("iso-8859-1");
while(<>) {
  my $utf8 = $enc->decode($_);
  ...
  # now do something with $utf8;
}

Besides \$decode and \$encode, other methods are available as well. For instance, \$name returns the canonical name of the encoding object.

find_encoding("latin1")->name; # iso-8859-1

See \$Encode::Encoding for details.

=head3 from_to

\[\text{[
$length =\]} \text{from_to}($octets, FROM_ENC, TO_ENC [, CHECK])\]

Converts \texttt{in-place} data between two encodings. The data in $octets must be encoded as octets and \texttt{not} as characters in Perl's internal format. For example, to convert ISO-8859-1 data into Microsoft's CP1250 encoding:

from_to($octets, "iso-8859-1", "cp1250");

and to convert it back:

from_to($octets, "cp1250", "iso-8859-1");

Because the conversion happens in place, the data to be converted cannot be a string constant: it must be a scalar variable.

\texttt{from_to} returns the length of the converted string in octets on success, and \texttt{undef} on error.

=B<CAVEAT>: The following operations may look the same, but are not:

\texttt{from_to($data, "iso-8859-1", "utf8"); #1}
\texttt{$data = decode("iso-8859-1", $data); #2}

Both #1 and #2 make $data consist of a completely valid UTF-8 string, but only #2 turns the UTF8 flag on. #1 is equivalent to:

\texttt{$data = encode("utf8", decode("iso-8859-1", $data));}

See \texttt{"The UTF8 flag"} below.
Also note that:

from_to($octets, $from, $to, $check);

is equivalent to

$octets = encode($to, decode($from, $octets), $check);

Yes, it does not respect the $check during decoding. It is deliberately done that way. If you need minute control, use C<decode> followed by C<encode> as follows:

$octets = encode($to, decode($from, $octets, $check_from), $check_to);

=head3 encode_utf8

$octets = encode_utf8($string);

Equivalent to C<$octets = encode("utf8", $string)>. The characters in $string are encoded in Perl's internal format, and the result is returned as a sequence of octets. Because all possible characters in Perl have a (loose, not strict) UTF-8 representation, this function cannot fail.

=head3 decode_utf8

$string = decode_utf8($octets [, CHECK]);

Equivalent to C<$string = decode("utf8", $octets [, CHECK])>. The sequence of octets represented by $octets is decoded from UTF-8 into a sequence of logical characters. Because not all sequences of octets are valid UTF-8, it is quite possible for this function to fail. For CHECK, see L</"Handling Malformed Data">.

=head2 Listing available encodings

use Encode;
@list = Encode->encodings();

Returns a list of canonical names of available encodings that have already been loaded. To get a list of all available encodings including those that have not yet been loaded, say:

@all_encodings = Encode->encodings(":all");

Or you can give the name of a specific module:

@with_jp = Encode->encodings("Encode::JP");
When "C<::>" is not in the name, "C<Encode::>") is assumed.

@ebcdic = Encode->encodings("EBCDIC");

To find out in detail which encodings are supported by this package, see L<Encode::Supported>.

=head2 Defining Aliases

To add a new alias to a given encoding, use:

use Encode;
use Encode::Alias;
define_alias(NEWNAME => ENCODING);

After that, I<NEWNAME> can be used as an alias for I<ENCODING>. I<ENCODING> may be either the name of an encoding or an encoding object.

Before you do that, first make sure the alias is nonexistent using C<resolve_alias()>, which returns the canonical name thereof. For example:

    Encode::resolve_alias("latin1") eq "iso-8859-1" # true
    Encode::resolve_alias("iso-8859-12")    # false; nonexistent
    Encode::resolve_alias($name) eq $name  # true if $name is canonical

C<resolve_alias()> does not need C<use Encode::Alias>; it can be imported via C<use Encode qw(resolve_alias)>.

See L<Encode::Alias> for details.

=head2 Finding IANA Character Set Registry names

The canonical name of a given encoding does not necessarily agree with IANA Character Set Registry, commonly seen as C<< Content-Type: text/plain; charset=I<WHATEVER> >>. For most cases, the canonical name works, but sometimes it does not, most notably with "utf-8-strict".

As of C<Encode> version 2.21, a new method C<mime_name()> is therefore added.

use Encode;
my $enc = find_encoding("UTF-8");
warn $enc->name;    # utf-8-strict
warn $enc->mime_name; # UTF-8

See also: L<Encode::Encoding>
If your perl supports C<PerlIO> (which is the default), you can use a C<PerlIO> layer to decode and encode directly via a filehandle. The following two examples are fully identical in functionality:

### Version 1 via PerlIO
```perl
open(INPUT,  "< :encoding(shiftjis)", $infile)
 || die "Can't open < $infile for reading: "$!";
open(OUTPUT, "> :encoding(euc-jp)", $outfile)
 || die "Can't open > $output for writing: "$!";
while (<INPUT>) {  # auto decodes $
    print OUTPUT;  # auto encodes $
}
close(INPUT)  || die "can't close $infile: "$!";
close(OUTPUT) || die "can't close $outfile: "$!";
```

### Version 2 via from_to()
```perl
open(INPUT,  "< :raw", $infile)
 || die "Can't open < $infile for reading: "$!";
open(OUTPUT, "> :raw", $outfile)
 || die "Can't open > $output for writing: "$!";

while (<INPUT>) {
    from_to($_, "shiftjis", "euc-jp", 1);  # switch encoding
    print OUTPUT;  # emit raw (but properly encoded) data
}
close(INPUT)  || die "can't close $infile: "$!";
close(OUTPUT) || die "can't close $outfile: "$!";
```

In the first version above, you let the appropriate encoding layer handle the conversion. In the second, you explicitly translate from one encoding to the other.

Unfortunately, it may be that encodings are C<PerlIO>-savvy. You can check to see whether your encoding is supported by C<PerlIO> by invoking the C<perlio_ok> method on it:

```perl
Encode::perlio_ok("hz");     # false
find_encoding("euc-cn")->perlio_ok; # true wherever PerlIO is available
```

use Encode qw(perlio_ok);     # imported upon request
perlio_ok("euc-jp")

Fortunately, all encodings that come with C<Encode> core are C<PerlIO>-savvy except for C<hz> and C<ISO-2022-kr>. For the gory details, see L<Encode::Encoding> and L<Encode::PerlIO>.
Handling Malformed Data

The optional `<CHECK>` argument tells `Encode` what to do when encountering malformed data. Without `<CHECK>`, `Encode::FB_DEFAULT` (== 0) is assumed.

As of version 2.12, `Encode` supports coderef values for `<CHECK>`; see below.

**Note:** Not all encodings support this feature. Some encodings ignore the `<CHECK>` argument. For example, `Encode::Unicode` ignores `<CHECK>` and it always croaks on error.

### List of `<CHECK>` values

#### FB_DEFAULT

`<CHECK> = Encode::FB_DEFAULT (== 0)`

If `<CHECK>` is 0, encoding and decoding replace any malformed character with a substitution character. When you encode, `SUBCHAR` is used. When you decode, the Unicode REPLACEMENT CHARACTER, code point U+FFFD, is used. If the data is supposed to be UTF-8, an optional lexical warning of warning category `utf8` is given.

#### FB_CROAK

`<CHECK> = Encode::FB_CROAK (== 1)`

If `<CHECK>` is 1, methods immediately die with an error message. Therefore, when `<CHECK>` is 1, you should trap exceptions with `eval{}`, unless you really want to let it `die`.

#### FB_QUIET

`<CHECK> = Encode::FB_QUIET`

If `<CHECK>` is set to `Encode::FB_QUIET`, encoding and decoding immediately return the portion of the data that has been processed so far when an error occurs. The data argument is overwritten with everything after that point; that is, the unprocessed portion of the data. This is handy when you have to call `decode` repeatedly in the case where your source data may contain partial multi-byte character sequences, (that is, you are reading with a fixed-width buffer). Here's some sample code to do exactly that:

```perl
my($buffer, $string) = ("", "");
```
while (read($fh, $buffer, 256, length($buffer))) {
    $string .= decode($encoding, $buffer, Encode::FB_QUIET);
    # $buffer now contains the unprocessed partial character
}

=head3 FB_WARN

I<CHECK> = Encode::FB_WARN

This is the same as C<FB_QUIET> above, except that instead of being silent on errors, it issues a warning. This is handy for when you are debugging.

=head3 FB_PERLQQ FB_HTMLCREF FB_XMLCREF

=over 2

=item perlqq mode (I<CHECK> = Encode::FB_PERLQQ)

=item HTML charref mode (I<CHECK> = Encode::FB_HTMLCREF)

=item XML charref mode (I<CHECK> = Encode::FB_XMLCREF)

=back

For encodings that are implemented by the C<Encode::XS> module, C<CHECK> C<==>
C<Encode::FB_PERLQQ> puts C<encode> and C<decode> into C<perlqq> fallback mode.

When you decode, C<\x{I<HHHH}> is inserted for a malformed character, where
I<HHH> is the hex representation of the octet that could not be decoded to utf8. When you encode, C<\x{I<HHHH}> will be inserted, where I<HHHH> is
the Unicode code point (in any number of hex digits) of the character that
cannot be found in the character repertoire of the encoding.

The HTML/XML character reference modes are about the same. In place of
C<\x{I<HHHH}>), HTML uses C<&#I<NNN>;> where I<NNN> is a decimal number, and
XML uses C<&#xI<HHHH>;> where I<HHHH> is the hexadecimal number.

In C<Encode> 2.10 or later, C<LEAVE_SRC> is also implied.

=head3 The bitmask

These modes are all actually set via a bitmask. Here is how the C<FB_I<XXX>>
constants are laid out. You can import the C<FB_I<XXX>> constants via
C<use Encode qw(:fallbacks)>, and you can import the generic bitmask
consstants via C<use Encode qw(:fallback_all)>.

FB_DEFAULT FB_CROAK FB_QUIET FB_WARN FB_PERLQQ
DIE_ON_ERR 0x0001  X
If the C<Encode::LEAVE_SRC> bit is I<not> set but I<CHECK> is set, then the source string to encode() or decode() will be overwritten in place. If you're not interested in this, then bitwise-OR it with the bitmask.

As of C<Encode> 2.12, C<CHECK> can also be a code reference which takes the ordinal value of the unmapped character as an argument and returns a string that represents the fallback character. For instance:

```perl
$ascii = encode("ascii", $utf8, sub { sprintf "<U+%04X>", shift });
```

Acts like C<FB_PERLQQ> but U+I<XXXX> is used instead of C<\x[I<XXXX>]>.

To define a new encoding, use:

```perl
use Encode qw(define_encoding);
define_encoding($object, CANONICAL_NAME [, alias...]);
```

I<CANONICAL_NAME> will be associated with I<$object>). The object should provide the interface described in L<Encode::Encoding>. If more than two arguments are provided, additional arguments are considered aliases for I<$object>.

See L<Encode::Encoding> for details.

Before the introduction of Unicode support in Perl, The C<eq> operator just compared the strings represented by two scalars. Beginning with Perl 5.8, C<eq> compares two strings with simultaneous consideration of I<the UTF8 flag>. To explain why we made it so, I quote from page 402 of L<Programming Perl, 3rd ed.>
 Goal #1:
Old byte-oriented programs should not spontaneously break on the old byte-oriented data they used to work on.

 Goal #2:
Old byte-oriented programs should magically start working on the new character-oriented data when appropriate.

 Goal #3:
Programs should run just as fast in the new character-oriented mode as in the old byte-oriented mode.

 Goal #4:
Perl should remain one language, rather than forking into a byte-oriented Perl and a character-oriented Perl.

When *Programming Perl, 3rd ed.* was written, not even Perl 5.6.0 had been born yet, many features documented in the book remained unimplemented for a long time. Perl 5.8 corrected much of this, and the introduction of the UTF8 flag is one of them. You can think of there being two fundamentally different kinds of strings and string-operations in Perl: one a byte-oriented mode for when the internal UTF8 flag is off, and the other a character-oriented mode for when the internal UTF8 flag is on.

Here is how C<Encode> handles the UTF8 flag.

* When you C<encode>, the resulting UTF8 flag is always B<off>.

* When you C<decode>, the resulting UTF8 flag is B<on>--I<unless> you can unambiguously represent data. Here is what we mean by "unambiguously". After C<$utf8 = decode("foo", $octet)>,

When $octet is...
The UTF8 flag in $utf8 is

<table>
<thead>
<tr>
<th>In ASCII only (or EBCDIC only)</th>
<th>OFF</th>
</tr>
</thead>
</table>
As you see, there is one exception: in ASCII. That way you can assume Goal #1. And with \texttt{C<Encode>}, Goal #2 is assumed but you still have to be careful in the cases mentioned in the \texttt{CAVEAT} paragraphs above.

This \texttt{UTF8} flag is not visible in \texttt{Perl} scripts, exactly for the same reason you cannot (or rather, you \texttt{I<don't have to>}) see whether a scalar contains a string, an integer, or a floating-point number. But you can still peek and poke these if you will. See the next section.

=head2 Messing with \texttt{Perl}'s Internals

The following API uses parts of \texttt{Perl}'s internals in the current implementation. As such, they are efficient but may change in a future release.

=head3 \texttt{is\_utf8}

\texttt{is\_utf8(STRING \[, CHECK\])}

[\texttt{INTERNAL}] Tests whether the \texttt{UTF8} flag is turned on in the \texttt{STRING}. If \texttt{CHECK} is true, also checks whether \texttt{STRING} contains well-formed \texttt{UTF-8}. Returns true if successful, false otherwise.

As of \texttt{Perl 5.8.1}, \texttt{L<utf8>} also has the \texttt{C<utf8::is\_utf8>} function.

=head3 \texttt{\_utf8\_on}

\texttt{\_utf8\_on(STRING)}

[\texttt{INTERNAL}] Turns the \texttt{STRING}'s internal \texttt{UTF8} flag \texttt{on}. The \texttt{STRING} is \texttt{I<not>} checked for containing only well-formed \texttt{UTF-8}. Do not use this unless you \texttt{I<know with absolute certainty>} that the \texttt{STRING} holds only well-formed \texttt{UTF-8}. Returns the previous state of the \texttt{UTF8} flag (so please don't treat the return value as indicating success or failure), or \texttt{C<undef>} if \texttt{STRING} is not a string.

\texttt{B<NOTE>: For security reasons, this function does not work on tainted values.}

=head3 \texttt{\_utf8\_off}

\texttt{\_utf8\_off(STRING)}
Turns the I<STRING>'s internal UTF8 flag B<off>. Do not use frivolously. Returns the previous state of the UTF8 flag, or C<undef> if I<STRING> is not a string. Do not treat the return value as indicative of success or failure, because that isn't what it means: it is only the previous setting.

B<NOTE>: For security reasons, this function does not work on tainted values.

=head1 UTF-8 vs. utf8 vs. UTF8

....We now view strings not as sequences of bytes, but as sequences of numbers in the range 0 .. 2**32-1 (or in the case of 64-bit computers, 0 .. 2**64-1) -- Programming Perl, 3rd ed.

That has historically been Perl's notion of UTF-8, as that is how UTF-8 was first conceived by Ken Thompson when he invented it. However, thanks to later revisions to the applicable standards, official UTF-8 is now rather stricter than that. For example, its range is much narrower (0 .. 0x10_FFFF to cover only 21 bits instead of 32 or 64 bits) and some sequences are not allowed, like those used in surrogate pairs, the 31 non-character code points 0xFD0 .. 0xFDFF, the last two code points in I<any> plane (0xI<XX>_FFFE and 0xI<XX>_FFFF), all non-shortest encodings, etc.

The former default in which Perl would always use a loose interpretation of UTF-8 has now been overruled:

From: Larry Wall <larry@wall.org>
Date: December 04, 2004 11:51:58 JST
To: perl-unicode@perl.org
Subject: Re: Make Encode.pm support the real UTF-8
Message-Id: <20041204025158.GA28754@wall.org>

On Fri, Dec 03, 2004 at 10:12:12PM +0000, Tim Bunce wrote:
: I've no problem with 'utf8' being perl's unrestricted utf8 encoding,
: but "UTF-8" is the name of the standard and should give the
: corresponding behaviour.

For what it's worth, that's how I've always kept them straight in my head.

Also for what it's worth, Perl 6 will mostly default to strict but make it easy to switch back to lax.

Larry

Got that? As of Perl 5.8.7, B<"UTF-8"> means UTF-8 in its current sense, which is conservative and strict and security-conscious, whereas B<"utf8"> means UTF-8 in its former sense, which was liberal and loose and...
In the C<Encode> module, C<"UTF-8"> is actually a canonical name for C<"utf-8-strict">. That hyphen between the C<"UTF"> and the C<"8"> is critical; without it, C<Encode> goes "liberal" and (perhaps overly-)permissive:

```perl
find_encoding("UTF-8")->name # is 'utf-8-strict'
find_encoding("utf-8")->name # ditto. names are case insensitive
find_encoding("utf_8")->name # ditto. "_" are treated as "."
find_encoding("UTF8")->name # is 'utf8'.
```

Perl's internal UTF8 flag is called "UTF8", without a hyphen. It indicates whether a string is internally encoded as "utf8", also without a hyphen.

=head1 SEE ALSO

L<Encode::Encoding>,
L<Encode::Supported>,
L<Encode::PerlIO>,
L<encoding>,
L<perlebcdic>,
L<perlfuns/open>,
L<perlunicode>, L<perluniintro>, L<perlunifaq>, L<perlunitut>
L<utf8>,
the Perl Unicode Mailing List L<http://lists.perl.org/list/perl-unicode.html>

=head1 MAINTAINER

This project was originated by the late Nick Ing-Simmons and later maintained by Dan Kogai I<< <dankogai@cpan.org> >>. See AUTHORS for a full list of people involved. For any questions, send mail to I<< <perl-unicode@perl.org> >> so that we can all share.

While Dan Kogai retains the copyright as a maintainer, credit should go to all those involved. See AUTHORS for a list of those who submitted code to the project.

=head1 COPYRIGHT

Copyright 2002-2013 Dan Kogai I<< <dankogai@cpan.org> >>.

This library is free software; you can redistribute it and/or modify it under the same terms as Perl itself.
Found in path(s):

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

Encode::$_Name_ version 0.1

NAME
  Encode::$_Name_ - <describe encoding>

SYNOPSIS
  use Encode::$_Name_;
  #=><put more words here>

ABSTRACT
  <fill this in>

INSTALLATION

To install this module type the following:

perl Makefile.PL
make
test
make install

DEPENDENCIES

This module requires perl version 5.7.3 or later.

COPYRIGHT AND LICENCE

Copyright (C) 2002 Your Name <your@address.domain>

This library is free software; you can redistribute it and/or modify
it under the same terms as Perl itself.

License: GPL+ or Artistic

Found in path(s):

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

License: GPL+ or Artistic

Found in path(s):
  * /opt/cola/permits/1133042959_1615483791.69/0/perl-Encode-2.51-7.el7-1.src.rpm-cosi-expand-archive-dpZ60xz6/perl-Encode.spec
No license file was found, but licenses were detected in source scan.

---
abstract: unknown
author:
- unknown
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.66, CPAN::Meta::Converter version 2.130880'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Encode
no_index:
directory:
  - t
  - inc
requires: {}
version: 2.51

Found in path(s):

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

=head1 NAME

Encode::Supported -- Encodings supported by Encode

=head1 DESCRIPTION

=head2 Encoding Names

Encoding names are case insensitive. White space in names is ignored. In addition, an encoding may have aliases. Each encoding has one "canonical" name. The "canonical" name is chosen from the names of the encoding by picking the first in the following sequence (with a few exceptions).

=over 2

=item *

The name used by the Perl community. That includes 'utf8' and 'ascii'.

Unlike aliases, canonical names directly reach the method so such frequently used words like 'utf8' don't need to do alias lookups.

=item *

The MIME name as defined in IETF RFCs. This includes all "iso"s.

=item *

The name in the IANA registry.

=item *

The name used by the organization that defined it.

=back

In case I<de jure> canonical names differ from that of the Encode module, they are always aliased if it ever be implemented. So you can safely tell if a given encoding is implemented or not just by passing the canonical name.

Because of all the alias issues, and because in the general case encodings have state, "Encode" uses an encoding object internally once an operation is in progress.

=head1 Supported Encodings

As of Perl 5.8.0, at least the following encodings are recognized. Note that unless otherwise specified, they are all case insensitive (via alias) and all occurrence of spaces are replaced with `\-`. In other words, "ISO 8859 1" and "iso-8859-1" are identical.

Encodings are categorized and implemented in several different modules but you don't have to C<use Encode::XX> to make them available for most cases. Encode.pm will automatically load those modules on demand.

=head2 Built-in Encodings

The following encodings are always available.

<table>
<thead>
<tr>
<th>Canonical</th>
<th>Aliases</th>
<th>Comments &amp; References</th>
</tr>
</thead>
<tbody>
<tr>
<td>ascii</td>
<td>US-ascii ISO-646-US</td>
<td>[ECMA]</td>
</tr>
<tr>
<td>ascii-ctrl</td>
<td>Special Encoding</td>
<td></td>
</tr>
<tr>
<td>iso-8859-1</td>
<td>latin1</td>
<td>[ISO]</td>
</tr>
<tr>
<td>null</td>
<td>Special Encoding</td>
<td></td>
</tr>
<tr>
<td>utf8</td>
<td>UTF-8</td>
<td>[RFC2279]</td>
</tr>
</tbody>
</table>
I<null> and I<ascii-ctrl> are special. "null" fails for all character so when you set fallback mode to PERLQQ, HTMLCREF or XMLCREF, ALL CHARACTERS will fall back to character references. Ditto for "ascii-ctrl" except for control characters. For fallback modes, see L<Encode>.

=head2 Encode::Unicode -- other Unicode encodings

Unicode coding schemes other than native utf8 are supported by Encode::Unicode, which will be autoloaded on demand.

<table>
<thead>
<tr>
<th>UCS-2BE</th>
<th>UCS-2, iso-10646-1</th>
<th>[IANA, UC]</th>
</tr>
</thead>
<tbody>
<tr>
<td>UCS-2LE</td>
<td></td>
<td>[UC]</td>
</tr>
<tr>
<td>UTF-16</td>
<td></td>
<td>[UC]</td>
</tr>
<tr>
<td>UTF-16BE</td>
<td></td>
<td>[UC]</td>
</tr>
<tr>
<td>UTF-16LE</td>
<td></td>
<td>[UC]</td>
</tr>
<tr>
<td>UTF-32</td>
<td></td>
<td>[UC]</td>
</tr>
<tr>
<td>UTF-32BEUCS-4</td>
<td></td>
<td>[UC]</td>
</tr>
<tr>
<td>UTF-32LE</td>
<td></td>
<td>[UC]</td>
</tr>
<tr>
<td>UTF-7</td>
<td></td>
<td>[RFC2152]</td>
</tr>
</tbody>
</table>

To find how (UCS-2|UTF-(16|32))(LE|BE)? differ from one another, see L<Encode::Unicode>.

UTF-7 is a special encoding which "re-encodes" UTF-16BE into a 7-bit encoding. It is implemented separately by Encode::Unicode::UTF7.

=head2 Encode::Byte -- Extended ASCII

Encode::Byte implements most single-byte encodings except for Symbols and EBCDIC. The following encodings are based on single-byte encodings implemented as extended ASCII. Most of them map \x80-\xff (upper half) to non-ASCII characters.

=over 2

=item ISO-8859 and corresponding vendor mappings

Since there are so many, they are presented in table format with languages and corresponding encoding names by vendors. Note that the table is sorted in order of ISO-8859 and the corresponding vendor mappings are slightly different from that of ISO. See L<http://czyborra.com/charsets/iso8859.html> for details.
<table>
<thead>
<tr>
<th>Lang/Regions</th>
<th>ISO/Other Std.</th>
<th>DOS</th>
<th>Windows Macintosh</th>
<th>Others</th>
</tr>
</thead>
<tbody>
<tr>
<td>N. America</td>
<td>(ASCII)</td>
<td>cp437</td>
<td>AdobeStandardEncoding</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>cp863</td>
<td>(DOSCanadaF)</td>
<td></td>
</tr>
<tr>
<td>W. Europe</td>
<td>iso-8859-1</td>
<td>cp850</td>
<td>cp1252 MacRoman nextstep</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>hp-roman8</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>cp860</td>
<td>(DOSPortuguese)</td>
<td></td>
</tr>
<tr>
<td>Cntrl. Europe</td>
<td>iso-8859-2</td>
<td>cp852</td>
<td>cp1250 MacCentralEurRoman</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MacCroatian</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MacRomanian</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MacRumanian</td>
<td></td>
</tr>
<tr>
<td>Latin3[1]</td>
<td>iso-8859-3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Latin4[2]</td>
<td>iso-8859-4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cyrillics</td>
<td>iso-8859-5</td>
<td>cp855</td>
<td>cp1251 MacCyrillic</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(See also next section)</td>
<td>cp866</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MacUkrainian</td>
<td></td>
</tr>
<tr>
<td>Arabic</td>
<td>iso-8859-6</td>
<td>cp864</td>
<td>cp1256 MacArabic</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>cp1006 MacFarsi</td>
<td></td>
</tr>
<tr>
<td>Greek</td>
<td>iso-8859-7</td>
<td>cp737</td>
<td>cp1253 MacGreek</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>cp869 (DOSGreek2)</td>
<td></td>
</tr>
<tr>
<td>Hebrew</td>
<td>iso-8859-8</td>
<td>cp862</td>
<td>cp1255 MacHebrew</td>
<td></td>
</tr>
<tr>
<td>Turkish</td>
<td>iso-8859-9</td>
<td>cp857</td>
<td>cp1254 MacTurkish</td>
<td></td>
</tr>
<tr>
<td>Nordics</td>
<td>iso-8859-10</td>
<td>cp865</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>cp861 MacIcelandic</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MacSamI</td>
<td></td>
</tr>
<tr>
<td>Thai</td>
<td>iso-8859-11[3]</td>
<td>cp874</td>
<td>MacThai</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(iso-8859-12 is nonexistent. Reserved for Indics?)</td>
<td></td>
</tr>
<tr>
<td>Baltics</td>
<td>iso-8859-13</td>
<td>cp775</td>
<td>cp1257</td>
<td></td>
</tr>
<tr>
<td>Celtics</td>
<td>iso-8859-14</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Latin10</td>
<td>iso-8859-16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vietnamese</td>
<td>viscii</td>
<td>cp1258</td>
<td>MacVietnamese</td>
<td></td>
</tr>
</tbody>
</table>

[1] Esperanto, Maltese, and Turkish. Turkish is now on 8859-9.
[3] TIS 620 + Non-Breaking Space (0x0A / U+00A0)
[4] Nicknamed Latin0; the Euro sign as well as French and Finnish
    letters that are missing from 8859-1 were added.

All cp* are also available as ibm-*, ms-*, and windows-*. See also

Macintosh encodings don't seem to be registered in such entities as
IANA. "Canonical" names in Encode are based upon Apple's Tech Note
details.

=item KOI8 - De Facto Standard for the Cyrillic world
Though ISO-8859 does have ISO-8859-5, the KOI8 series is far more popular in the Net. L<Encode> comes with the following KOI charsets. For gory details, see L<http://czyborra.com/charsets/cyrillic.html>

---

koi8-f
koi8-r cp878 [RFC1489]
koi8-u [RFC2319]
---

=head2 gsm0338 - Hentai Latin 1

GSM0338 is for GSM handsets. Though it shares alphanumerals with ASCII, control character ranges and other parts are mapped very differently, mainly to store Greek characters. There are also escape sequences (starting with 0x1B) to cover e.g. the Euro sign.

This was once handled by L<Encode::Bytes> but because of all those unusual specifications, Encode 2.20 has relocated the support to L<Encode::GSM0338>. See L<Encode::GSM0338> for details.

=over 2

=item gsm0338 support before 2.19

Some special cases like a trailing 0x00 byte or a lone 0x1B byte are not well-defined and decode() will return an empty string for them. One possible workaround is

```perl
$gsm =~ s/\x00\z/\x00\x00/;
$uni = decode("gsm0338", $gsm);
$uni .= "\xA0" if $gsm =~ /\x1B\z/;
```

Note that the Encode implementation of GSM0338 does not implement the reuse of Latin capital letters as Greek capital letters (for example, the 0x5A is U+005A (LATIN CAPITAL LETTER Z), not U+0396 (GREEK CAPITAL LETTER ZETA)).

The GSM0338 is also covered in Encode::Byte even though it is not an "extended ASCII" encoding.

=back

=head2 CJK: Chinese, Japanese, Korean (Multibyte)
Note that Vietnamese is listed above. Also read "Encoding vs Charset" below. Also note that these are implemented in distinct modules by countries, due to the size concerns (simplified Chinese is mapped to 'CN', continental China, while traditional Chinese is mapped to 'TW', Taiwan). Please refer to their respective documentation pages.

=item Encode::CN -- Continental China

<table>
<thead>
<tr>
<th>Standard</th>
<th>DOS/Win Macintosh</th>
<th>Comment/Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>(gbk) cp936</td>
<td></td>
<td></td>
</tr>
<tr>
<td>gb12345-raw</td>
<td></td>
<td>{ GB12345 without CES }</td>
</tr>
<tr>
<td>gb2312-raw</td>
<td></td>
<td>{ GB2312 without CES }</td>
</tr>
<tr>
<td>hz</td>
<td></td>
<td></td>
</tr>
<tr>
<td>iso-ir-165</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

[1] GB2312 is aliased to this. See L<Microsoft-related naming mess>

=item Encode::JP -- Japan

<table>
<thead>
<tr>
<th>Standard</th>
<th>DOS/Win Macintosh</th>
<th>Comment/Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>euc-jp</td>
<td></td>
<td></td>
</tr>
<tr>
<td>shiftjis</td>
<td>cp932 macJapanese</td>
<td></td>
</tr>
<tr>
<td>7bit-jis</td>
<td></td>
<td></td>
</tr>
<tr>
<td>iso-2022-jp</td>
<td></td>
<td>[RFC1468]</td>
</tr>
<tr>
<td>iso-2022-jp-1</td>
<td></td>
<td>[RFC2237]</td>
</tr>
<tr>
<td>jis0201-raw</td>
<td></td>
<td>{ JIS X 0201 (roman + halfwidth kana) without CES }</td>
</tr>
<tr>
<td>jis0208-raw</td>
<td></td>
<td>{ JIS X 0208 (Kanji + fullwidth kana) without CES }</td>
</tr>
<tr>
<td>jis0212-raw</td>
<td></td>
<td>{ JIS X 0212 (Extended Kanji) without CES }</td>
</tr>
</tbody>
</table>

=item Encode::KR -- Korea

<table>
<thead>
<tr>
<th>Standard</th>
<th>DOS/Win Macintosh</th>
<th>Comment/Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>euc-kr</td>
<td>MacKorean</td>
<td>[RFC1557]</td>
</tr>
<tr>
<td>cp949</td>
<td></td>
<td>[RFC1557]</td>
</tr>
<tr>
<td>iso-2022-kr</td>
<td></td>
<td>[RFC1557]</td>
</tr>
<tr>
<td>ksc5601-raw</td>
<td></td>
<td>{ KSC5601 without CES }</td>
</tr>
</tbody>
</table>
ks_c_5601-1987, (x-)?windows-949, and uhc are aliased to this. See below.

=item Encode::TW -- Taiwan

<table>
<thead>
<tr>
<th>Standard</th>
<th>DOS/Win Macintosh</th>
<th>Comment/Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>big5-eten</td>
<td>cp950</td>
<td>MacChineseTrad (big5 aliased to big5-eten)</td>
</tr>
<tr>
<td>big5-hkscs</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

=item Encode::HanExtra -- More Chinese via CPAN

Due to the size concerns, additional Chinese encodings below are distributed separately on CPAN, under the name Encode::HanExtra.

<table>
<thead>
<tr>
<th>Standard</th>
<th>DOS/Win Macintosh</th>
<th>Comment/Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>big5ext</td>
<td></td>
<td>CMEX's Big5e Extension</td>
</tr>
<tr>
<td>big5plus</td>
<td></td>
<td>CMEX's Big5+ Extension</td>
</tr>
<tr>
<td>cccii</td>
<td></td>
<td>Chinese Character Code for Information Interchange</td>
</tr>
<tr>
<td>euc-tw</td>
<td></td>
<td>EUC (Extended Unix Character)</td>
</tr>
<tr>
<td>gb18030</td>
<td></td>
<td>GBK with Traditional Characters</td>
</tr>
</tbody>
</table>

=item Encode::JIS2K -- JIS X 0213 encodings via CPAN

Due to size concerns, additional Japanese encodings below are distributed separately on CPAN, under the name Encode::JIS2K.

<table>
<thead>
<tr>
<th>Standard</th>
<th>DOS/Win Macintosh</th>
<th>Comment/Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>euc-jisx0213</td>
<td></td>
<td></td>
</tr>
<tr>
<td>shiftjisx0123</td>
<td></td>
<td></td>
</tr>
<tr>
<td>iso-2022- jp-3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jis0213-1- raw</td>
<td></td>
<td></td>
</tr>
<tr>
<td>jis0213-2- raw</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

=back

=head2 Miscellaneous encodings

=over 2

=item Encode::EBCDIC

See L<perlebcdic> for details.
=item Encode::Symbols

For symbols and dingbats.

%s

=item Encode::MIME::Header

Strictly speaking, MIME header encoding documented in RFC 2047 is more of encapsulation than encoding. However, their support in modern world is imperative so they are supported.

<table>
<thead>
<tr>
<th>MIME-Header</th>
<th>[RFC2047]</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIME-B</td>
<td>[RFC2047]</td>
</tr>
<tr>
<td>MIME-Q</td>
<td>[RFC2047]</td>
</tr>
</tbody>
</table>

=item Encode::Guess

This one is not a name of encoding but a utility that lets you pick up the most appropriate encoding for a data out of given I<suspects>. See L<Encode::Guess> for details.

=back

=head1 Unsupported encodings

The following encodings are not supported as yet; some because they are rarely used, some because of technical difficulties. They may be supported by external modules via CPAN in the future, however.
=over 2


Not very popular yet. Needs Unicode Database or equivalent to implement encode() (because it includes JIS X 0208/0212, KSC5601, and GB2312 simultaneously, whose code points in Unicode overlap. So you need to lookup the database to determine to what character set a given Unicode character should belong).

=item ISO-2022-CN [RFC1922]

Not very popular. Needs CNS 11643-1 and -2 which are not available in this module. CNS 11643 is supported (via euc-tw) in Encode::HanExtra. Autrijus Tang may add support for this encoding in his module in future.

=item Various HP-UX encodings

The following are unsupported due to the lack of mapping data.

'8' - arabic8, greek8, hebrew8, kana8, thai8, and turkish8
'15' - japanese15, korean15, and roi15

=item Cyrillic encoding ISO-IR-111

Anton Tagunov doubts its usefulness.

=item ISO-8859-8-1 [Hebrew]

None of the Encode team knows Hebrew enough (ISO-8859-8, cp1255 and MacHebrew are supported because and just because there were mappings available at L<http://www.unicode.org/>). Contributions welcome.

=item ISIRI 3342, Iran System, ISIRI 2900 [Farsi]

Ditto.

=item Thai encoding TCVN

Ditto.

=item Vietnamese encodings VPS

Though Jungshik Shin has reported that Mozilla supports this encoding, it was too late before 5.8.0 for us to add it. In the future, it may be available via a separate module. See L<http://lxr.mozilla.org/seamonkey/source/intl/ucconv/ucvlatin/vps.uf> and
Open Source Used In Network Insights Resources

Network Insights 5.1


if you are interested in helping us.

=item Various Mac encodings

The following are unsupported due to the lack of mapping data.

MacArmenian, MacBengali, MacBurmese, MacEthiopic
MacExtArabic, MacGeorgian, MacKannada, MacKhmer
MacLaotian, MacMalayalam, MacMongolian, MacOriya
MacSinhalese, MacTamil, MacTelugu, MacTibetan
MacVietnamese

The rest which are already available are based upon the vendor mappings
at L<http://www.unicode.org/Public/MAPPINGS/VENDORS/APPLE/>.

=item (Mac) Indic encodings

The maps for the following are available at L<http://www.unicode.org/>
but remain unsupported because those encodings need an algorithmical
approach, currently unsupported by F<enc2xs>:

MacDevanagari
MacGurmukhi
MacGujarati

For details, please see C<Unicode mapping issues and notes:> at
L<http://www.unicode.org/Public/MAPPINGS/VENDORS/APPLE/DEVANAGA.TXT>.

I believe this issue is prevalent not only for Mac Indics but also in
other Indic encodings, but the above were the only Indic encodings
maps that I could find at L<http://www.unicode.org/>.

=back

=head1 Encoding vs. Charset -- terminology

We are used to using the term (character) I<encoding> and I<character
set> interchangeably. But just as confusing the terms byte and
character is dangerous and the terms should be differentiated when
needed, we need to differentiate I<encoding> and I<character set>.

To understand that, here is a description of how we make computers
grok our characters.

=over 2

=item *

First we start with which characters to include. We call this collection of characters I<character repertoire>.

Then we have to give each character a unique ID so your computer can tell the difference between 'a' and 'A'. This itemized character repertoire is now a I<character set>.

If your computer can grow the character set without further processing, you can go ahead and use it. This is called a I<coded character set> (CCS) or I<raw character encoding>. ASCII is used this way for most cases.

But in many cases, especially multi-byte CJK encodings, you have to tweak a little more. Your network connection may not accept any data with the Most Significant Bit set, and your computer may not be able to tell if a given byte is a whole character or just half of it. So you have to I<encode> the character set to use it.

A I<character encoding scheme> (CES) determines how to encode a given character set, or a set of multiple character sets. 7bit ISO-2022 is an example of a CES. You switch between character sets via I<escape sequences>.

Technically, or mathematically, speaking, a character set encoded in such a CES that maps character by character may form a CCS. EUC is such an example. The CES of EUC is as follows:

Map ASCII unchanged.

Map such a character set that consists of 94 or 96 powered by N members by adding 0x80 to each byte.
You can also use 0x8e and 0x8f to indicate that the following sequence of characters belongs to yet another character set. To each following byte is added the value 0x80.

By carefully looking at the encoded byte sequence, you can find that the byte sequence conforms a unique number. In that sense, EUC is a CCS generated by a CES above from up to four CCS (complicated?). UTF-8 falls into this category. See L<perlUnicode/'UTF-8'/> to find out how UTF-8 maps Unicode to a byte sequence.

You may also have found out by now why 7bit ISO-2022 cannot comprise a CCS. If you look at a byte sequence \x21\x21, you can't tell if it is two !'s or IDEOGRAPHIC SPACE. EUC maps the latter to \xA1\xA1 so you have no trouble differentiating between "!!" and S" ".

=head1 Encoding Classification (by Anton Tagunov and Dan Kogai)

This section tries to classify the supported encodings by their applicability for information exchange over the Internet and to choose the most suitable aliases to name them in the context of such communication.

=item *

To (en|de)code encodings marked by C<(**)>, you need C<Encode::HanExtra>, available from CPAN.

=head1 Encoding names

US-ASCII  UTF-8  ISO-8859-*  KOI8-R
EUC-KR     Big5     GB2312

are registered with IANA as preferred MIME names and may be used over the Internet.

C<Shift_JIS> has been officialized by JIS X 0208:1997. L<Microsoft-related naming mess> gives details.

C<GB2312> is the IANA name for C<EUC-CN>. See L<Microsoft-related naming mess> for details.
C<GB_2312-80> I<raw> encoding is available as C<gb2312-raw> with Encode. See L<Encode::CN> for details.

EUC-CN
KOI8-U     [RFC2319]

have not been registered with IANA (as of March 2002) but seem to be supported by major web browsers. The IANA name for C<EUC-CN> is C<GB2312>.

KS_C_5601-1987

is heavily misused. See L<Microsoft-related naming mess> for details.

C<KS_C_5601-1987> I<raw> encoding is available as C<kcs5601-raw> with Encode. See L<Encode::KR> for details.

UTF-16 UTF-16BE UTF-16LE

are IANA-registered C<charset>s. See [RFC 2781] for details. Jungshik Shin reports that UTF-16 with a BOM is well accepted by MS IE 5/6 and NS 4/6. Beware however that

=over 2
=item *

C<UTF-16> support in any software you're going to be using/interoperating with has probably been less tested than C<UTF-8> support

=item *

C<UTF-8> coded data seamlessly passes traditional command piping (C<cat>, C<more>, etc.) while C<UTF-16> coded data is likely to cause confusion (with its zero bytes, for example)

=item *

it is beyond the power of words to describe the way HTML browsers encode non-C<ASCII> form data. To get a general impression, visit L<http://www.alanflavell.org.uk/charset/form-i18n.html>. While encoding of form data has stabilized for C<UTF-8> encoded pages (at least IE 5/6, NS 6, and Opera 6 behave consistently), be sure to expect fun (and cross-browser discrepancies) with C<UTF-16> encoded
The rule of thumb is to use `<UTF-8>` unless you know what you're doing and unless you really benefit from using `<UTF-16>`.

ISO-IR-165  [RFC1345]
VISCII
GB 12345
GB 18030 (***) (see links below)
EUC-TW (***)

are totally valid encodings but not registered at IANA.
The names under which they are listed here are probably the most widely-known names for these encodings and are recommended names.

BIG5PLUS (***)

is a proprietary name.

Microsoft-related naming mess

Microsoft products misuse the following names:

=over 2

=item KS_C_5601-1987

Microsoft extension to `<EUC-KR>`.

Proper names: `<CP949>`, `<UHC>`, `<x-windows-949>` (as used by Mozilla).

See L<http://lists.w3.org/Archives/Public/ietf-charsets/2001AprJun/0033.html> for details.

Encode aliases `<KS_C_5601-1987>` to `<cp949>` to reflect this common misusage. L<Raw> `<KS_C_5601-1987>` encoding is available as `<kcs5601-raw>`.

See L<Encode::KR> for details.

=item GB2312

Microsoft extension to `<EUC-CN>`.

Proper names: `<CP936>`, `<GBK>`.
C<GB2312> has been registered in the C<EUC-CN> meaning at IANA. This has partially repaired the situation: Microsoft's C<GB2312> has become a superset of the official C<GB2312>.

Encode aliases C<GB2312> to C<euc-cn> in full agreement with IANA registration. C<cp936> is supported separately. I<Raw> C<GB_2312-80> encoding is available as C<gb2312-raw>.

See L<Encode::CN> for details.

=item Big5

Microsoft extension to C<Big5>.

Proper name: C<CP950>.

Encode separately supports C<Big5> and C<cp950>.

=item Shift_JIS

Microsoft's understanding of C<Shift_JIS>.

JIS has not endorsed the full Microsoft standard however. The official C<Shift_JIS> includes only JIS X 0201 and JIS X 0208 character sets, while Microsoft has always used C<Shift_JIS> to encode a wider character repertoire. See C<IANA> registration for C<Windows-31J>.

As a historical predecessor, Microsoft's variant probably has more rights for the name, though it may be objected that Microsoft shouldn't have used JIS as part of the name in the first place.

Unambiguous name: C<CP932>. C<IANA> name (also used by Mozilla, and provided as an alias by Encode): C<Windows-31J>.

Encode separately supports C<Shift_JIS> and C<cp932>.

=back

=head1 Glossary

=over 2

=item character repertoire

A collection of unique characters. A I<character> set in the strictest
sense. At this stage, characters are not numbered.

=item coded character set (CCS)

A character set that is mapped in a way computers can use directly. Many character encodings, including EUC, fall in this category.

=item character encoding scheme (CES)

An algorithm to map a character set to a byte sequence. You don’t have to be able to tell which character set a given byte sequence belongs. 7-bit ISO-2022 is a CES but it cannot be a CCS. EUC is an example of being both a CCS and CES.

=item charset (in MIME context)

has long been used in the meaning of \texttt{C<encoding>}, CES.

While the word combination \texttt{C<character set>} has lost this meaning in MIME context since [RFC 2130], the \texttt{C<charset>} abbreviation has retained it. This is how [RFC 2277] and [RFC 2278] bless \texttt{C<charset>}:

This document uses the term "charset" to mean a set of rules for mapping from a sequence of octets to a sequence of characters, such as the combination of a coded character set and a character encoding scheme; this is also what is used as an identifier in MIME "charset=" parameters, and registered in the IANA charset registry ... (Note that this is NOT a term used by other standards bodies, such as ISO), [RFC 2277]

=item EUC


=item ISO-2022

A CES that was carefully designed to coexist with ASCII. There are a 7 bit version and an 8 bit version.

The 7 bit version switches character set via escape sequence so it cannot form a CCS. Since this is more difficult to handle in programs than the 8 bit version, the 7 bit version is not very popular except for iso-2022-jp, the I<de facto> standard CES for e-mails.

The 8 bit version can form a CCS. EUC and ISO-8859 are two examples thereof. Pre-5.6 perl could use them as string literals.

=item UCS
Short for I<Universal Character Set>. When you say just UCS, it means I<Unicode>.

=item UCS-2

ISO/IEC 10646 encoding form: Universal Character Set coded in two octets.

=item Unicode

A character set that aims to include all character repertoires of the world. Many character sets in various national as well as industrial standards have become, in a way, just subsets of Unicode.

=item UTF

Short for I<Unicode Transformation Format>. Determines how to map a Unicode character into a byte sequence.

=item UTF-16

A UTF in 16-bit encoding. Can either be in big endian or little endian. The big endian version is called UTF-16BE (equal to UCS-2 + surrogate support) and the little endian version is called UTF-16LE.

=head1 See Also

L<Encode>, L<Encode::Byte>, L<Encode::CN>, L<Encode::JP>, L<Encode::KR>, L<Encode::TW>, L<Encode::EBCDIC>, L<Encode::Symbol> L<Encode::MIME::Header>, L<Encode::Guess>

=head1 References

=over 2

=item ECMA

European Computer Manufacturers Association L<http://www.ecma.ch>

=over 2

=item ECMA-035 (eq C<ISO-2022>)
The specification of ISO-2022 is available from the link above.

=item IANA

Internet Assigned Numbers Authority
L<http://www.iana.org/>

=over 2

=item Assigned Charset Names by IANA

L<http://www.iana.org/assignments/character-sets>

Most of the C<canonical names> in Encode derive from this list so you can directly apply the string you have extracted from MIME header of mails and web pages.

=item ISO

International Organization for Standardization
L<http://www.iso.ch/>

=item RFC

Request For Comments -- need I say more?

=item UC

Unicode Consortium
L<http://www.unicode.org/>

=over 2

=item Unicode Glossary

L<http://www.unicode.org/glossary/>

The glossary of this document is based upon this site.
Other Notable Sites

item czyborra.com

L<http://czyborra.com/>

Contains a lot of useful information, especially gory details of ISO vs. vendor mappings.

item CJK.inf

L<http://examples.oreilly.com/cjkvinfo/doc/cjk.inf>

Somewhat obsolete (last update in 1996), but still useful. Also try


You will find brief info on C<EUC-CN>, C<GBK> and mostly on C<GB 18030>.

item Jungshik Shin's Hangul FAQ

L<http://jshin.net/faq>

And especially its subject 8.

L<http://jshin.net/faq/qa8.html>

A comprehensive overview of the Korean (C<KS *>) standards.

item debian.org: "Introduction to i18n"

A brief description for most of the mentioned CJK encodings is contained in

item C<CJKV Information Processing> by Ken Lunde
The modern successor of CJK.inf.

Features a comprehensive coverage of CJKV character sets and encodings along with many other issues faced by anyone trying to better support CJKV languages/scripts in all the areas of information processing.

To purchase this book, visit L<http://oreilly.com/catalog/9780596514471/> or your favourite bookstore.

1.640 cairo 1.15.12 4.el7

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 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 * @param typeRef
 * a reference to the annotated type. See {@link TypeReference}.
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
 * the fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 * @param desc
 * the class descriptor of the annotation class.
 */

Found in path(s):
/opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
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* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/util/ASMifiable.java
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 */
/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
 * version.
 *
 * @param owner
 * the owner's class name.
 * @param access
 * the method's access flags (see {@link Opcodes}).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see {@link Type Type}).
 * @param mv
 */
the method visitor to which this adapter delegates calls. May be <tt>null</tt>.

@throws IllegalStateException
    If a subclass calls this constructor.

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* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
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 */
/**
 * Constructs a new [ClassNode]. Subclasses must not use this
 * constructor. Instead, they must use the [ClassNode(int)]
 * version.
 *
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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*/
/**
 * Constructs a new [Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [Textifier(int)]
 * version.
 *
 * @throws IllegalStateException
 *          If a subclass calls this constructor.
 */

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*/
/**
* Creates a new JSRInliner. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the
* { @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
* version.

* @param mv
* the <code>MethodVisitor</code> to send the resulting inlined
* method code to (use <code>null</code> for none).

* @param access
* the method's access flags (see { @link Opcodes }). This
* parameter also indicates if the method is synthetic and/or
* deprecated.

* @param name
* the method's name.

* @param desc
* the method's descriptor (see { @link Type }).

* @param signature
* the method's signature. May be <tt>null</tt>.

* @param exceptions
* the internal names of the method's exception classes (see
* { @link Type#getName() }). May be
* <tt>null</tt>.

* @throws IllegalStateException
* If a subclass calls this constructor.

*/

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* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/analysis/FieldConstantsCollector.java
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* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/InnerClassNode.java
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* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/ClassReader.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/Handler.java
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* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/VarInsnNode.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/Opcodes.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/FrameNode.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/block/TryCatchBlockNode.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/Handle.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/signature/SignatureVisitor.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/MethodVisitor.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/IincInsnNode.java
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* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/AnnotationWriter.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/Frame.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/util/ASMifier.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/Attribute.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/tree/ParameterNode.java
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-jar/org/objectweb/asm/optimizer/ConstantPool.java
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*/

/**
 * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param mv
 *     the method visitor to which this adapter delegates calls.
 * @param access
 *     the method's access flags (see {@link Opcodes}).
 * @param name
 *     the method's name.
 * @param desc
 *     the method's descriptor (see {@link Type Type}).
 * @throws IllegalStateException
 *     If a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1130502883_1612607187.59/0/asm-5-0-3-sources-5-
  jar/org/objectweb/asm/commons/GeneratorAdapter.java

1.647 lucene 7.7.2
d4c30fc2856154f2c1fefc589eb7cd070a415b94
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If you would like to comment, improve, critique the project please email me: wgradkowski@gmail.com

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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers
(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
Ljiljana Dolamic. These files reside in:
analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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The initial code for shuffling an array (originally in class
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a method in class "org.apache.commons.math3.util.MathArrays") was
inspired from the algorithm description provided in "Algorithms", by Ian Craw and John Pulham (University of Aberdeen 1999). The textbook (containing a proof that the shuffle is uniformly random) is available here:
http://citeseerx.ist.psu.edu/viewdoc/download;?doi=10.1.1.173.1898&rep=rep1&type=pdf

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jackson-jq
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When upgrading Lucene-Java Jars, remember to generate new Analysis factories for any new Tokenizers or TokenFilters. See the wiki for details...

http://wiki.apache.org/solr/CommitterInfo

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Woodstox is an XML-parser that allows parsing of XML documents in so-called pull mode (aka "pull parsing").
It specifically implements StAX 1.0 API:


which defines what is closest to being the J2xE standard for XML pull parsers.

Woodstox was originally written by Tatu Saloranta (<tatu.saloranta@iki.fi>.

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Janino - An embedded Java[TM] compiler

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boilerpipe

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---
You might want to interpret some document fields in more than one way. Solr has a mechanism for making copies of fields so that you can apply several distinct field types to a single piece of incoming information.

The name of the field you want to copy is the _source_, and the name of the copy is the _destination_. In `schema.xml`, it's very simple to make copies of fields:

```
<copyField source="cat" dest="text" maxChars="30000" />
```

In this example, we want Solr to copy the `cat` field to a field named `text`. Fields are copied before analysis is done, meaning you can have two fields with identical original content, but which use different analysis chains and are stored in the index differently.

In the example above, if the `text` destination field has data of its own in the input documents, the contents of the `cat` field will be added as additional values just as if all of the values had originally been specified by the client. Remember to configure your fields as `multivalued="true"` if they will ultimately get multiple values (either from a multivalued source or from multiple `copyField` directives).

A common usage for this functionality is to create a single "search" field that will serve as the default query field when users or clients do not specify a field to query. For example, `title`, `author`, `keywords`, and `body` may all be fields that should be searched by default, with copy field rules for each field to copy to a `catchall` field (for example, it could be named anything). Later you can set a rule in `solrconfig.xml` to search the `catchall` field by default. One caveat to this is your index will grow when using copy fields. However, whether this becomes problematic for you and the final size will depend on the number of fields being copied, the number of destination fields being copied to, the analysis in use, and the available disk space.

The `maxChars` parameter, an `int` parameter, establishes an upper limit for the number of characters to be copied from the source value when constructing the value added to the destination field. This limit is useful for situations in which you want to copy some data from the source field, but also control the size of index files.
Both the source and the destination of `copyField` can contain either leading or trailing asterisks, which will match anything. For example, the following line will copy the contents of all incoming fields that match the wildcard pattern `*_t` to the text field:

[source,xml]
****
<copyField source="*_t" dest="text" maxChars="25000" />
****

[IMPORTANT]
=====

The `copyField` command can use a wildcard (*) character in the `dest` parameter only if the `source` parameter contains one as well. `copyField` uses the matching glob from the source field for the `dest` field name into which the source content is copied.

=====

Copying is done at the stream source level and no copy feeds into another copy. This means that copy fields cannot be chained i.e., you cannot copy from `here` to `there` and then from `there` to `elsewhere`. However, the same source field can be copied to multiple destination fields:

[source,xml]
****
<copyField source="here" dest="there"/>
<copyField source="here" dest="elsewhere"/>
****

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Nori Korean Morphological Analyzer - Apache Lucene Integration
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mecab-ko-dic-2.0.3-20170922

which can be obtained from

https://bitbucket.org/eunjeon/mecab-ko-dic/downloads/mecab-ko-dic-2.0.3-20170922.tar.gz

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Id: LICENSE.txt,v 1.11 2004/02/06 09:32:57 jhunter Exp $ 
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/* diff - compare files line by line


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#define GDIFF_MAIN
#include "diff.h"
#include <assert.h>
#include "paths.h"
#include <c-stack.h>
#include <dirname.h>
#include <error.h>
#include <exclude.h>
#include <error.h>
#include <exitfail.h>
#include <filenamecat.h>
#include <file-type.h>
#include <fnmatch.h>
#include <getopt.h>
#include <hard-locale.h>
#include <prepargs.h>
#include <programe.h>
#include <sh-quote.h>
#include <stat-time.h>
#include <timespec.h>
#include <version-etc.h>
#include <xalloc.h>
#include <xreadlink.h>
#include <binary-io.h>
/* The official name of this program (e.g., no 'g' prefix). */
#define PROGRAM_NAME "diff"

#define AUTHORS
proper_name ("Paul Eggert"),
proper_name ("Mike Haertel"),
proper_name ("David Hayes"),
proper_name ("Richard Stallman"),
proper_name ("Len Tower")

#ifndef GUTTER_WIDTH_MINIMUM
#define GUTTER_WIDTH_MINIMUM 3
#endif

struct regexp_list
{
    char *regexps;/* chars representing disjunction of the regexps */
    size_t len;/* chars used in 'regexps' */
    size_t size;/* size malloc'ed for 'regexps'; 0 if not malloc'ed */
    bool multiple_regexps;/* Does 'regexps' represent a disjunction? */
    struct re_pattern_buffer *buf;
};

static int compare_files (struct comparison const *, char const *, char const *);
static void add_regexp (struct regexp_list *, char const *);
static void summarize_regexp_list (struct regexp_list *);
static void specify_style (enum output_style);
static void specify_value (char const **, char const *, char const *);
static void try_help (char const *, char const *) __attribute__((noreturn));
static void check_stdout (void);
static void usage (void);

/* If comparing directories, compare their common subdirectories recursively. */
static bool recursive;

/* In context diffs, show previous lines that match these regexps. */
static struct regexp_list function_regexp_list;

/* Ignore changes affecting only lines that match these regexps. */
static struct regexp_list ignore_regexp_list;

#if O_BINARY
/* Use binary I/O when reading and writing data (--binary).
   On POSIX hosts, this has no effect. */
static bool binary;
#else
enum { binary = true }
#endif
#endif

/* If one file is missing, treat it as present but empty (-N). */
static bool new_file;

/* If the first file is missing, treat it as present but empty
   (--unidirectional-new-file). */
static bool unidirectional_new_file;

/* Report files compared that are the same (-s).
   Normally nothing is output when that happens. */
static bool report_identical_files;

static char const shortopts[] =

/* Values for long options that do not have single-letter equivalents. */
enum {
  BINARY_OPTION = CHAR_MAX + 1,
  FROM_FILE_OPTION,
  HELP_OPTION,
  HORIZON_LINES_OPTION,
  IGNORE_FILE_NAME_CASE_OPTION,
  INHIBIT_HUNK_MERGE_OPTION,
  LEFT_COLUMN_OPTION,
  LINE_FORMAT_OPTION,
  NO_DEREFERENCE_OPTION,
  NO_IGNORE_FILE_NAME_CASE_OPTION,
  NORMAL_OPTION,
  SDIFF_MERGE_ASSIST_OPTION,
  STRIP_TRAILING_CR.Option,
  SUPPRESS_BLANK_EMPTY_OPTION,
  SUPPRESS_COMMON_LINES_OPTION,
  TABSIZE_OPTION,
  TO_FILE_OPTION,

  /* These options must be in sequence. */
  UNCHANGED_LINE_FORMAT_OPTION,
  OLD_LINE_FORMAT_OPTION,
  NEW_LINE_FORMAT_OPTION,

  /* These options must be in sequence. */
  UNCHANGED_GROUP_FORMAT_OPTION,
  OLD_GROUP_FORMAT_OPTION,
  NEW_GROUP_FORMAT_OPTION,
  CHANGED_GROUP_FORMAT_OPTION
};
static char const group_format_option[] = {
    "--unchanged-group-format",
    "--old-group-format",
    "--new-group-format",
    "--changed-group-format"
};

static char const line_format_option[] = {
    "--unchanged-line-format",
    "--old-line-format",
    "--new-line-format"
};

static struct option const longopts[] = {
    {"binary", 0, 0, BINARY_OPTION},
    {"brief", 0, 0, 'q'},
    {"changed-group-format", 1, 0, CHANGED_GROUP_FORMAT_OPTION},
    {"context", 2, 0, 'C'},
    {"ed", 0, 0, 'e'},
    {"exclude", 1, 0, 'x'},
    {"exclude-from", 1, 0, 'X'},
    {"expand-tabs", 0, 0, 't'},
    {"forward-ed", 0, 0, 'f'},
    {"from-file", 1, 0, FROM_FILE_OPTION},
    {"help", 0, 0, HELP_OPTION},
    {"horizon-lines", 1, 0, HORIZON_LINES_OPTION},
    {"ifdef", 1, 0, 'D'},
    {"ignore-all-space", 0, 0, 'w'},
    {"ignore-blank-lines", 0, 0, 'B'},
    {"ignore-case", 0, 0, 'i'},
    {"ignore-file-name-case", 0, 0, IGNORE_FILE_NAME_CASE_OPTION},
    {"ignore-matching-lines", 1, 0, 'I'},
    {"ignore-space-change", 0, 0, 'b'},
    {"ignore-tab-expansion", 0, 0, 'E'},
    {"ignore-trailing-space", 0, 0, 'Z'},
    {"inhibit-hunk-merge", 0, 0, INHIBIT_HUNK_MERGE_OPTION},
    {"initial-tab", 0, 0, 'T'},
    {"label", 1, 0, 'L'},
    {"left-column", 0, 0, LEFT_COLUMN_OPTION},
    {"line-format", 1, 0, LINE_FORMAT_OPTION},
    {"minimal", 0, 0, 'd'},
    {"new-file", 0, 0, 'N'},
    {"new-group-format", 1, 0, NEW_GROUP_FORMAT_OPTION},
    {"new-line-format", 1, 0, NEW_LINE_FORMAT_OPTION},
};
/* Return a string containing the command options with which diff was invoked.
Spaces appear between what were separate ARGV-elements.
There is a space at the beginning but none at the end.
If there were no options, the result is an empty string.

Arguments: OPTIONVEC, a vector containing separate ARGV-elements, and COUNT,
the length of that vector. */

static char *
option_list (char **optionvec, int count)
{
    int i;
    size_t size = 1;
    char *result;
    char *p;

    for (i = 0; i < count; i++)
        size += 1 + shell_quote_length (optionvec[i]);

    result = (char *)malloc (size);
    p = result;

    for (i = 0; i < count; i++)
    {
        if (optionvec[i] != NULL)
        {
            *p = *(optionvec[i]);
            p += 1;
            while (*optionvec[i] != ' ')
                *p++ = *optionvec[i++];
            *p = 0;
        }
    }

    result[size - 1] = 0;
    return result;
}
p = result = xmalloc (size);

for (i = 0; i < count; i++)
{
    *p++ = ' ';  
    p = shell_quote_copy (p, optionvec[i]);
}

*p = '\0';
return result;
}

/* Return an option value suitable for add_exclude. */

static int
exclude_options (void)
{
    return EXCLUDE_WILDCARDS | (ignore_file_name_case ? FNM_CASEFOLD : 0);
}

int
main (int argc, char **argv)
{
    int exit_status = EXIT_SUCCESS;
    int c;
    int i;
    int prev = -1;
    lin ocontext = -1;
    bool explicit_context = false;
    size_t width = 0;
    bool show_c_function = false;
    char const *from_file = NULL;
    char const *to_file = NULL;
    uintmax_t numval;
    char *numend;

    /* Do our initializations. */
    exit_failure = EXIT_TROUBLE;
    initialize_main (&argc, &argv);
    set_program_name (argv[0]);
    setlocale (LC_ALL, "");
    bindtextdomain (PACKAGE, LOCALEDIR);
    textdomain (PACKAGE);
    c_stack_action (0);
    function_regexp_list.buf = &function_regexp;
    ignore_regexp_list.buf = &ignore_regexp;
re_set_syntax (RE_SYNTAX_GREP | RE_NO_POSIX_BACKTRACKING);
excluded = new_exclude();

/* Decode the options. */

while ((c = getopt_long (argc, argv, shortopts, longopts, NULL)) != -1)
{
    switch (c)
    {
    case 0:
        break;
    case '0':
    case '1':
    case '2':
    case '3':
    case '4':
    case '5':
    case '6':
    case '7':
    case '8':
    case '9':
        if (! ISDIGIT (prev))
            ocontext = c - '0';
        else if (LIN_MAX / 10 < ocontext
            || ((ocontext = 10 * ocontext + c - '0') < 0))
            ocontext = LIN_MAX;
        break;
    case 'a':
        text = true;
        break;
    case 'b':
        if (ignore_white_space < IGNORE_SPACE_CHANGE)
            ignore_white_space = IGNORE_SPACE_CHANGE;
        break;
    case 'Z':
        if (ignore_white_space < IGNORE_SPACE_CHANGE)
            ignore_white_space |= IGNORE_TRAILING_SPACE;
        break;
    case 'B':
        ignore_blank_lines = true;
        break;
    case 'C':
case 'U':
{
    if (optarg)
    {
        numval = strtolmax(optarg, &numend, 10);
        if (*numend)
            try_help("invalid context length \"%s\", optarg);
        if (LIN_MAX < numval)
            numval = LIN_MAX;
        else
            numval = 3;
    }
    break;
}

specify_style (c == 'U' ? OUTPUT_UNIFIED : OUTPUT_CONTEXT);
if (context < numval)
    context = numval;
explicit_context = true;
break;

case 'c':
    specify_style (OUTPUT_CONTEXT);
    if (context < 3)
        context = 3;
    break;

case 'd':
    minimal = true;
    break;

case 'D':
    specify_style (OUTPUT_IFDEF);
    {
        static char const C_ifdef_group_formats[] =
            "%%=%cifndef %s
%%<#endif /* ! %s */
%c#ifdef %s
%%>#endif /* %s */
%cifndef %s
%%<#else /* %s */
%%>#endif /* %s */
";  /* %s */

    char *b = xmalloc (sizeof C_ifdef_group_formats
        + 7 * strlen (optarg) - 14 /* 7*"%s" */
        - 8 /* 5*"%c" + 3*"#" */);
    sprintf (b, C_ifdef_group_formats,
        optarg, optarg, 0,
        optarg, optarg, optarg);
    for (i = 0; i < sizeof group_format / sizeof group_format[0]; i++)
        specify_value (&group_format[i], b, "-D");
    b += strlen (b) + 1;
break;

case 'e':
specify_style (OUTPUT_ED);
bbreak;

case 'E':
if (ignore_white_space < IGNORE_SPACE_CHANGE)
ignore_white_space |= IGNORE_TAB_EXPANSION;
bbreak;

case 'F':
specify_style (OUTPUT_FORWARD_ED);
bbreak;

case 'f':
add_regexp (&function_regexp_list, optarg);
bbreak;

case 'H':
speed_large_files = true;
bbreak;

case 'i':
ignore_case = true;
bbreak;

case 'I':
add_regexp (&ignore_regexp_list, optarg);
bbreak;

case 'l':
if (!pr_program[0])
try_help ("pagination not supported on this host", NULL);
paginate = true;
#ifdef SIGCHLD
/* Pagination requires forking and waiting, and
System V fork+wait does not work if SIGCHLD is ignored. */
signal (SIGCHLD, SIG_DFL);
#endif

case 'L':
    if (!file_label[0])
        file_label[0] = optarg;
    else if (!file_label[1])
        file_label[1] = optarg;
    else
        fatal("too many file label options");
    break;

case 'n':
    specify_style (OUTPUT_RCS);
    break;

case 'N':
    new_file = true;
    break;

case 'p':
    show_c_function = true;
    add_regexp (&function_regexp_list, "\^[[:alpha:]$\]");
    break;

case 'P':
    unidirectional_new_file = true;
    break;

case 'q':
    brief = true;
    break;

case 'r':
    recursive = true;
    break;

case 's':
    report_identical_files = true;
    break;

case 'S':
    specify_value (&starting_file, optarg, "-S");
    break;

case 't':
    expand_tabs = true;
    break;
case 'T':
    initial_tab = true;
    break;

case 'u':
    specify_style (OUTPUT_UNIFIED);
    if (context < 3)
        context = 3;
    break;

case 'v':
    version_etc (stdout, PROGRAM_NAME, PACKAGE_NAME, Version,
                 AUTHORS, (char *) NULL);
    check_stdout ();
    return EXIT_SUCCESS;

case 'w':
    ignore_white_space = IGNORE_ALL_SPACE;
    break;

case 'x':
    add_exclude (excluded, optarg, exclude_options ());
    break;

case 'X':
    if (add_exclude_file (add_exclude, excluded, optarg,
                         exclude_options (), 'u'))
        pfatal_with_name (optarg);
    break;

case 'y':
    specify_style (OUTPUT_SDIFF);
    break;

case 'W':
    numval = strtoumax (optarg, &numend, 10);
    if (! (0 < numval && numval <= SIZE_MAX) || *numend)
        try_help ("invalid width '%s'", optarg);
    if (width != numval)
    {
        if (width)
            fatal ("conflicting width options");
        width = numval;
    }
    break;

case BINARY_OPTION:
#if O_BINARY
    binary = true;
    if (! isatty (STDOUT_FILENO))
        set_binary_mode (STDOUT_FILENO, O_BINARY);
#endif
break;

case FROM_FILE_OPTION:
    specify_value (&from_file, optarg, "--from-file");
    break;

case HELP_OPTION:
    usage ();
    check_stdout ();
    return EXIT_SUCCESS;

case HORIZON_LINES_OPTION:
    numval = strtoumax (optarg, &numend, 10);
    if (*numend)
        try_help ("invalid horizon length "'%.s'", optarg);
    horizon_lines = MAX (horizon_lines, MIN (numval, LIN_MAX));
    break;

case IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = true;
    break;

case INHIBIT_HUNK_MERGE_OPTION:
    /* This option is obsolete, but accept it for backward
       compatibility. */
    break;

case LEFT_COLUMN_OPTION:
    left_column = true;
    break;

case LINE_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
        specify_value (&line_format[i], optarg, "--line-format");
    break;

case NO_DEREFERENCE_OPTION:
    no_dereference_symlinks = true;
    break;

case NO_IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = false;
break;

case NORMAL_OPTION:
    specify_style (OUTPUT_NORMAL);
    break;

case SDIFF_MERGE_ASSIST_OPTION:
    specify_style (OUTPUT_SDIFF);
    sdiff_merge_assist = true;
    break;

case STRIP_TRAILING_CR_OPTION:
    strip_trailing_cr = true;
    break;

case SUPPRESS_BLANK_EMPTY_OPTION:
    suppress_blank_empty = true;
    break;

case SUPPRESS_COMMON_LINES_OPTION:
    suppress_common_lines = true;
    break;

case TABSIZE_OPTION:
    numval = strtoumax (optarg, &numend, 10);
    if (!(0 < numval && numval <= SIZE_MAX) || *numend)
        try_help ("invalid tabsize \"%s\"", optarg);
    if (tabsize != numval)
    {
        if (tabsize)
            fatal ("conflicting tabsize options");
        tabsize = numval;
    }
    break;

case TO_FILE_OPTION:
    specify_value (&to_file, optarg, "--to-file");
    break;

case UNCHANGED_LINE_FORMAT_OPTION:
    case OLD_LINE_FORMAT_OPTION:
    case NEW_LINE_FORMAT_OPTION:
        specify_style (OUTPUT_IFDEF);
        c -= UNCHANGED_LINE_FORMAT_OPTION;
        specify_value (&line_format[c], optarg, line_format_option[c]);
        break;

case UNCHANGED_GROUP_FORMAT_OPTION:
case OLD_GROUP_FORMAT_OPTION:
case NEW_GROUP_FORMAT_OPTION:
case CHANGED_GROUP_FORMAT_OPTION:
specify_style (OUTPUT_IFDEF);
c = UNCHANGED_GROUP_FORMAT_OPTION;
specify_value (&group_format[c], optarg, group_format_option[c]);
break;

default:
try_help (NULL, NULL);
}
prev = c;
}

if (output_style == OUTPUT_UNSPECIFIED)
{
if (show_c_function)
{
specify_style (OUTPUT_CONTEXT);
if (ocontext < 0)
context = 3;
}
else
specify_style (OUTPUT_NORMAL);
}

if (output_style != OUTPUT_CONTEXT || hard_locale (LC_TIME))
{
#if (defined STAT_TIMESPEC || defined STAT_TIMESPEC_NS \
|| defined HAVE_STRUCT_STAT_ST_SPARE1)
time_format = "%Y-%m-%d %H:%M:%S.%N %z";
#else
    time_format = "%Y-%m-%d %H:%M:%S %z";
#endif
else
/* See POSIX 1003.1-2001 for this format. */
time_format = "%a %b %e %T %Y";
}

if (0 <= ocontext
    && (output_style == OUTPUT_CONTEXT
        || output_style == OUTPUT_UNIFIED)
    && (context < ocontext
        || (ocontext < context && ! explicit_context)))
context = ocontext;
if (!tabsize)
tabsize = 8;
if (!width)
width = 130;
{
  /* Maximize first the half line width, and then the gutter width,
   according to the following constraints:

   1. Two half lines plus a gutter must fit in a line.
   2. If the half line width is nonzero:
      a. The gutter width is at least GUTTER_WIDTH_MINIMUM.
      b. If tabs are not expanded to spaces,
          a half line plus a gutter is an integral number of tabs,
          so that tabs in the right column line up. */

  intmax_t t = expand_tabs ? 1 : tabsize;
  intmax_t w = width;
  intmax_t off = (w + t + GUTTER_WIDTH_MINIMUM) / (2 * t) * t;
  sdiff_half_width = MAX (0, MIN (off - GUTTER_WIDTH_MINIMUM, w - off)),
  sdiff_column2_offset = sdiff_half_width ? off : w;
}

/* Make the horizon at least as large as the context, so that
   shift_boundaries has more freedom to shift the first and last hunks. */
if (horizon_lines < context)
  horizon_lines = context;
summarize_regexp_list (&function_regexp_list);
summarize_regexp_list (&ignore_regexp_list);

if (output_style == OUTPUT_IFDEF)
{
  for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
    if (!line_format[i])
      line_format[i] = "%l\n";
    if (!group_format[OLD])
      group_format[OLD] = group_format[CHANGED] ? group_format[CHANGED] : "%<";
    if (!group_format[NEW])
      group_format[NEW] = group_format[CHANGED] ? group_format[CHANGED] : "%>";
    if (!group_format[UNCHANGED])
      group_format[UNCHANGED] = "%=";
    if (!group_format[CHANGED])
      group_format[CHANGED] = concat (group_format[OLD],
      group_format[NEW], "");
  }
no_diff_means_no_output =
(output_style == OUTPUT_IFDEF ?
(!*group_format[UNCHANGED]
  || (STREQ (group_format[UNCHANGED], "%=")
  && !*line_format[UNCHANGED]))
: (output_style != OUTPUT_SDIFF) | suppress_common_lines);

files_can_be_treated_as_binary =
(brief & binary
  && ~ (ignore_blank_lines | ignore_case | strip_trailing_cr
  | (ignore-regexp-list.regexps || ignore_white_space)));

switch_string = option_list (argv + 1, optind - 1);

if (from_file)
{
  if (to_file)
    fatal ("--from-file and --to-file both specified");
  else
    for (; optind < argc; optind++)
    {
      int status = compare_files (NULL, from_file, argv[optind]);
      if (exit_status < status)
        exit_status = status;
    }
  }
else
{
  if (to_file)
    for (; optind < argc; optind++)
    {
      int status = compare_files (NULL, argv[optind], to_file);
      if (exit_status < status)
        exit_status = status;
    }
  else
    {
      if (argc - optind != 2)
      {
        if (argc - optind < 2)
          try_help ("missing operand after "%s", argv[argc - 1]);
        else
          try_help ("extra operand "%s", argv[optind + 2]);
      }
      exit_status = compare_files (NULL, argv[optind], argv[optind + 1]);
    }
/* Print any messages that were saved up for last. */
print_message_queue();

check_stdout();
exit (exit_status);
return exit_status;

/* Append to REGLIST the regexp PATTERN. */

static void
add_regexp (struct regexp_list *reglist, char const *pattern)
{
  size_t patlen = strlen (pattern);
  char const *m = re_compile_pattern (pattern, patlen, reglist->buf);

  if (m != 0)
    error (0, 0, "%s: %s", pattern, m);
  else
  {
    char *regexps = reglist->regexps;
    size_t len = reglist->len;
    bool multiple_regexps = reglist->multiple_regexps = regexps != 0;
    size_t newlen = reglist->len = len + 2 * multiple_regexps + patlen;
    size_t size = reglist->size;
    if (size <= newlen)
    {
      if (!size)
        size = 1;

      do size *= 2;
      while (size <= newlen);

      reglist->size = size;
      reglist->regexps = regexps = xrealloc (regexps, size);
    }
    if (multiple_regexps)
    {
      regexps[len++] = '\';
      regexps[len++] = '|';
    }
    memcpy (regexps + len, pattern, patlen + 1);
  }
}
/* Ensure that REGLIST represents the disjunction of its regexps. 
   This is done here, rather than earlier, to avoid O(N^2) behavior. */

static void
summarize_regexp_list (struct regexp_list *reglist)
{
    if (reglist->regexps)
    {
        /* At least one regexp was specified. Allocate a fastmap for it. */
        reglist->buf->fastmap = xmalloc (1 << CHAR_BIT);
        if (reglist->multiple_regexps)
        {
            /* Compile the disjunction of the regexps. 
               (If just one regexp was specified, it is already compiled.) */
            char const *m = re_compile_pattern (reglist->regexps, reglist->len,
                reglist->buf);
            if (m)
                error (EXIT_TROUBLE, 0, “%s: %s”, reglist->regexps, m);
        }
    }
}

static void
try_help (char const *reason_msgid, char const *operand)
{
    if (reason_msgid)
        error (0, 0, _(reason_msgid), operand);
    error (EXIT_TROUBLE, 0, _("Try '%s --help' for more information.
"),
        program_name);
    abort ();
}

static void
check_stdout (void)
{
    if (ferror (stdout))
        fatal ("write failed");
    else if (fclose (stdout) != 0)
        pfatal_with_name (_("standard output"));
}

static char const * const option_help_msgid[] = {
    N_("    --normal                  output a normal diff (the default)"),
    N_("-q, --brief                   report only when files differ"),
    N_("-s, --report-identical-files  report when two files are the same"),
    N_("-c, -C NUM, --context[=NUM]   output NUM (default 3) lines of copied context"),
    N_("-u, -U NUM, --unified[=NUM]   output NUM (default 3) lines of unified context"),
    N_("-e, --ed                      output an ed script"),
N_("-n, --rcs output an RCS format diff"),
N_("-y, --side-by-side output in two columns"),
N_("-W, --width=NUM output at most NUM (default 130) print columns"),
N_(" --left-column output only the left column of common lines"),
N_(" --suppress-common-lines do not output common lines"),
"
N_("-p, --show-c-function show which C function each change is in"),
N_("-F, --show-function-line=RE show the most recent line matching RE"),
N_(" --label LABEL use LABEL instead of file name\n" (can be repeated"),
"
N_("-t, --expand-tabs expand tabs to spaces in output"),
N_("-T, --initial-tab make tabs line up by prepending a tab"),
N_(" --tabsize=NUM tab stops every NUM (default 8) print columns"),
N_(" --suppress-blank-empty suppress space or tab before empty output lines"),
N_(" --paginate pass output through 'pr' to paginate it"),
"
N_("--recursive recursively compare any subdirectories found"),
N_(" --no-dereference don't follow symbolic links"),
N_("--new-file treat absent files as empty"),
N_("--unidirectional-new-file treat absent first files as empty"),
N_(" --ignore-file-name-case ignore case when comparing file names"),
N_(" --no-ignore-file-name-case consider case when comparing file names"),
N_("--x, --exclude=PAT exclude files that match PAT"),
N_("--X, --exclude-from=FILE exclude files that match any pattern in FILE"),
N_("--S, --starting-file=FILE start with FILE when comparing directories"),
N_(" --from-file=FILE1 compare FILE1 to all operands;\n" FILE1 can be a directory"),
N_(" --to-file=FILE2 compare all operands to FILE2;\n" FILE2 can be a directory"),
"
N_("--i, --ignore-case ignore case differences in file contents"),
N_("--E, --ignore-tab-expansion ignore changes due to tab expansion"),
N_("--Z, --ignore-trailing-space ignore white space at line end"),
N_("--b, --ignore-space-change ignore changes in the amount of white space"),
N_("--w, --ignore-all-space ignore all white space"),
N_("--B, --ignore-blank-lines ignore changes where lines are all blank"),
N_("--I, --ignore-matching-lines=RE ignore changes where all lines match RE"),
"
N_("--a, --text treat all files as text"),
N_(" --strip-trailing-cr strip trailing carriage return on input"),
#endif
N_(" --binary read and write data in binary mode"),
#endif
"
N_("--D, --ifdef=NAME output merged file with '#ifdef NAME' diffs"),
N_(" --GTYPE-group-format=GFMT format GTYPE input groups with GFMT"),
N_(" --line-format=LFMT format all input lines with LFMT"),

Open Source Used In Network Insights Resources Network Insights 5.1 6575
These format options provide fine-grained control over the output of diff, generalizing -D/-iifdef.
LTYPE is 'old', 'new', or 'unchanged'. GTYPE is LTYPE or 'changed'.
GFMT (only) may contain:
%<  lines from FILE1\n
%>  lines from FILE2\n
%== lines common to FILE1 and FILE2\n
%[-][WIDTH][[PREC]][(doxX)]LETTER  printf-style spec for LETTER\n
LETTERs are as follows for new group, lower case for old group:\n
F  first line number\n
L  last line number\n
N  number of lines = L-F+1\n
E  F-1\n
M  L+1\n
%(A=B?T:E)  if A equals B then T else E"

LFMT (only) may contain:\n
%L  contents of line\n
%l  contents of line, excluding any trailing newline\n
%-n  printf-style spec for input line number"

Both GFMT and LFMT may contain:\n
%%  %

%c'C'  the single character C\n
%c'\OOO'  the character with octal code OOO\n
C  the character C (other characters represent themselves)"

-d, --minimal  try hard to find a smaller set of changes"

--horizon-lines=NUM  keep NUM lines of the common prefix and suffix"

--speed-large-files  assume large files and many scattered small changes"

--help  display this help and exit"

--version  output version information and exit"

FILES are 'FILE1 FILE2' or 'DIR1 DIR2' or 'DIR FILE...' or 'FILE... DIR.'"

If --from-file or --to-file is given, there are no restrictions on FILE(s)."

If a FILE is '-', read standard input."

Exit status is 0 if inputs are the same, 1 if different, 2 if trouble."

0

};

static void
usage (void)
{
char const * const *p;

printf (_("Usage: %s [OPTION]... FILES\n"), program_name);
printf (_("Compare FILES line by line.\n"));
fputs (_("\nMandatory arguments to long options are mandatory for short options too.\n"), stdout);

for (p = option_help_msgid;  *p;  p++)
{
    if (!**p)
        putchar ('\n');
    else
    {
        char const *msg = _(*p);
        char const *nl;
        while ((nl = strchr (msg, '\n')))
        {
            int msglen = nl + 1 - msg;
            printf (_("%.*s"), msglen, msg);
            msg = nl + 1;
        }

        printf (_("%s\n") + 2 * (*msg != ' ' && *msg != '-'), msg);
    }
}
emit_bug_reporting_address ();

/* Set VAR to VALUE, reporting an OPTION error if this is a conflict. */
static void
specify_value (char const **var, char const *value, char const *option)
{
    if (*var && ! STREQ (*var, value))
    {
        error (0, 0, _("conflicting %s option value '%s'"), option, value);
        try_help (NULL, NULL);
    }
    *var = value;
}

/* Set the output style to STYLE, diagnosing conflicts. */
static void
specify_style (enum output_style style)
{
    if (output_style != style)
    {
        if (output_style != OUTPUT_UNSPECIFIED)
            try_help (_("conflicting output style options"), NULL);
        output_style = style;
    }
}
static void
set_mtime_to_now (struct stat *st)
{
#ifdef STAT_TIMESPEC
    gettime (&STAT_TIMESPEC (st, st_mtim));
#else
    struct timespec t;
    gettime (&t);
    st->st_mtime = t.tv_sec;
#endif
    #if defined STAT_TIMESPEC_NS
        STAT_TIMESPEC_NS (st, st_mtim) = t.tv_nsec;
    #elif defined HAVE_STRUCT_STAT_ST_SPARE1
        st->st_spare1 = t.tv_nsec / 1000;
    #endif
}

/* Compare two files (or dirs) with parent comparison PARENT
   and names NAME0 and NAME1.
   (If PARENT is null, then the first name is just NAME0, etc.)
   This is self-contained; it opens the files and closes them.

   Value is EXIT_SUCCESS if files are the same, EXIT_FAILURE if
different, EXIT_TROUBLE if there is a problem opening them. */

static int
compare_files (struct comparison const *parent,
               char const *name0,
               char const *name1)
{
    struct comparison cmp;
    #define DIR_P(f) (S_ISDIR (cmp.file[f].stat.st_mode) != 0)
    register int f;
    int status = EXIT_SUCCESS;
    bool same_files;
    char *free0;
    char *free1;

    /* If this is directory comparison, perhaps we have a file
       that exists only in one of the directories.
       If so, just print a message to that effect. */

    if (! (name0 && name1)
        || (unidirectional_new_file && name1)
new_file)
{
  char const *name = name0 ? name0 : name1;
  char const *dir = parent->file[name0].name;

  /* See POSIX 1003.1-2001 for this format. */
  message("Only in %s: %s\n", dir, name);

  /* Return EXIT_FAILURE so that diff_dirs will return
   * EXIT_FAILURE ("some files differ"). */
  return EXIT_FAILURE;
}

memset(cmp.file, 0, sizeof cmp.file);
cmp.parent = parent;

/* cmp.file[f].desc markers */
#define NONEXISTENT (-1) /* nonexistent file */
#define UNOPENED (-2) /* unopened file (e.g. directory) */
#define ERRNO_ENCODE(errno) (-3 - (errno)) /* encoded errno value */
#define ERRNO_DECODE(desc) (-3 - (desc)) /* inverse of ERRNO_ENCODE */

cmp.file[0].desc = name0 ? UNOPENED : NONEXISTENT;
cmp.file[1].desc = name1 ? UNOPENED : NONEXISTENT;

/* Now record the full name of each file, including nonexistent ones. */

if (!name0)
  name0 = name1;
if (!name1)
  name1 = name0;

if (!parent)
{
  free0 = NULL;
  free1 = NULL;
  cmp.file[0].name = name0;
  cmp.file[1].name = name1;
}
else
{
  cmp.file[0].name = free0
  = file_name_concat(parent->file[0].name, name0, NULL);
  cmp.file[1].name = free1
  = file_name_concat(parent->file[1].name, name1, NULL);
}
/* Stat the files. */

for (f = 0; f < 2; f++)
{
    if (cmp.file[f].desc != NONEXISTENT)
    {
        if (f && file_name_cmp (cmp.file[f].name, cmp.file[0].name) == 0)
        {
            cmp.file[f].desc = cmp.file[0].desc;
            cmp.file[f].stat = cmp.file[0].stat;
        }
        else if (STREQ (cmp.file[f].name, "-"))
        {
            cmp.file[f].desc = STDIN_FILENO;
            if (binary && ! isatty (STDIN_FILENO))
                set_binary_mode (STDIN_FILENO, O_BINARY);
            if (fstat (STDIN_FILENO, &cmp.file[f].stat) != 0)
                cmp.file[f].desc = ERRNO_ENCODE (errno);
            else
            {
                if (S_ISREG (cmp.file[f].stat.st_mode))
                {
                    off_t pos = lseek (STDIN_FILENO, 0, SEEK_CUR);
                    if (pos < 0)
                        cmp.file[f].desc = ERRNO_ENCODE (errno);
                    else
                        cmp.file[f].stat.st_size =
                            MAX (0, cmp.file[f].stat.st_size - pos);
                }
            }
            /* POSIX 1003.1-2001 requires current time for stdin. */
            set_mtime_to_now (&cmp.file[f].stat);
        }
    }
    else if (no_dereference_symlinks
        ? lstat (cmp.file[f].name, &cmp.file[f].stat)
        : stat (cmp.file[f].name, &cmp.file[f].stat))
        != 0)
        cmp.file[f].desc = ERRNO_ENCODE (errno);
}

/* Mark files as nonexistent as needed for -N and -P, if they are inaccessible empty regular files (the kind of files that 'patch' creates to indicate nonexistent backups), or if they are top-level files that do not exist but their counterparts do exist. */
for (f = 0; f < 2; f++)
    if ((new_file || (f == 0 && ! unidirectional_new_file))
        && (cmp.file[f].desc == UNOPENED
            ? (S_ISREG (cmp.file[f].stat.st_mode)
                && ! (cmp.file[f].stat.st_mode & (S_IRWXU | S_IRWXG | S_IRWXO))
                && cmp.file[f].stat.st_size == 0)
            : ((cmp.file[f].desc == ERRNO_ENCODE (ENOENT)
                && ! parent
                && (cmp.file[1 - f].desc == UNOPENED
                    || cmp.file[1 - f].desc == STDIN_FILENO))))
        cmp.file[f].desc = NONEXISTENT;

for (f = 0; f < 2; f++)
    if (cmp.file[f].desc == NONEXISTENT)
        {
        memset (&cmp.file[f].stat, 0, sizeof cmp.file[f].stat);
        cmp.file[f].stat.st_mode = cmp.file[1 - f].stat.st_mode;
        }

for (f = 0; f < 2; f++)
    {
    int e = ERRNO_DECODE (cmp.file[f].desc);
    if (0 <= e)
        {
        errno = e;
        perror_with_name (cmp.file[f].name);
        status = EXIT_TROUBLE;
        }
    }

if (status == EXIT_SUCCESS && ! parent && ! DIR_P (0) != DIR_P (1))
    {
    /* If one is a directory, and it was specified in the command line,
    use the file in that dir with the other file's basename. */
    int fnm_arg = DIR_P (0);
    int dir_arg = 1 - fnm_arg;
    char const *fnm = cmp.file[fnm_arg].name;
    char const *dir = cmp.file[dir_arg].name;
    char const *filename = cmp.file[dir_arg].name = free0
        = find_dir_file_pathname (dir, last_component (fnm));

    if (STREQ (fnm, "."))
        fatal ("cannot compare "." to a directory");

    if (!no_dereference_symlinks?
        lstat (filename, &cmp.file[dir_arg].stat)
if (status != EXIT_SUCCESS)
{
    /* One of the files should exist but does not. */
}
else if (cmp.file[0].desc == NONEXISTENT
        && cmp.file[1].desc == NONEXISTENT)
{
    /* Neither file "exists", so there's nothing to compare. */
}
else if ((same_files
        = (cmp.file[0].desc != NONEXISTENT
            && cmp.file[1].desc != NONEXISTENT
            && 0 < same_file (&cmp.file[0].stat, &cmp.file[1].stat)
            && same_file_attributes (&cmp.file[0].stat,
                &cmp.file[1].stat))
        && no_diff_means_no_output)
{
    /* The two named files are actually the same physical file. We
     * know they are identical without actually reading them. */
}
else if (DIR_P (0) & DIR_P (1))
{
    if (output_style == OUTPUT_IFDEF)
        fatal ("-D option not supported with directories");

    /* If both are directories, compare the files in them. */

    if (parent && !recursive)
    {
        /* But don't compare dir contents one level down
         * unless -r was specified. See POSIX 1003.1-2001 for this format. */
        message ("Common subdirectories: %s and %s\n", cmp.file[0].name, cmp.file[1].name);
    }
    else
        status = diff_dirs (&cmp, compare_files);
}
else if ((DIR_P (0) | DIR_P (1))

&& !((S_ISREG (cmp.file[0].stat.st_mode)
 || S_ISLNK (cmp.file[0].stat.st_mode))
&& (S_ISREG (cmp.file[1].stat.st_mode)
 || S_ISLNK (cmp.file[1].stat.st_mode))))
{
  if (cmp.file[0].desc == NONEXISTENT || cmp.file[1].desc == NONEXISTENT)
  {
/* We have a subdirectory that exists only in one directory. */

if ((DIR_P (0) | DIR_P (1))
  && recursive
  && (new_file
      && (unidirectional_new_file
          && cmp.file[0].desc == NONEXISTENT)))
  status = diff_dirs (&cmp, compare_files);
else
  {
    char const *dir;

    /* PARENT must be non-NULL here. */
    assert (parent);
    dir = parent->file[cmp.file[0].desc == NONEXISTENT].name;

    /* See POSIX 1003.1-2001 for this format. */
    message ("Only in %s: %s\n", dir, name0);

    status = EXIT_FAILURE;
  }
  else
  {
/* We have two files that are not to be compared. */

/* See POSIX 1003.1-2001 for this format. */
message5 ("File %s is a %s while file %s is a %s\n",
  file_label[0] ? file_label[0] : cmp.file[0].name,
  file_type (&cmp.file[0].stat),
  file_type (&cmp.file[1].stat));

/* This is a difference. */
status = EXIT_FAILURE;
}
}
else if (S_ISLNK (cmp.file[0].stat.st_mode)
 || S_ISLNK (cmp.file[1].stat.st_mode))
{
/* We get here only if we use lstat(), not stat(). */
assert (no_dereference_symlinks);

if (S_ISLNK (cmp.file[0].stat.st_mode) && S_ISLNK (cmp.file[1].stat.st_mode)) {
    /* Compare the values of the symbolic links. */
    char *link_value[2] = \{ NULL, NULL \};

    for (f = 0; f < 2; f++) {
        link_value[f] = xreadlink (cmp.file[f].name);
        if (link_value[f] == NULL) {
            perror_with_name (cmp.file[f].name);
            status = EXIT_TROUBLE;
            break;
        }
    }
    if (status == EXIT_SUCCESS) {
        if (!STREQ (link_value[0], link_value[1])) {
            message ("Symbolic links %s and %s differ\n",
                    cmp.file[0].name, cmp.file[1].name);
            /* This is a difference. */
            status = EXIT_FAILURE;
        }
    } else {
        for (f = 0; f < 2; f++)
            free (link_value[f]);
    } else if (files_can_be_treated_as_binary && S_ISREG (cmp.file[0].stat.st_mode)
&& S_ISREG (cmp.file[1].stat.st_mode)
&& cmp.file[0].stat.st_size != cmp.file[1].stat.st_size)
{
  message ("Files %s and %s differ\n",
    file_label[0] ? file_label[0] : cmp.file[0].name,
  status = EXIT_FAILURE;
}
else
{
  /* Both exist and neither is a directory. */

  /* Open the files and record their descriptors. */

  int oflags = O_RDONLY | (binary ? O_BINARY : 0);

  if (cmp.file[0].desc == UNOPENED)
    if ((cmp.file[0].desc = open (cmp.file[0].name, oflags, 0)) < 0)
      {
        perror_with_name (cmp.file[0].name);
        status = EXIT_TROUBLE;
      }
    else
      if (cmp.file[1].desc == UNOPENED)
        {
          if (same_files)
            cmp.file[1].desc = cmp.file[0].desc;
          else if ((cmp.file[1].desc = open (cmp.file[1].name, oflags, 0)) < 0)
            {
              perror_with_name (cmp.file[1].name);
              status = EXIT_TROUBLE;
            }
        }
      else
        if (status == EXIT_SUCCESS)
          status = diff_2_files (&cmp);

  /* Close the file descriptors. */

  if (0 <= cmp.file[0].desc && close (cmp.file[0].desc) != 0)
    {
      perror_with_name (cmp.file[0].name);
      status = EXIT_TROUBLE;
    }
  if (0 <= cmp.file[1].desc && cmp.file[0].desc != cmp.file[1].desc &&
      close (cmp.file[1].desc) != 0)
    {

perror_with_name (cmp.file[1].name);
status = EXIT_TROUBLE;
}
}

/* Now the comparison has been done, if no error prevented it, 
and STATUS is the value this function will return. */

if (status == EXIT_SUCCESS)
{
    if (report_identical_files && !DIR_P (0))
message ("Files %s and %s are identical", 
file_label[0] ? file_label[0] : cmp.file[0].name, 
} else
{
    /* Flush stdout so that the user sees differences immediately. 
This can hurt performance, unfortunately. */
    if (fflush (stdout) != 0)
pfatal_with_name (_("standard output"));
}

free (free0);
free (free1);

return status;

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

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---
abstract: 'alternative warn and die for modules'
author:
- unknown
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.6302, CPAN::Meta::Converter version 2.120921'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Carp
no_index:
directory:
  - t
  - inc
requires:
  Exporter: 0
  IPC::Open3: 1.0103
  Test::More: 0
  strict: 0
  warnings: 0
version: 1.26

Found in path(s):
=head1 NAME

Carp - alternative warn and die for modules

=head1 SYNOPSIS

use Carp;

# warn user (from perspective of caller)
carp "string trimmed to 80 chars";

# die of errors (from perspective of caller)
croak "We're outta here!";

# die of errors with stack backtrace
confess "not implemented";

# cluck not exported by default
use Carp qw(cluck);
cluck "This is how we got here!";

=head1 DESCRIPTION

The Carp routines are useful in your own modules because they act like die() or warn(), but with a message which is more likely to be useful to a user of your module. In the case of cluck, confess, and longmess that context is a summary of every call in the call-stack. For a shorter message you can use Carp\_<carp> or Carp\_<croak> which report the error as being from where your module was called. There is no guarantee that that is where the error was, but it is a good educated guess.

You can also alter the way the output and logic of Carp\_<carp> works, by changing some global variables in the Carp\_<carp> namespace. See the section on Carp\_<GLOBAL VARIABLES> below.

Here is a more complete description of how Carp\_<carp> and Carp\_<croak> work. What they do is search the call-stack for a function call stack where they have not been told that there shouldn't be an error. If every call is marked safe, they give up and give a full stack backtrace instead. In other words they presume that the first likely looking potential suspect is guilty. Their rules for telling whether a call shouldn't generate errors work as follows:

=over 4
Any call from a package to itself is safe.

Packages claim that there won’t be errors on calls to or from packages explicitly marked as safe by inclusion in C<@Carp_NOT>, or (if that array is empty) C<@ISA>. The ability to override what @ISA says is new in 5.8.

The trust in item 2 is transitive. If A trusts B, and B trusts C, then A trusts C. So if you do not override C<@ISA> with C<@Carp_NOT>, then this trust relationship is identical to, "inherits from".

Any call from an internal Perl module is safe. (Nothing keeps user modules from marking themselves as internal to Perl, but this practice is discouraged.)

Any call to Perl’s warning system (eg Carp itself) is safe. (This rule is what keeps it from reporting the error at the point where you call C<carp> or C<croak>.)

C<$Carp::CarpLevel> can be set to skip a fixed number of additional call levels. Using this is not recommended because it is very difficult to get it to behave correctly.

As a debugging aid, you can force Carp to treat a croak as a confess and a carp as a cluck across I<all> modules. In other words, force a detailed stack trace to be given. This can be very helpful when trying to understand why, or from where, a warning or error is being generated.

This feature is enabled by ‘importing’ the non-existent symbol 'verbose'. You would typically enable it by saying
perl -MCarp=verbose script.pl

or by including the string C<-MCarp=verbose> in the PERL5OPT environment variable.

Alternately, you can set the global variable C<$Carp::Verbose> to true. See the C<GLOBAL VARIABLES> section below.

=head1 GLOBAL VARIABLES

=head2 $Carp::MaxEvalLen

This variable determines how many characters of a string-eval are to be shown in the output. Use a value of C<0> to show all text.

Defaults to C<0>.

=head2 $Carp::MaxArgLen

This variable determines how many characters of each argument to a function to print. Use a value of C<0> to show the full length of the argument.

Defaults to C<64>.

=head2 $Carp::MaxArgNums

This variable determines how many arguments to each function to show. Use a value of C<0> to show all arguments to a function call.

Defaults to C<8>.

=head2 $Carp::Verbose

This variable makes C<carp> and C<croak> generate stack backtraces just like C<cluck> and C<confess>. This is how C<use Carp 'verbose'> is implemented internally.

Defaults to C<0>.

=head2 @CARP_NOT

This variable, I<in your package>, says which packages are I<not> to be considered as the location of an error. The C<carp()> and C<cluck()> functions will skip over callers when reporting where an error occurred.

NB: This variable must be in the package's symbol table, thus:
# These work
our @CARP_NOT; # file scope
use vars qw(@CARP_NOT); # package scope
@My::Package::CARP_NOT = ... ; # explicit package variable

# These don't work
sub xyz { ... @CARP_NOT = ... } # w/o declarations above
my @CARP_NOT; # even at top-level

Example of use:

package My::Carping::Package;
use Carp;
our @CARP_NOT;
sub bar { ... or _error('Wrong input') }
sub _error {
    # temporary control of where'ness, __PACKAGE__ is implicit
    local @CARP_NOT = qw(My::Friendly::Caller);
    carp(@_)
}

This would make C<Carp> report the error as coming from a caller not
in C<My::Carping::Package>, nor from C<My::Friendly::Caller>.

Also read the L</DESCRIPTION> section above, about how C<Carp> decides
where the error is reported from.

Use C<@CARP_NOT>, instead of C<$Carp::CarpLevel>.

Overrides C<Carp>'s use of C<@ISA>.

=head2 %Carp::Internal

This says what packages are internal to Perl.  C<Carp> will never
report an error as being from a line in a package that is internal to
Perl.  For example:

$Carp::Internal{ (__PACKAGE__) }++;  
# time passes...
sub foo { ... or confess("whatever") };

would give a full stack backtrace starting from the first caller
outside of __PACKAGE__.  (Unless that package was also internal to
Perl.)

=head2 %Carp::CarpInternal

This says which packages are internal to Perl's warning system.  For
generating a full stack backtrace this is the same as being internal to Perl, the stack backtrace will not start inside packages that are listed in C<%Carp::CarpInternal>. But it is slightly different for the summary message generated by C<carp> or C<croak>. There errors will not be reported on any lines that are calling packages in C<%Carp::CarpInternal>.

For example C<Carp> itself is listed in C<%Carp::CarpInternal>. Therefore the full stack backtrace from C<confess> will not start inside of C<Carp>, and the short message from calling C<croak> is not placed on the line where C<croak> was called.

=head2 $Carp::CarpLevel

This variable determines how many additional call frames are to be skipped that would not otherwise be when reporting where an error occurred on a call to one of C<Carp>`s functions. It is fairly easy to count these call frames on calls that generate a full stack backtrace. However it is much harder to do this accounting for calls that generate a short message. Usually people skip too many call frames. If they are lucky they skip enough that C<Carp> goes all of the way through the call stack, realizes that something is wrong, and then generates a full stack backtrace. If they are unlucky then the error is reported from somewhere misleading very high in the call stack.

Therefore it is best to avoid C<$Carp::CarpLevel>. Instead use C<@CARP_NOT>, C<%Carp::Internal> and C<%Carp::CarpInternal>.

Defaults to C<0>.

=head1 BUGS

The Carp routines don't handle exception objects currently. If called with a first argument that is a reference, they simply call die() or warn(), as appropriate.

=head1 SEE ALSO

L<Carp::Always>, L<Carp::Clan>

=head1 AUTHOR

The Carp module first appeared in Larry Wall's perl 5.000 distribution. Since then it has been modified by several of the perl 5 porters. Andrew Main (Zefram) <zefram@fysh.org> divested Carp into an independent distribution.
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NAME

Carp - alternative warn and die for modules

DESCRIPTION

The Carp routines are useful in your own modules because they act like die() or warn(), but with a message which is more likely to be useful to a user of your module. In the case of cluck, confess, and longmess that context is a summary of every call in the call-stack. For a shorter message you can use carp or croak which report the error as being from where your module was called. There is no guarantee that that is where the error was, but it is a good educated guess.

You can also alter the way the output and logic of Carp works, by changing some global variables in the Carp namespace.

INSTALLATION

perl Makefile.PL
make
make test
make install
AUTHOR

The Carp module first appeared in Larry Wall's perl 5.000 distribution. Since then it has been modified by several of the perl 5 porters. Andrew Main (Zefram) <zefram@fysh.org> divested Carp into an independent distribution.

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-analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
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Other developers who have contributed code are:

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===============

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1.661 buger-jsonparser 1.1.1

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1.662 jctools-core 2.1.2

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/licenses>
/license>
<name>Apache License, Version 2.0</name>
<url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
</license>
</licenses>

<scm>
<url>https://github.com/JCTools</url>
<connection>scm:git:https://github.com/JCTools</connection>
<tag>HEAD</tag>
</scm>
* See the License for the specific language governing permissions and
  * limitations under the License.
*/

Found in path(s):
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/util/Pow2.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/maps/NonBlockingHashMapLong.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/MpscCompoundQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/IndexedQueueSizeUtil.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/MpscUnboundedArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/BaseSpscLinkedArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/maps/NonBlockingHashSet.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/atomic/MPMCAtomicArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/MpscLinkedQueue7.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/atomic/AtomicQueueFactory.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/atomic/SpscGrowableAtomicArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/MpscChunkedArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/MpscArrayQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/MessagePassingQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/LinkedQueueNode.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/SpscLinkedQueue.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/spec/Preference.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/maps/AbstractEntry.java
* /opt/cola/permits/1140962761_1614910158.25/0/jctools-core-2-1-2-sources-2-jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
1.663 perl-threads 1.87-4.el7

1.663.1 Available under license:

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

Copyright 2006 - 2009 Jerry D. Hedden. All rights reserved. This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

Found in path(s):
* /opt/cola/permits/1125685353_1611405884.41/0/perl-threads-1.87-4.el7-1.src.rpm-cosi-expand-archive-SD23PVph/threads-1.87.tar.gz-cosi-expand-archive-wNkYyGis/threads-1.87/examples/pool_reuse.pl
* /opt/cola/permits/1125685353_1611405884.41/0/perl-threads-1.87-4.el7-1.src.rpm-cosi-expand-archive-SD23PVph/threads-1.87.tar.gz-cosi-expand-archive-wNkYyGis/threads-1.87/examples/pool.pl

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

/*

ppport.h -- Perl/Pollution/Portability Version 3.19
ppport.h - Perl/Pollution/Portability version 3.19

perl ppport.h [options] [source files]

Searches current directory for files if no [source files] are given

--help       show short help
--version    show version
--patch=file write one patch file with changes
--copy=suffix write changed copies with suffix
--diff=program use diff program and options
--compat-version=version provide compatibility with Perl version
--cplusplus accept C++ comments
--quiet      don't output anything except fatal errors
--nodiag     don't show diagnostics
--nohints    don't show hints
--nochanges  don't suggest changes
--nofilter   don't filter input files
--strip      strip all script and doc functionality from ppport.h
--list-provided list provided API
--list-unsupported list unsupported API
--api-info=name show Perl API portability information

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This version of `ppport.h` is designed to support operation with Perl installations back to 5.003, and has been tested up to 5.10.0.

=head1 OPTIONS

=head2 --help

Display a brief usage summary.

=head2 --version

Display the version of `ppport.h`.

=head2 --patch=I<file>

If this option is given, a single patch file will be created if any changes are suggested. This requires a working diff program to be installed on your system.

=head2 --copy=I<suffix>

If this option is given, a copy of each file will be saved with the given suffix that contains the suggested changes. This does not require any external programs. Note that this does not automagically add a dot between the original filename and the suffix. If you want the dot, you have to include it in the option argument.

If neither `--patch` or `--copy` are given, the default is to simply print the diffs for each file. This requires either `Text::Diff` or a `diff` program to be installed.

=head2 --diff=I<program>

Manually set the diff program and options to use. The default is to use `Text::Diff`, when installed, and output unified context diffs.

=head2 --compat-version=I<version>

Tell `ppport.h` to check for compatibility with the given Perl version. The default is to check for compatibility with Perl version 5.003. You can use this option to reduce the output of `ppport.h` if you intend to be backward compatible only down to a certain Perl version.

=head2 --cplusplus
Usually, `F<ppport.h>` will detect C++ style comments and replace them with C style comments for portability reasons. Using this option instructs `F<ppport.h>` to leave C++ comments untouched.

```
=head2 --quiet

Be quiet. Don't print anything except fatal errors.
```

```
=head2 --nodig

Don't output any diagnostic messages. Only portability alerts will be printed.
```

```
=head2 --nohints

Don't output any hints. Hints often contain useful portability notes. Warnings will still be displayed.
```

```
=head2 --nochanges

Don't suggest any changes. Only give diagnostic output and hints unless these are also deactivated.
```

```
=head2 --nofilter

Don't filter the list of input files. By default, files not looking like source code (i.e. not *.xs, *.c, *.cc, *.cpp or *.h) are skipped.
```

```
=head2 --strip

Strip all script and documentation functionality from `F<ppport.h>`. This reduces the size of `F<ppport.h>` dramatically and may be useful if you want to include `F<ppport.h>` in smaller modules without increasing their distribution size too much.

The stripped `F<ppport.h>` will have a C`<--unstrip>` option that allows you to undo the stripping, but only if an appropriate C`<Devel::PPPort>` module is installed.
```

```
=head2 --list-provided

Lists the API elements for which compatibility is provided by `F<ppport.h>`. Also lists if it must be explicitly requested, if it has dependencies, and if there are hints or warnings for it.
```

```
=head2 --list-unsupported

Lists the API elements for which compatibility is not provided by `F<ppport.h>`.
```
Lists the API elements that are known not to be supported by F<ppport.h> and below which version of Perl they probably won't be available or work.

=head2 --api-info=I<name>

Show portability information for API elements matching I<name>. If I<name> is surrounded by slashes, it is interpreted as a regular expression.

=head1 DESCRIPTION

In order for a Perl extension (XS) module to be as portable as possible across differing versions of Perl itself, certain steps need to be taken.

=over 4

=item *

Including this header is the first major one. This alone will give you access to a large part of the Perl API that hasn't been available in earlier Perl releases. Use

perl ppport.h --list-provided

to see which API elements are provided by ppport.h.

=item *

You should avoid using deprecated parts of the API. For example, using global Perl variables without the C<PL_> prefix is deprecated. Also, some API functions used to have a C<perl_> prefix. Using this form is also deprecated. You can safely use the supported API, as F<ppport.h> will provide wrappers for older Perl versions.

=item *

If you use one of a few functions or variables that were not present in earlier versions of Perl, and that can't be provided using a macro, you have to explicitly request support for these functions by adding one or more C<#define> s in your source code before the inclusion of F<ppport.h>.

These functions or variables will be marked C<explicit> in the list shown by C<--list-provided>.

Depending on whether you module has a single or multiple files that use such functions or variables, you want either C<static> or global
variants.

For a C<static> function or variable (used only in a single source file), use:

```c
#define NEED_function
#define NEED_variable
```

For a global function or variable (used in multiple source files), use:

```c
#define NEED_function_GLOBAL
#define NEED_variable_GLOBAL
```

Note that you mustn't have more than one global request for the same function or variable in your project.

<table>
<thead>
<tr>
<th>Function / Variable</th>
<th>Static Request</th>
<th>Global Request</th>
</tr>
</thead>
<tbody>
<tr>
<td>PL_parser</td>
<td>NEED_PL_parser</td>
<td>NEED_PL_parser_GLOBAL</td>
</tr>
<tr>
<td>PL_signals</td>
<td>NEED_PL_signals</td>
<td>NEED_PL_signals_GLOBAL</td>
</tr>
<tr>
<td>eval_pv()</td>
<td>NEED_eval_pv</td>
<td>NEED_eval_pv_GLOBAL</td>
</tr>
<tr>
<td>grok_bin()</td>
<td>NEED_grok_bin</td>
<td>NEED_grok_bin_GLOBAL</td>
</tr>
<tr>
<td>grok_hex()</td>
<td>NEED_grok_hex</td>
<td>NEED_grok_hex_GLOBAL</td>
</tr>
<tr>
<td>grok_number()</td>
<td>NEED_grok_number</td>
<td>NEED_grok_number_GLOBAL</td>
</tr>
<tr>
<td>grok_numeric_radix()</td>
<td>NEED_grok_numeric_radix</td>
<td>NEED_grok_numeric_radix_GLOBAL</td>
</tr>
<tr>
<td>grok_oct()</td>
<td>NEED_grok_oct</td>
<td>NEED_grok_oct_GLOBAL</td>
</tr>
<tr>
<td>load_module()</td>
<td>NEED_load_module</td>
<td>NEED_load_module_GLOBAL</td>
</tr>
<tr>
<td>my_snprintf()</td>
<td>NEED_my_snprintf</td>
<td>NEED_my_snprintf_GLOBAL</td>
</tr>
<tr>
<td>my_sprintf()</td>
<td>NEED_my_sprintf</td>
<td>NEED_my_sprintf_GLOBAL</td>
</tr>
<tr>
<td>my_strlcat()</td>
<td>NEED_my_strlcat</td>
<td>NEED_my_strlcat_GLOBAL</td>
</tr>
<tr>
<td>my_strlcpy()</td>
<td>NEED_my_strlcpy</td>
<td>NEED_my_strlcpy_GLOBAL</td>
</tr>
<tr>
<td>newCONSTSUB()</td>
<td>NEED_newCONSTSUB</td>
<td>NEED_newCONSTSUB_GLOBAL</td>
</tr>
<tr>
<td>newRV_noinc()</td>
<td>NEED_newRV_noinc</td>
<td>NEED_newRV_noinc_GLOBAL</td>
</tr>
<tr>
<td>newSV_type()</td>
<td>NEED_newSV_type</td>
<td>NEED_newSV_type_GLOBAL</td>
</tr>
<tr>
<td>newSVpn_flags()</td>
<td>NEED_newSVpn_flags</td>
<td>NEED_newSVpn_flags_GLOBAL</td>
</tr>
<tr>
<td>newSVpn_share()</td>
<td>NEED_newSVpn_share</td>
<td>NEED_newSVpn_share_GLOBAL</td>
</tr>
<tr>
<td>pv_display()</td>
<td>NEED_pv_display</td>
<td>NEED_pv_display_GLOBAL</td>
</tr>
<tr>
<td>pv_escape()</td>
<td>NEED_pv_escape</td>
<td>NEED_pv_escape_GLOBAL</td>
</tr>
<tr>
<td>pv_pretty()</td>
<td>NEED_pv_pretty</td>
<td>NEED_pv_pretty_GLOBAL</td>
</tr>
<tr>
<td>sv_2pv_flags()</td>
<td>NEED_sv_2pv_flags</td>
<td>NEED_sv_2pv_flags_GLOBAL</td>
</tr>
<tr>
<td>sv_2pvbyte()</td>
<td>NEED_sv_2pvbyte</td>
<td>NEED_sv_2pvbyte_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf_mg()</td>
<td>NEED_sv_catpvf_mg</td>
<td>NEED_sv_catpvf_mg_GLOBAL</td>
</tr>
<tr>
<td>sv_catpvf_mg_nocontext()</td>
<td>NEED_sv_catpvf_mg_nocontext</td>
<td>NEED_sv_catpvf_mg_nocontext_GLOBAL</td>
</tr>
<tr>
<td>sv_pvn_force_flags()</td>
<td>NEED_sv_pvn_force_flags</td>
<td>NEED_sv_pvn_force_flags_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf_mg()</td>
<td>NEED_sv_setpvf_mg</td>
<td>NEED_sv_setpvf_mg_GLOBAL</td>
</tr>
<tr>
<td>sv_setpvf_mg_nocontext()</td>
<td>NEED_sv_setpvf_mg_nocontext</td>
<td>NEED_sv_setpvf_mg_nocontext_GLOBAL</td>
</tr>
<tr>
<td>vload_module()</td>
<td>NEED_vload_module</td>
<td>NEED_vload_module_GLOBAL</td>
</tr>
</tbody>
</table>
To avoid namespace conflicts, you can change the namespace of the explicitly exported functions / variables using the \texttt{CPP_NAMESPACE} macro. Just \texttt{#define} the macro before including \texttt{ppport.h}:

\begin{verbatim}
#define DPPP_NAMESPACE MyOwnNamespace_
#include "ppport.h"
\end{verbatim}

The default namespace is \texttt{DPPP_}.

\section*{EXAMPLES}

To verify whether \texttt{ppport.h} is needed for your module, whether you should make any changes to your code, and whether any special defines should be used, \texttt{ppport.h} can be run as a Perl script to check your source code. Simply say:

\begin{verbatim}
perl ppport.h
\end{verbatim}

The result will usually be a list of patches suggesting changes that should at least be acceptable, if not necessarily the most efficient solution, or a fix for all possible problems.

If you know that your XS module uses features only available in newer Perl releases, if you're aware that it uses C++ comments, and if you want all suggestions as a single patch file, you could use something like this:

\begin{verbatim}
perl ppport.h --compat-version=5.6.0 --cplusplus --patch=test.diff
\end{verbatim}

If you only want your code to be scanned without any suggestions for changes, use:

\begin{verbatim}
perl ppport.h --nochanges
\end{verbatim}

You can specify a different \texttt{diff} program or options, using the \texttt{--diff} option:

\begin{verbatim}
perl ppport.h --diff='diff -C 10'
\end{verbatim}
This would output context diffs with 10 lines of context.

If you want to create patched copies of your files instead, use:

    perl ppport.h --copy=.new

To display portability information for the C<newSVpvn> function, use:

    perl ppport.h --api-info=newSVpvn

Since the argument to C<--api-info> can be a regular expression, you can use

    perl ppport.h --api-info=/_nomg$/

to display portability information for all C<_nomg> functions or

    perl ppport.h --api-info=/.

to display information for all known API elements.

=head1 BUGS

If this version of F<ppport.h> is causing failure during the compilation of this module, please check if newer versions of either this module or C<Devel::PPPort> are available on CPAN before sending a bug report.

If F<ppport.h> was generated using the latest version of C<Devel::PPPort> and is causing failure of this module, please file a bug report using the CPAN Request Tracker at L<http://rt.cpan.org/>.

Please include the following information:

=over 4

=item 1.

The complete output from running "perl -V"

=item 2.

This file.

=item 3.

The name and version of the module you were trying to build.
item 4.

A full log of the build that failed.

item 5.

Any other information that you think could be relevant.

back

For the latest version of this code, please get the C<Devel::PPPort> module from CPAN.

head1 COPYRIGHT

Version 3.x, Copyright (c) 2004-2009, Marcus Holland-Moritz.

Version 2.x, Copyright (C) 2001, Paul Marquess.

Version 1.x, Copyright (C) 1999, Kenneth Albanowski.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

head1 SEE ALSO

See L<Devel::PPPort>.

cut

use strict;

# Disable broken TRIE-optimization
BEGIN { eval '.asInstanceOf{^RE_TRIE_MAXBUF} = -1' if $] >= 5.009004 && $] <= 5.009005 }

my $VERSION = 3.19;

my %opt = (quiet => 0, diag => 1, hints => 1, changes => 1, cplusplus => 0, filter => 1, strip => 0, version => 0,);
my($ppport) = $0 =~ /([\w.]+)$/;
my $LF = '(?:\r\n|[\r\n])'; # line feed
my $HS = "[ \t]";
# horizontal whitespace
# Never use C comments in this file!
my $ccs = '/'.'*';
my $cce = '*'.'/';
my $rccs = quotemeta $ccs;
my $rcce = quotemeta $cce;
eval {
require Getopt::Long;
Getopt::Long::GetOptions(\%opt, qw(
help quiet diag! filter! hints! changes! cplusplus strip version
patch=s copy=s diff=s compat-version=s
list-provided list-unsupported api-info=s
)) or usage();
};
if ($@ and grep /^-/, @ARGV) {
usage() if "@ARGV" =~ /^--?h(?:elp)?$/;
die "Getopt::Long not found. Please don't use any options.\n";
}
if ($opt{version}) {
print "This is $0 $VERSION.\n";
exit 0;
}
usage() if $opt{help};
strip() if $opt{strip};
if (exists $opt{'compat-version'}) {
my($r,$v,$s) = eval { parse_version($opt{'compat-version'}) };
if ($@) {
die "Invalid version number format: '$opt{'compat-version'}'\n";
}
die "Only Perl 5 is supported\n" if $r != 5;
die "Invalid version number: $opt{'compat-version'}\n" if $v >= 1000 || $s >= 1000;
$opt{'compat-version'} = sprintf "%d.%03d%03d", $r, $v, $s;
}
else {
$opt{'compat-version'} = 5;
}
my %API = map { /^(\w+)\|([^|]*)\|([^|]*)\|(\w*)$/
? ( $1 => {

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($2 ? ( base => $2 ) : ()),
($3 ? ( todo => $3 ) : ()),
(index($4, 'v') >= 0 ? ( varargs => 1 ) : ()),
(index($4, 'p') >= 0 ? ( provided => 1 ) : ()),
(index($4, 'n') >= 0 ? ( nothxarg => 1 ) : ()).
)
: die "invalid spec: $_" ) qw(
AvFILL;p
AvFILL;|
CLASS;|
CPERLscope;|
CX_CURPAD_SAVE;|
CX_CURPAD_SV;|
CopFILEAV;|
CopFILEGV_set;|
CopFILEGV;|
CopFILESV;|
CopFILE_set;|
CopFILE;|
CopSTASHPV_set;|
CopSTASHPV;|
CopSTASH_eq;|
CopSTASH_set;|
CopSTASH;|
CopyD;|
Copy;|
CvpADLIST;|
CvSTASH;|
CvWEAKOUTSIDE;|
DEFSV_set;|
DEFSV;|
END_EXTERN_C;|
ENTER;|
ERRSV;|
EXTEND;|
EXTERN_C;|
F0convert;|
FREETMPS;|
GIMME_VI;|
GIMME;|
GROK_NUMERIC_RADIX;|
G_ARRAY;|
G_DISCARD;|
G_EVAL;|
G_METHOD;|
G_NOARGS;|
G_SCALAR;|
G_VOID;
GetVars
GvSVn[5.009003]p
GvSV
Gv_AMupdate
HEF_SVKEY[5.004000]
HeHASH[5.004000]
HeKEY[5.004000]
HeKLEN[5.004000]
HePV[5.004000]
HeSVKEY_force[5.004000]
HeSVKEY_set[5.004000]
HeSVKEY[5.004000]
HeUTF8[5.011000]
HeVAL[5.004000]
HvNAMELEN_get[5.009003]p
HvNAME_get[5.009003]p
HvNAME
INT2PTR[5.006000]p
IN_LOCALE_COMPILETIME[5.007002]p
IN_LOCALE_RUNTIME[5.007002]p
IN_LOCALE[5.007002]p
IN_PERL_COMPILETIME[5.008001]p
IS_NUMBER_GREATER_THAN_UV_MAX[5.007002]p
IS_NUMBER_INFINITY[5.007002]p
IS_NUMBER_IN_UV[5.007002]p
IS_NUMBER_NAN[5.007003]p
IS_NUMBER_NEG[5.007002]p
IS_NUMBER_NOT_INT[5.007002]p
IVSIZE[5.006000]p
IVTYPE[5.006000]p
IVdf[5.006000]p
LEAVE
LVRET
MARK
MULTICALL[5.011000]
MY_CXT_CLONE[5.009002]p
MY_CXT_INIT[5.007003]p
MY_CXT[5.007003]p
MoveD[5.009002]p
Move
NOOP[5.005000]p
NUM2PTR[5.006000]p
NVTYPE[5.006000]p
NVef[5.006001]p
NVff[5.006001]p
NVgf[5.006001]p
Newxc[5.009003]p
Newxz[5.009003]p
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Newx[5.009003]|p
Nullav||
Nullch||
Nullcv||
Nullhv||
Nullsv||
ORIGMARK||
PAD_BASE_SV||
PAD_CLONE_VARS||
PAD_COMPNAME_FLAGS||
PAD_COMPNAME_GEN_set||
PAD_COMPNAME_GEN||
PAD_COMPNAME_OURSTASH||
PAD_COMPNAME_PV||
PAD_COMPNAME_TYPE||
PAD_DUP||
PAD_RESTORE_LOCAL||
PAD_SAVE_LOCAL||
PAD_SAVE_SETNULLPAD||
PAD_SETSV||
PAD_SET_CUR_NOSAVE||
PAD_SET_CUR||
PAD_SV||
PAD_SV||
PERLIO_FUNCS_CAST[5.009003]|p
PERLIO_FUNCS_DECL[5.009003]|p
PERL_ABS[5.008001]|p
PERL_BCDVERSION[5.011000]|p
PERL_GCC_BRACE_GROUPS_FORBIDDEN[5.008001]|p
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if (exists $opt{'list-unsupported'}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{todo};
        print "$f ", '.'x(40-length($f)), " ", format_version($API{$f}{todo}), "\n";
    }
    exit 0;
}

# Scan for possible replacement candidates

my(%replace, %need, %hints, %warnings, %depends);
my $replace = 0;
my($hint, $define, $function);

sub find_api {
    my $code = shift;
    $code =~ s{|\r\n|\n}egsx;
    grep { exists $API{$_} } $code =~ /\w+/mg;
while (<DATA>) {
    if (Shint) {
        my $h = Shint->[0] eq 'Hint' ? \%hints : \%warnings;
        if (m{^\s*$rccs\s+(Hint|Warning)\s+:\s+(\w+(?:,\w+)*)\s*$}) {
            for (@{Shint->[1]}) {
                $h->{$_} ||= '';  # suppress warning with older perls
                $h->{$_} .= "$1
";
            }
        } else { undef $hint }
    }
}

$hint = [$1, [split /,?s+/, $2]]
    if m{^\s*$rccs\s+(Hint|Warning):\s+:\s+(\w+(?:,\w+)
*
+)*\s*$};

if ($define) {
    if ($define->[1] =~ /$/) {
        $define->[1] .= $;
    } else {
        if (exists $API{$define->[0]} && $define->[1] !~ /^DPPP_\$/) {
            my @n = find_api($define->[1]);
            push @{$depends{$define->[0]}}, @n if @n
        }
        undef $define;
    }
}

$define = [$1, $2] if m{^\s*$readme\s+\(Hint|Warning\)\s+:\s+(\w+(?:,\w+)
+
*\w+)\s*$};

if ($function) {
    if (/^}$/) {
        if (exists $API{$function->[0]}) {
            my @n = find_api($function->[1]);
            push @{$depends{$function->[0]}}, @n if @n
        }
        undef $function;
    } else {
        $function->[1] .= $_;
    }
}

$function = [$1, "] if m{^DPPP_\((my_(\w+))\)\s*$};

$replace     = $1 if m{^\s*$rccs\s+\)\s+($dse+(\w+)\s+}$rcce\s*$};
$replace{$2} = $1 if $replace and m{^\s*$readme\s+\(Hint\)\s+:\s+(\w+)\s*$};
$replace{$2} = $1 if m{^\s*$readme\s+\)\s+(\w+)\s*$rccs\s+\)\s+};

$replace{$1} = $2 if m{^\s*$rccs\s+Replace (\w+) with (\w+)\s+$rcce\s*$};
if (m{^\s*$rccs\s+(\w+(\s*,\s*\w+)*)\s+depends\s+on\s+(\w+(\s*,\s*\w+)*)\s+$rcce\s*$}) {
my @deps = map { s/\s+//g; $_ } split /,/, $3;
my $d;
for $d (map { s/\s+//g; $_ } split /,/, $1) {
push @{$depends{$d}}, @deps;
}
}
$need{$1} = 1 if m{^#if\s+defined\(NEED_(\w+)(?:_GLOBAL)?\)};
}
for (values %depends) {
my %s;
$_ = [sort grep !$s{$_}++, @$_];
}
if (exists $opt{'api-info'}) {
my $f;
my $count = 0;
my $match = $opt{'api-info'} =~ m!^/(.*)/$! ? $1 : "^\Q$opt{'api-info'}\E\$";
for $f (sort { lc $a cmp lc $b } keys %API) {
next unless $f =~ /$match/;
print "\n=== $f ===\n\n";
my $info = 0;
if ($API{$f}{base} || $API{$f}{todo}) {
my $base = format_version($API{$f}{base} || $API{$f}{todo});
print "Supported at least starting from perl-$base.\n";
$info++;
}
if ($API{$f}{provided}) {
my $todo = $API{$f}{todo} ? format_version($API{$f}{todo}) : "5.003";
print "Support by $ppport provided back to perl-$todo.\n";
print "Support needs to be explicitly requested by NEED_$f.\n" if exists $need{$f};
print "Depends on: ", join(', ', @{$depends{$f}}), ".\n" if exists $depends{$f};
print "\n$hints{$f}" if exists $hints{$f};
print "\nWARNING:\n$warnings{$f}" if exists $warnings{$f};
$info++;
}
print "No portability information available.\n" unless $info;
$count++;
}
$count or print "Found no API matching '$opt{'api-info'}'.";
print "\n";
exit 0;
}

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if (exists $opt{'list-provided'}) {
    my $f;
    for $f (sort { lc $a cmp lc $b } keys %API) {
        next unless $API{$f}{provided};
        my @flags;
        push @flags, 'explicit' if exists $need{$f};
        push @flags, 'depend'   if exists $depends{$f};
        push @flags, 'hint'     if exists $hints{$f};
        push @flags, 'warning'  if exists $warnings{$f};
        my $flags = @flags ? '['.join(', ', @flags).']' : "";
        print "$f$flags\n";
    }
    exit 0;
}

my @files;
my @srcext = qw(.xs .c .h .cc -c.inc -xs.inc );
my $srcext = join '|', map { quotemeta $_ } @srcext;

if (@ARGV) {
    my %seen;
    for (@ARGV) {
        if (-e) {
            if (-f) {
                push @files, $_ unless $seen{$_}++;  
            }
            else { warn ""$_" is not a file.\n" }  
        }
        else { my @new = grep { -f } glob $_
            or warn ""$_" does not exist.\n";
                push @files, grep { (!$seen{$_}++) } @new;
        }
    }
}
else {
    eval {
        require File::Find;
        File::Find::find(sub {
            $File::Find::name =~ /($srcext)/i
            and push @files, $File::Find::name;
        }, ' '); 
    }
    if ($@) {
        @files = map { glob ""$_" " } @srcext;
    }
}
if (!@ARGV || $opt{filter}) {
my(@in, @out);
my %xsc = map { /(.*)\.xs$/ ? ("$1.c" => 1, "$1.cc" => 1) : () } @files;
for (@files) {
my $out = exists $xsc{$_} || /\b\Q$ppport\E$/i || !/($srcext)$/i;
push @{ $out ? \@out : \@in }, $_;
}
if (@ARGV && @out) {
warning("Skipping the following files (use --nofilter to avoid this):\n| ", join "\n| ", @out);
}
@files = @in;
}
die "No input files given!\n" unless @files;
my(%files, %global, %revreplace);
%revreplace = reverse %replace;
my $filename;
my $patch_opened = 0;
for $filename (@files) {
unless (open IN, "<$filename") {
warn "Unable to read from $filename: $!\n";
next;
}
info("Scanning $filename ...");
my $c = do { local $/; <IN> };
close IN;
my %file = (orig => $c, changes => 0);
# Temporarily remove C/XS comments and strings from the code
my @ccom;
$c =~ s{
( ^$HS*\#$HS*include\b[^\r\n]+\b(?:\Q$ppport\E|XSUB\.h)\b[^\r\n]*
| ^$HS*\#$HS*(?:define|elif|if(?:def)?)\b[^\r\n]* )
| ( ^$HS*\#[^\r\n]*
| "[^"\\]*(?:\\.[^"\\]*)*"
| '[^'\\]*(?:\\.[^'\\]*)*'
| / (?: \*[^*]*\*+(?:[^$ccs][^*]*\*+)* / | /[^\r\n]* ) )
}{ defined $2 and push @ccom, $2;
defined $1 ? $1 : "$ccs$#ccom$cce" }mgsex;
$file{ccom} = \@ccom;
$file{code} = $c;

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my $file{has_inc_ppport} = $c =~ /\^\$HS*\$HS*include[^r\n]+\b\Q$ppport\E\b/m;

my $func;

for $func (keys %API) {
    my $match = $func;
    $match .= '|\Q$ppport\E' if exists $revreplace{$func};
    if ($c =~ /Ab(?:Perl)?($match)\b/) {
        $file{uses_replace}{$1}++ if exists $revreplace{$func} && $1 eq $revreplace{$func};
        $file{uses_PPerl}{$func}++ if $c =~ /AbPerl_\Q$func\E\b/;
        if (exists $API{$func}{provided}) {
            $file{uses_provided}{$func}++;
            if (exists $API{$func}{base} || $API{$func}{base} > $opt{'compat-version'}) {
                $file{uses}{$func}++;
            }
        }
    }
    @deps = rec_depend($func);
    for (@deps) {
        $file{uses_deps}{$func} = \@deps;
        for (@deps) {
            $file{uses}{'$_'} = 0 unless exists $file{uses}{'$_'};
        }
    }
    @file{needs}{'$_'} = 'static' if exists $need{$_};
    }
    }
    if (exists $API{$func}{todo} && $API{$func}{todo} > $opt{'compat-version'}) {
        if ($c =~ /\$func\b/) {
            $file{uses_todo}{$func}++;
        }
    }
}

while ($c =~ /\^\$HS*\$HS*define\$HS+(NEED_(\w+?)(_GLOBAL)?)\b/mg) {
    if (exists $need{$2}) {
        $file{defined $3 ? 'needed_global' : 'needed_static'}{'$_'}++;
    } else { warning("Possibly wrong #define $1 in $filename") }
}

for (qw(uses needs uses_todo needed_global needed_static)) {
    for $func (keys %{$file{$_}}) {
        push @{$global{$_}{$func}}, $filename;
    }
}

$file{$filename} = \%file;
}
# Globally resolve NEED_'s
my $need;
for $need (keys %{$global{needs}}) {
if (@{$global{needs}{$need}} > 1) {
my @targets = @{$global{needs}{$need}};
my @t = grep $files{$_}{needed_global}{$need}, @targets;
@targets = @t if @t;
@t = grep /\.xs$/i, @targets;
@targets = @t if @t;
my $target = shift @targets;
$files{$target}{needs}{$need} = 'global';
for (@{$global{needs}{$need}}) {
$files{$_}{needs}{$need} = 'extern' if $_ ne $target;
}
}
}
for $filename (@files) {
exists $files{$filename} or next;
info("=== Analyzing $filename ===");
my %file = %{$files{$filename}};
my $func;
my $c = $file{code};
my $warnings = 0;
for $func (sort keys %{$file{uses_Perl}}) {
if ($API{$func}{varargs}) {
unless ($API{$func}{nothxarg}) {
my $changes = ($c =~ s{\b(Perl_$func\s*\(\s*)(?!aTHX_?)(\)|[^\s)]*\))}
{ $1 . ($2 eq ')' ? 'aTHX' : 'aTHX_ ') . $2 }ge);
if ($changes) {
warning("Doesn't pass interpreter argument aTHX to Perl_$func");
$file{changes} += $changes;
}
}
}
else {
warning("Uses Perl_$func instead of $func");
$file{changes} += ($c =~ s{\bPerl_$func(\s*)\((\s*aTHX_?)?\s*}
{$func$1(}g);
}
}
for $func (sort keys %{$file{uses_replace}}) {

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warning("Uses $func instead of $replace{$func}");
$file{changes} += ($c =~ s/b$func/b$replace{$func}/g);
}

for $func (sort keys %{$file{uses_provided}}) {  
  if ($file{uses}[$func]) {
    if (exists $file{uses_deps}{$func}) {
      diag("Uses $func, which depends on ", join(',', @{ $file{uses_deps}{$func} }));
    } else {
      diag("Uses $func");
    }
  }
  $warnings += hint($func);
}

unless ($opt{quiet}) {
  for $func (sort keys %{$file{uses_todo}}) {
    print "*** WARNING: Uses $func, which may not be portable below perl ",
    format_version($API{$func}{todo}), ", even with 'ppport
    $warnings++;
  }
}

for $func (sort keys %{$file{needed_static}}) {
  my $message = "";
  if (not exists $file{uses}{$func}) {
    $message = "No need to define NEED_{$func} if $func is never used";
  } elsif (exists $file{needs}{$func} && $file{needs}{$func} ne 'static') {
    $message = "No need to define NEED_{$func} when already needed globally";
  } if ($message) {
    diag($message);
    $file{changes} += ($c =~ s/^$HS*#define$HS+NEED_{$func}\b.*$LF//mg);
  }
}

for $func (sort keys %{$file{needed_global}}) {
  my $message = "";
  if (not exists $global{uses}{$func}) {
    $message = "No need to define NEED_${func}_GLOBAL if $func is never used";
  } elsif (exists $file{needs}{$func}) {
    if ($file{needs}{$func} eq 'extern') {
      $message = "No need to define NEED_${func}_GLOBAL when already needed globally";
    } elsif ($file{needs}{$func} eq 'static') {
$message = "No need to define NEED_${func}_GLOBAL when only used in this file";
}
}
if ($message) {
    diag($message);
    $file{changes} += ($c =~ s/^$HS*#HS*define$HS+NEED_${func}_GLOBAL\b.*$LF//mg);
}

$file{needs_inc_ppport} = keys %{file{uses}};

if ($file{needs_inc_ppport}) {
    my $pp = "",
    for $func (sort keys %{file{needs}}) {
        my $type = $file{needs}{$func};
        next if $type eq 'extern';
        my $suffix = $type eq 'global' ? '_GLOBAL' : "";
        unless (exists $file{"needed_${type}"}{$func}) {
            if ($type eq 'global') {
                diag("Files [@{$global{needs}{$func}}] need $func, adding global request");
            }
            else {
                diag("File needs $func, adding static request");
            }
        }
        $pp .= "#define NEED_$func$suffix
";
    }
    if ($pp && ($c =~ s/^(?=$HS*#HS*define$HS+NEED_\w+)/$pp/m)) {
        $pp = "";
        $file{changes}++;
    }
    unless ($file{has_inc_ppport}) {
        diag("Needs to include '$ppport'");
        $pp .= qq(#include "$ppport"
)
    }
    if ($pp) {
        $file{changes} += ($c =~ s/^($HS*#HS*define$HS+NEED_\w+.*?)/$1$pp/ms)
            || ($c =~ s/^($HS*#HS*include.*$ppport(E)/$Spp/m)
            || ($c =~ s/^($HS*#HS*include.*XSUB.*\s*?)$/S1$pp/m)
            || ($c =~ s/^/$pp);)
    }
    else {
        if ($file{has_inc_ppport}) {


diag("No need to include 'cppport'");
$file{changes} += ($c =~ s/^#?\$include.*\Qcppport\E.*?\S$//m);
}
}

# put back in our C comments
my $ix;
my $cppc = 0;
my @ccom = @{$file{ccom}};
for $ix (0 .. $#ccom) {
  if (!$opt{cplusplus} && $ccom[$ix] =~ s!^//!!) {
    $cppc++;
    $file{changes} += $c =~ s/$rcs$ix$rcce/$ccs$ccom[$ix] $cce/;
  }
  else {

  }
}

if ($cppc) {
  my $s = $cppc != 1 ? 's' : ';
  warning("Uses $cppc C++ style comment$s, which is not portable");
}

my $s = $warnings != 1 ? 's' : ';
my $warn = $warnings ? " ($warnings warning$s)" : "
info("Analysis completed$warn");

if ($file{changes}) {
  if (exists $opt{copy}) {
    my $newfile = "$filename$opt{copy}";
    if (-e $newfile) {
      error("$newfile' already exists, refusing to write copy of 'filename'"");
    }
    else {
      local *F;
      if (open F, ">$newfile") {
        info("Writing copy of 'filename' with changes to 'newfile'"");
        print F $c;
        close F;
      }
      else {
        error("Cannot open 'newfile' for writing: "$!");
      }
    }
  }
  elsif (exists $opt{patch} || $opt{changes}) {
    if (exists $opt{patch}) {

```
unless ($patch_opened) {
    if (open PATCH, ">$opt{patch}") {
        $patch_opened = 1;
    } else {
        error("Cannot open '$opt{patch}' for writing: $!");
        delete $opt{patch};
        $opt{changes} = 1;
        goto fallback;
    }
    mydiff(*PATCH, $filename, Sc);
} else {
    fallback:
    info("Suggested changes:");
    mydiff(*STDOUT, $filename, Sc);
} else {
    my $s = $file{changes} == 1 ? '' : 's';
    info("$file{changes} potentially required change$s detected");
} } else {
    info("Looks good");
} }

close PATCH if $patch_opened;

exit 0;

sub try_use { eval "use @_;": return $@ eq "" }

sub mydiff {
    local *F = shift;
    my($file, $str) = @_;
    my $diff;

    if (exists $opt{diff}) {
        $diff = run_diff($opt{diff}, $file, $str);
    } else {
        my $s = $file{changes} == 1 ? '' : 's';
        info("$file{changes} potentially required change$s detected");
    } }
$diff = <<<HEADER . $diff;
--- $file
+++ $file.patched
HEADER
}

if (!defined $diff) {
$diff = run_diff('diff -u', $file, $str);
}

if (!defined $diff) {
$diff = run_diff('diff', $file, $str);
}

if (!defined $diff) {
error("Cannot generate a diff. Please install Text::Diff or use --copy.");
return;
}

print F $diff;
}

sub run_diff {
my($prog, $file, $str) = @_; 
my $tmp = 'dppptemp';
my $suf = 'aaa';
my $diff = "";
local *F;

while (-e "$tmp.$suf") { $suf++ }
$tmp = "$tmp.$suf";

if (open F, ">$tmp") {
print F $str;
close F;

if (open F, "$prog $file $tmp |") {
while (<F>) {
s/Q$stdtmp\E/$file.patched/;
$diff .= $_;
}
close F;
unlink $tmp;
return $diff;
}

unlink $tmp;
}
else {
error("Cannot open '$tmp' for writing: $!");
}
return undef;
}
sub rec_depend
{
my($func, $seen) = @_;
return () unless exists $depends{$func};
$seen = {%{$seen||{}}};
return () if $seen->{$func}++;
my %s;
grep !$s{$_}++, map { ($_, rec_depend($_, $seen)) } @{$depends{$func}};
}
sub parse_version
{
my $ver = shift;
if ($ver =~ /^(\d+)\.(\d+)\.(\d+)$/) {
return ($1, $2, $3);
}
elsif ($ver !~ /^\d+\.[\d_]+$/) {
die "cannot parse version '$ver'\n";
}
$ver =~ s/_//g;
$ver =~ s/$/000000/;
my($r,$v,$s) = $ver =~ /(\d+)\.(\d{3})(\d{3})/;
$v = int $v;
$s = int $s;
if ($r < 5 || ($r == 5 && $v < 6)) {
if ($s % 10) {
die "cannot parse version '$ver'\n";
}
}
return ($r, $v, $s);
}
sub format_version
{

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my $ver = shift;

$ver =~ s/$/000000/;
my($r,$v,$s) = $ver =~ /\d+\.\d{3}\d{3}/;

$v = int $v;
$s = int $s;

if ($r < 5 || ($r == 5 && $v < 6)) {
    if ($s % 10) {
        die "invalid version '$ver'\n";
    }
    $s /= 10;

    $ver = sprintf "%d.%03d", $r, $v;
    $s > 0 and $ver .= sprintf "_%02d", $s;

    return $ver;
}

return sprintf "%d.%d.%d", $r, $v, $s;

sub info {
    $opt{quiet} and return;
    print @_, "\n";
}

sub diag {
    $opt{quiet} and return;
    $opt{diag} and print @_, "\n";
}

sub warning {
    $opt{quiet} and return;
    print "*** \n", @_, "\n";
}

sub error {
    print "*** ERROR: \n", @_, "\n";
}

my %given_hints;
my %given_warnings;
sub hint
{
$opt{quiet} and return;
my $func = shift;
my $rv = 0;
if (exists $warnings{$func} && !$given_warnings{$func}++) {
my $warn = $warnings{$func};
$warn =~ s!^!*** !mg;
print "*** WARNING: $func\n", $warn;
$rv++;
}
if ($opt{hints} && exists $hints{$func} && !$given_hints{$func}++) {
my $hint = $hints{$func};
$hint =~ s/^/ /mg;
print " --- hint for $func ---\n", $hint;
}
$rv;
}
sub usage
{
my($usage) = do { local(@ARGV,$/)=($0); <> } =~ /^=head\d$HS+SYNOPSIS\s*^(.*?)\s*^=/ms;
my %M = ( 'I' => '*' );
$usage =~ s/^\s*perl\s+\S+/$^X $0/;
$usage =~ s/([A-Z])<([^>]+)>/$M{$1}$2$M{$1}/g;
print <<ENDUSAGE;
Usage: $usage
See perldoc $0 for details.
ENDUSAGE
exit 2;
}
sub strip
{
my $self = do { local(@ARGV,$/)=($0); <> };
my($copy) = $self =~ /^=head\d\s+COPYRIGHT\s*^(.*?)^=\w+/ms;
$copy =~ s/^(?=\S+)/ /gms;
$self =~ s/^$HS+Do NOT edit.*?(?=^-)/$copy/ms;
$self =~ s/^SKIP.*(?=^__DATA__)/SKIP
if (\@ARGV && \$ARGV[0] eq '--unstrip') {
eval { require Devel::PPPort };
\$@ and die "Cannot require Devel::PPPort, please install.\\n";
if (eval \$Devel::PPPort::VERSION < $VERSION) {

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Sorry, but this is a stripped version of \$0.

To be able to use its original script and doc functionality, please try to regenerate this file using:

\$^X \$0 --unstrip

END

my($pl, $c) = $self =~ /.*^__DATA__\.(.*)/ms;
$c =~ s{
/ \(?: [\w[^\*]]\*+(?:[\w\s][^\*]*\*+)* / | /\[\w\s\]*/
| (\[\w\]*)\(?:[\]\w[^\w]*\]\w\]*)*\)
| (\[\w\]*)\(?:[\]\w[^\w]*\]\w\]*)* )
| (SHS+) }{ defined $2 ? ' ' : ($1 || '') }gsex;
$c =~ s!\s+$!!mg;
$c =~ s!$LF!!mg;
$c =~ s!^\s*#!#!mg;
$c =~ s!^\s+!!mg;
open OUT, ">$0" or die "cannot strip $0: $!
;
print OUT "$pl$c"
;
ext 0;
}

__DATA__

*/

Found in path(s):
* /opt/cola/permits/1125685353_1611405884.41/0/perl-threads-1.87-4.el7-1.src.rpm-cosi-expand-archive-SD23PVph/threads-1.87.tar.gz-cosi-expand-archive-wNkYyGis/threads-1.87/ppport.h
No license file was found, but licenses were detected in source scan.

License: GPL+ or Artistic

Found in path(s):
* /opt/cola/permits/1125685353_1611405884.41/0/perl-threads-1.87-4.el7-1.src.rpm-cosi-expand-archive-SD23PVph/perl-threads.spec
No license file was found, but licenses were detected in source scan.

---

abstract: 'Perl interpreter-based threads'
author:
- 'Artur Bergman, Jerry D. Hedden <jdhedden AT cpan DOT org>'
build_requires:
  ExtUtils::MakeMaker: 0
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.66, CPAN::Meta::Converter version 2.130880'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: threads
no_index:
directory:
  - t
  - inc
requires:
  Carp: 0
  Config: 0
  ExtUtils::testlib: 0
  Hash::Util: 0
  IO::File: 0
  Test::More: 0
  XSLoader: 0
  overload: 0
  strict: 0
  warnings: 0
version: 1.87

Found in path(s):
* /opt/cola/permits/1125685353_1611405884.41/0/perl-threads-1.87-4.el7-1.src.rpm-cosi-expand-archive-
SD23PVph/threads-1.87.tar.gz-cosi-expand-archive-wNkYyGis/threads-1.87/META.yml

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

=head1 NAME

threads - Perl interpreter-based threads

=head1 VERSION

This document describes threads version 1.87

=head1 SYNOPSIS
use threads ('yield',
    'stack_size' => 64*4096,
    'exit' => 'threads_only',
    'stringify');

sub start_thread {
    my @args = @_;
    print("Thread started: ", join(", ", @args), "\n");
}
my $thr = threads->create('start_thread', 'argument');
$thr->join();

threads->create(sub { print("I am a thread\n"); })->join();

my $thr2 = async { foreach (@files) { ... } };
$thr2->join();
if (my $err = $thr2->error()) {
    warn("Thread error: $err\n");
}

# Invoke thread in list context (implicit) so it can return a list
my ($thr) = threads->create(sub { return (qw/a b c/); });
# or specify list context explicitly
my $thr = threads->create({
    'context' => 'list',
    sub { return (qw/a b c/); }
});
my @results = $thr->join();

$thr->detach();

# Get a thread's object
$thr = threads->self();
$thr = threads->object($tid);

# Get a thread's ID
$tid = threads->tid();
$tid = $thr->tid();
$tid = "$thr";

# Give other threads a chance to run
treads->yield();
yield();

# Lists of non-detached threads
my @threads = threads->list();
my $thread_count = threads->list();

my @running = threads->list(threads::running);
my @joinable = threads->list(threads::joinable);

# Test thread objects
if ($thr1 == $thr2) {
  ...
}

# Manage thread stack size
$stack_size = threads->get_stack_size();
$old_size = threads->set_stack_size(32*4096);

# Create a thread with a specific context and stack size
my $thr = threads->create(
  'context' => 'list',
  'stack_size' => 32*4096,
  'exit' => 'thread_only',
  &foo);

# Get thread's context
my $wantarray = $thr->wantarray();

# Check thread's state
if ($thr->is_running()) {
  sleep(1);
}
if ($thr->is_joinable()) {
  $thr->join();
}

# Send a signal to a thread
$thr->kill('SIGUSR1');

# Exit a thread
threads->exit();

=head1 DESCRIPTION

Since Perl 5.8, thread programming has been available using a model called
I<interpreter threads> which provides a new Perl interpreter for each
thread, and, by default, results in no data or state information being shared
between threads.

(Prior to Perl 5.8, I<5005threads> was available through the C<Thread.pm> API.
This threading model has been deprecated, and was removed as of Perl 5.10.0.)

As just mentioned, all variables are, by default, thread local. To use shared
variables, you need to also load L<threads::shared>:

use threads;
use threads::shared;
When loading L<threads::shared>, you must C<use threads> before you
C<use threads::shared>. (C<threads> will emit a warning if you do it the
other way around.)
It is strongly recommended that you enable threads via C<use threads> as early
as possible in your script.
If needed, scripts can be written so as to run on both threaded and
non-threaded Perls:
my $can_use_threads = eval 'use threads; 1';
if ($can_use_threads) {
# Do processing using threads
...
} else {
# Do it without using threads
...
}
=over
=item $thr = threads->create(FUNCTION, ARGS)
This will create a new thread that will begin execution with the specified
entry point function, and give it the I<ARGS> list as parameters. It will
return the corresponding threads object, or C<undef> if thread creation failed.
I<FUNCTION> may either be the name of a function, an anonymous subroutine, or
a code ref.
my $thr = threads->create('func_name', ...);
# or
my $thr = threads->create(sub { ... }, ...);
# or
my $thr = threads->create(\&func, ...);
The C<-E<gt>new()> method is an alias for C<-E<gt>create()>.
=item $thr->join()
This will wait for the corresponding thread to complete its execution. When
the thread finishes, C<-E<gt>join()> will return the return value(s) of the
entry point function.
The context (void, scalar or list) for the return value(s) for C<-E<gt>join()>
is determined at the time of thread creation.

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# Create thread in list context (implicit)
my ($thr1) = threads->create(sub {
    my @results = qw(a b c);
    return (@results);
});

# or (explicit)
my $thr1 = threads->create({'context' => 'list'},
    sub {
    my @results = qw(a b c);
    return (@results);
    });

# Retrieve list results from thread
my @res1 = $thr1->join();

# Create thread in scalar context (implicit)
my $thr2 = threads->create(sub {
    my $result = 42;
    return ($result);
});

# Retrieve scalar result from thread
my $res2 = $thr2->join();

# Create a thread in void context (explicit)
my $thr3 = threads->create({'void' => 1},
    sub { print("Hello, world\n"); });

# Join the thread in void context (i.e., no return value)
$thr3->join();

See L</"THREAD CONTEXT"> for more details.

If the program exits without all threads having either been joined or detached, then a warning will be issued.

Calling C<-E<gt>join()> or C<-E<gt>detach()> on an already joined thread will cause an error to be thrown.

=item $thr->detach()

Makes the thread unjoinable, and causes any eventual return value to be discarded. When the program exits, any detached threads that are still running are silently terminated.

If the program exits without all threads having either been joined or detached, then a warning will be issued.

Calling C<-E<gt>join()> or C<-E<gt>detach()> on an already detached thread will cause an error to be thrown.
=item threads->detach()

Class method that allows a thread to detach itself.

=item threads->self()

Class method that allows a thread to obtain its own I<threads> object.

=item $thr->tid()

Returns the ID of the thread. Thread IDs are unique integers with the main thread in a program being 0, and incrementing by 1 for every thread created.

=item threads->tid()

Class method that allows a thread to obtain its own ID.

=item "$thr"

If you add the C<stringify> import option to your C<use threads> declaration, then using a threads object in a string or a string context (e.g., as a hash key) will cause its ID to be used as the value:

```perl
use threads qw(stringify);

my $thr = threads->create(...);
print("Thread $thr started..."); # Prints out: Thread 1 started...
```

=item threads->object($tid)

This will return the I<threads> object for the I<active> thread associated with the specified thread ID. If C<$tid> is the value for the current thread, then this call works the same as C<-E<gt>self()> . Otherwise, returns C<undef> if there is no thread associated with the TID, if the thread is joined or detached, if no TID is specified or if the specified TID is undef.

=item threads->yield()

This is a suggestion to the OS to let this thread yield CPU time to other threads. What actually happens is highly dependent upon the underlying thread implementation.

You may do C<use threads qw(yield)>, and then just use C<yield()> in your code.

=item threads->list()
With no arguments (or using C<threads::all>) and in a list context, returns a list of all non-joined, non-detached I<threads> objects. In a scalar context, returns a count of the same.

With a I<true> argument (using C<threads::running>), returns a list of all non-joined, non-detached I<threads> objects that are still running.

With a I<false> argument (using C<threads::joinable>), returns a list of all non-joined, non-detached I<threads> objects that have finished running (i.e., for which C<-E<gt>join()> will not I<block>).

Tests if two threads objects are the same thread or not. This is overloaded to the more natural forms:

```perl
if ($thr1 == $thr2) {
    print("Threads are the same\n");
}
# or
if ($thr1 != $thr2) {
    print("Threads differ\n");
}
```

(Thread comparison is based on thread IDs.)

C<async> creates a thread to execute the block immediately following it. This block is treated as an anonymous subroutine, and so must have a semicolon after the closing brace. Like C<threads-E<gt>create()}, C<async> returns a I<threads> object.

Threads are executed in an C<eval> context. This method will return C<undef> if the thread terminates I<normally>. Otherwise, it returns the value of C<$@> associated with the thread's execution status in its C<eval> context.

This I<private> method returns the memory location of the internal thread
structure associated with a threads object. For Win32, this is a pointer to
the C:<HANDLE> value returned by C::<CreateThread> (i.e., C:<HANDLE *>); for other
platforms, it is a pointer to the C:<pthread_t> structure used in the
C:<pthread_create> call (i.e., C:<pthread_t *>).

This method is of no use for general Perl threads programming. Its intent is
to provide other (XS-based) thread modules with the capability to access, and
possibly manipulate, the underlying thread structure associated with a Perl
thread.

=item threads->_handle()

Class method that allows a thread to obtain its own I<handle>.

=back

=head1 EXITING A THREAD

The usual method for terminating a thread is to
L:<return()> from the entry point function with the
appropriate return value(s).

=over

=item threads->exit()

If needed, a thread can be exited at any time by calling
C:<threads-E<gt>exit>(). This will cause the thread to return C:<undef> in a
scalar context, or the empty list in a list context.

When called from the I<main> thread, this behaves the same as C:<exit(0)>.

=item threads->exit(status)

When called from a thread, this behaves like C:<threads-E<gt>exit>() (i.e., the
exit status code is ignored).

When called from the I<main> thread, this behaves the same as C:<exit(status)>.

=item die()

Calling C:<die()> in a thread indicates an abnormal exit for the thread. Any
C:<$SIG{__DIE__}> handler in the thread will be called first, and then the
thread will exit with a warning message that will contain any arguments passed
in the C:<die()> call.

=item exit(status)
Calling \texttt{exit()} inside a thread causes the whole application to terminate. Because of this, the use of \texttt{exit()} inside threaded code, or in modules that might be used in threaded applications, is strongly discouraged.

If \texttt{exit()} really is needed, then consider using the following:

\begin{verbatim}
threads->exit() if threads->can('exit');  # Thread friendly
exit(status);
\end{verbatim}

\begin{verbatim}
=item use threads 'exit' => 'threads_only'
\end{verbatim}

This globally overrides the default behavior of calling \texttt{exit()} inside a thread, and effectively causes such calls to behave the same as \texttt{threads-E>exit()}. In other words, with this setting, calling \texttt{exit()} causes only the thread to terminate.

Because of its global effect, this setting should not be used inside modules or the like.

The \texttt{main} thread is unaffected by this setting.

\begin{verbatim}
=item threads->create({'exit' => 'thread_only'}, ...)
\end{verbatim}

This overrides the default behavior of \texttt{exit()} inside the newly created thread only.

\begin{verbatim}
=item $thr->set_thread_exit_only(boolean)
\end{verbatim}

This can be used to change the \texttt{exit thread only} behavior for a thread after it has been created. With a \texttt{true} argument, \texttt{exit()} will cause only the thread to exit. With a \texttt{false} argument, \texttt{exit()} will terminate the application.

The \texttt{main} thread is unaffected by this call.

\begin{verbatim}
=item threads->set_thread_exit_only(boolean)
\end{verbatim}

Class method for use inside a thread to change its own behavior for \texttt{exit()}. The \texttt{main} thread is unaffected by this call.

\begin{verbatim}
=back
\end{verbatim}

\begin{verbatim}
=head1 THREAD STATE
\end{verbatim}

The following boolean methods are useful in determining the \texttt{state} of a thread.
Returns true if a thread is still running (i.e., if its entry point function has not yet finished or exited).

Returns true if the thread has finished running, is not detached and has not yet been joined. In other words, the thread is ready to be joined, and a call to \$thr->join() will not block.

Returns true if the thread has been detached.

Class method that allows a thread to determine whether or not it is detached.

As with subroutines, the type of value returned from a thread's entry point function may be determined by the thread's context: list, scalar or void. The thread's context is determined at thread creation. This is necessary so that the context is available to the entry point function via \wantarray(). The thread may then specify a value of the appropriate type to be returned from \join().

Because thread creation and thread joining may occur in different contexts, it may be desirable to state the context explicitly to the thread's entry point function. This may be done by calling \create() with a hash reference as the first argument:

```perl
my \$thr = threads->create({context => 'list'}, \&foo);
...
my @results = \$thr->join();
```

In the above, the threads object is returned to the parent thread in scalar context, and the thread's entry point function \foo will be called in list (array) context such that the parent thread can receive a list (array) from the \join() call. (\array is synonymous with \list.)
Similarly, if you need the threads object, but your thread will not be returning a value (i.e., \texttt{I\langle void\rangle} context), you would do the following:

\begin{verbatim}
my $thr = threads->create({\textquoteleft context\textquoteleft => \textquoteleft void\textquoteright}, \&foo);
...
$thr->join();
\end{verbatim}

The context type may also be used as the \texttt{I\langle key\rangle} in the hash reference followed by a \texttt{I\langle true\rangle} value:

\begin{verbatim}
threads->create({\textquoteleft scalar\textquoteleft => 1}, \&foo);
...
my ($thr) = threads->list();
my $result = $thr->join();
\end{verbatim}

=head2 Implicit context

If not explicitly stated, the thread's context is implied from the context of the \texttt{C\langle-E\rangle create\rangle} call:

\begin{verbatim}
# Create thread in list context
my ($thr) = threads->create(...);

# Create thread in scalar context
my $thr = threads->create(...);

# Create thread in void context
threads->create(...);
\end{verbatim}

=head2 $thr->wantarray()

This returns the thread's context in the same manner as \texttt{L\langle wantarray\rangle|perlfunc/\"wantarray\"}.  

=head2 threads->wantarray()

Class method to return the current thread's context.  This returns the same value as running \texttt{L\langle wantarray\rangle|perlfunc/\"wantarray\"} inside the current thread's entry point function.

=head1 THREAD STACK SIZE

The default per-thread stack size for different platforms varies significantly, and is almost always far more than is needed for most applications.  On Win32, Perl's makefile explicitly sets the default stack to 16 MB; on most other platforms, the system default is used, which again may be much larger than is needed.
By tuning the stack size to more accurately reflect your application's needs, you may significantly reduce your application's memory usage, and increase the number of simultaneously running threads.

Note that on Windows, address space allocation granularity is 64 KB, therefore, setting the stack smaller than that on Win32 Perl will not save any more memory.

=item threads->get_stack_size();

Returns the current default per-thread stack size. The default is zero, which means the system default stack size is currently in use.

=item $size = $thr->get_stack_size();

Returns the stack size for a particular thread. A return value of zero indicates the system default stack size was used for the thread.

=item $old_size = threads->set_stack_size($new_size);

Sets a new default per-thread stack size, and returns the previous setting.

Some platforms have a minimum thread stack size. Trying to set the stack size below this value will result in a warning, and the minimum stack size will be used.

Some Linux platforms have a maximum stack size. Setting too large of a stack size will cause thread creation to fail.

If needed, C<$new_size> will be rounded up to the next multiple of the memory page size (usually 4096 or 8192).

Threads created after the stack size is set will then either call C<pthread_attr_setstacksize()> I<(for pthreads platforms)>, or supply the stack size to C<CreateThread()> I<(for Win32 Perl)>.

(Obviously, this call does not affect any currently extant threads.)

=item use threads ('stack_size' => VALUE);

This sets the default per-thread stack size at the start of the application.

=item $ENV{'PERL5_ITHREADS_STACK_SIZE'}

The default per-thread stack size may be set at the start of the application.
through the use of the environment variable C<PERL5_ITHREADS_STACK_SIZE>:

```
PERL5_ITHREADS_STACK_SIZE=1048576
export PERL5_ITHREADS_STACK_SIZE
perl -e 'use threads; print(threads->get_stack_size(), "\n")'
```

This value overrides any C<stack_size> parameter given to C<use threads>. Its primary purpose is to permit setting the per-thread stack size for legacy threaded applications.

=item threads->create({'stack_size' => VALUE}, FUNCTION, ARGS)

To specify a particular stack size for any individual thread, call C<-E<gt>create()> with a hash reference as the first argument:

```
my $thr = threads->create({'stack_size' => 32*4096}, \&foo, @args);
```

=item $thr2 = $thr1->create(FUNCTION, ARGS)

This creates a new thread (C<$thr2>) that inherits the stack size from an existing thread (C<$thr1>). This is shorthand for the following:

```
my $stack_size = $thr1->get_stack_size();
my $thr2 = threads->create({'stack_size' => $stack_size}, FUNCTION, ARGS);
```

=head1 THREAD SIGNALLING

When safe signals is in effect (the default behavior - see L</"Unsafe signals"> for more details), then signals may be sent and acted upon by individual threads.

=item $thr->kill('SIG...');

Sends the specified signal to the thread. Signal names and (positive) signal numbers are the same as those supported by L<kill()>|perlfunc/"kill SIGNAL, LIST">. For example, 'SIGTERM', 'TERM' and (depending on the OS) 15 are all valid arguments to C<-E<gt>kill()>.

Returns the thread object to allow for method chaining:

```
$thr->kill('SIG...')->join();
```

=back
Signal handlers need to be set up in the threads for the signals they are expected to act upon. Here's an example for cancelling a thread:

```perl
use threads;

sub thr_func
{
    # Thread 'cancellation' signal handler
    $SIG{'KILL'} = sub { threads->exit(); };

    ...
}

# Create a thread
my $thr = threads->create('thr_func');

...

# Signal the thread to terminate, and then detach
# it so that it will get cleaned up automatically
$thr->kill('KILL')->detach();
```

Here's another simplistic example that illustrates the use of thread signalling in conjunction with a semaphore to provide rudimentary suspend and resume capabilities:

```perl
use threads;
use Thread::Semaphore;

sub thr_func
{
    my $sema = shift;

    # Thread 'suspend/resume' signal handler
    $SIG{'STOP'} = sub {
        $sema->down();      # Thread suspended
        $sema->up();        # Thread resumes
    };

    ...
}

# Create a semaphore and pass it to a thread
my $sema = Thread::Semaphore->new();
my $thr = threads->create('thr_func', $sema);

# Suspend the thread
$sema->down();
```
$thr->kill('STOP');

...

# Allow the thread to continue
$sema->up();

CAVEAT: The thread signalling capability provided by this module does not actually send signals via the OS. It *emulates* signals at the Perl-level such that signal handlers are called in the appropriate thread. For example, sending `C<$thr-E<gt>kill('STOP')>` does not actually suspend a thread (or the whole process), but does cause a `C<$SIG{'STOP'}>` handler to be called in that thread (as illustrated above).

As such, signals that would normally not be appropriate to use in the `C<kill()>` command (e.g., `C<kill('KILL', $$)>`) are okay to use with the `C<E<gt>kill()>` method (again, as illustrated above).

Correspondingly, sending a signal to a thread does not disrupt the operation the thread is currently working on: The signal will be acted upon after the current operation has completed. For instance, if the thread is *stuck* on an I/O call, sending it a signal will not cause the I/O call to be interrupted such that the signal is acted up immediately.

Sending a signal to a terminated/finished thread is ignored.

=head1 WARNINGS

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=item Perl exited with active threads:

If the program exits without all threads having either been joined or detached, then this warning will be issued.

NOTE: If the *main* thread exits, then this warning cannot be suppressed using `C<no warnings 'threads'>` as suggested below.

=item Thread creation failed: pthread_create returned #

See the appropriate *man* page for `C<pthread_create>` to determine the actual cause for the failure.

=item Thread # terminated abnormally: ...

A thread terminated in some manner other than just returning from its entry point function, or by using `C<threads-E<gt>exit()>`. For example, the thread may have terminated because of an error, or by using `C<died>`. 
Some platforms have a minimum thread stack size. Trying to set the stack size below this value will result in the above warning, and the stack size will be set to the minimum.

The specified \$size exceeds the system's maximum stack size. Use a smaller value for the stack size.

If needed, thread warnings can be suppressed by using:

```
no warnings 'threads';
```

in the appropriate scope.

HEAD ERRORS

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=item This Perl not built to support threads

The particular copy of Perl that you're trying to use was not built using the `useithreads` configuration option.

Having threads support requires all of Perl and all of the XS modules in the Perl installation to be rebuilt; it is not just a question of adding the `threads` module (i.e., threaded and non-threaded Perls are binary incompatible).

=item Cannot change stack size of an existing thread

The stack size of currently extant threads cannot be changed, therefore, the following results in the above error:

```
$thr->set_stack_size($size);
```

=item Cannot signal threads without safe signals

Safe signals must be in effect to use the `-E<gt>kill()` signalling method. See `L</"Unsafe signals">` for more details.

=item Unrecognized signal name: ...
The particular copy of Perl that you're trying to use does not support the specified signal being used in a C<-E<gt>kill()> call.

=back

=head1 BUGS AND LIMITATIONS

Before you consider posting a bug report, please consult, and possibly post a message to the discussion forum to see if what you've encountered is a known problem.

=over

=item Thread-safe modules

See L<perlmod/Making your module threadsafe/> when creating modules that may be used in threaded applications, especially if those modules use non-Perl data, or XS code.

=item Using non-thread-safe modules

Unfortunately, you may encounter Perl modules that are not I<thread-safe>. For example, they may crash the Perl interpreter during execution, or may dump core on termination. Depending on the module and the requirements of your application, it may be possible to work around such difficulties.

If the module will only be used inside a thread, you can try loading the module from inside the thread entry point function using C<require> (and C<import> if needed):

    sub thr_func
    {
        require Unsafe::Module
        # Unsafe::Module->import(...);

        ....
    }

If the module is needed inside the I<main> thread, try modifying your application so that the module is loaded (again using C<require> and C<-E<gt>import()> after any threads are started, and in such a way that no other threads are started afterwards.

If the above does not work, or is not adequate for your application, then file a bug report on L<http://rt.cpan.org/Public/> against the problematic module.

=item Memory consumption
On most systems, frequent and continual creation and destruction of threads can lead to ever-increasing growth in the memory footprint of the Perl interpreter. While it is simple to just launch threads and then `join()` or `detach()` them, for long-lived applications, it is better to maintain a pool of threads, and to reuse them for the work needed, using `Thread::Queue` to notify threads of pending work. The CPAN distribution of this module contains a simple example (`examples/pool_reuse.pl`) illustrating the creation, use and monitoring of a pool of reusable threads.

=item Current working directory

On all platforms except MSWin32, the setting for the current working directory is shared among all threads such that changing it in one thread (e.g., using `chdir()`) will affect all the threads in the application.

On MSWin32, each thread maintains its own the current working directory setting.

=item Environment variables

Currently, on all platforms except MSWin32, all `system` calls (e.g., using `system()` or back-ticks) made from threads use the environment variable settings from the main thread. In other words, changes made to `%ENV` in a thread will not be visible in `system` calls made by that thread.

To work around this, set environment variables as part of the `system` call. For example:

```perl
my $msg = 'hello';
system("FOO=$msg; echo \$FOO");  # Outputs 'hello' to STDOUT
```

On MSWin32, each thread maintains its own set of environment variables.

=item Catching signals

Signals are caught by the main thread (thread ID = 0) of a script. Therefore, setting up signal handlers in threads for purposes other than `THREAD SIGNALLING` as documented above will not accomplish what is intended.

This is especially true if trying to catch `SIGALRM` in a thread. To handle alarms in threads, set up a signal handler in the main thread, and then use `THREAD SIGNALLING` to relay the signal to the thread:

```perl
# Create thread with a task that may time out
my $thr->create(sub {
    threads->yield();
});
```
eval {
    $SIG{ALRM} = sub { die("Timeout\n"); };
    alarm(10);
    ...
    # Do work here
    alarm(0);
};
if ($@ =~ /Timeout/) {
    warn("Task in thread timed out\n");
}
#
# Set signal handler to relay SIGALRM to thread
$SIG{ALRM} = sub { $thr->kill('ALRM') };
...
# Main thread continues working

=item Parent-child threads

On some platforms, it might not be possible to destroy I<parent> threads while there are still existing I<child> threads.

=item Creating threads inside special blocks

Creating threads inside C<BEGIN>, C<CHECK> or C<INIT> blocks should not be relied upon. Depending on the Perl version and the application code, results may range from success, to (apparently harmless) warnings of leaked scalar, or all the way up to crashing of the Perl interpreter.

=item Unsafe signals

Since Perl 5.8.0, signals have been made safer in Perl by postponing their handling until the interpreter is in a I<safe> state. See L<perl58delta/"Safe Signals"> and L<perlipc/"Deferred Signals (Safe Signals)"> for more details.

Safe signals is the default behavior, and the old, immediate, unsafe signalling behavior is only in effect in the following situations:

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=item * Perl has been built with C<PERL_OLD_SIGNALS> (see C<perl -V>).

=item * The environment variable C<PERL_SIGNALS> is set to C<unsafe> (see L<perlrun/"PERL_SIGNALS">).

=item * The module L<Perl::Unsafe::Signals> is used.

=back
If unsafe signals is in effect, then signal handling is not thread-safe, and the C\<-E\<gt\>kill()\> signalling method cannot be used.

=item Returning closures from threads

Returning closures from threads should not be relied upon. Depending on the Perl version and the application code, results may range from success, to (apparently harmless) warnings of leaked scalar, or all the way up to crashing of the Perl interpreter.

=item Returning objects from threads

Returning objects from threads does not work. Depending on the classes involved, you may be able to work around this by returning a serialized version of the object (e.g., using L<Data::Dumper> or L<Storable>), and then reconstituting it in the joining thread. If you're using Perl 5.10.0 or later, and if the class supports L<shared objects|threads::shared/"OBJECTS">, you can pass them via L<shared queues|Thread::Queue>.

=item END blocks in threads

It is possible to add L<END blocks|perlmod/"BEGIN, UNITCHECK, CHECK, INIT and END"> to threads by using L<require|perlfunc/"require VERSION"> or L<eval|perlfunc/"eval EXPR"> with the appropriate code. These C<END> blocks will then be executed when the thread's interpreter is destroyed (i.e., either during a C<-E<gt>join()\> call, or at program termination).

However, calling any L<threads> methods in such an C<END> block will most likely I<fail> (e.g., the application may hang, or generate an error) due to mutexes that are needed to control functionality within the L<threads> module.

For this reason, the use of C<END> blocks in threads is B<strongly> discouraged.

=item Open directory handles

In perl 5.14 and higher, on systems other than Windows that do not support the C<fchdir> C function, directory handles (see L<opendir|perlfunc/"opendir DIRHANDLE,EXPR">) will not be copied to new threads. You can use the C<d_fchdir> variable in L<Config.pm|Config> to determine whether your system supports it.

In prior perl versions, spawning threads with open directory handles would crash the interpreter.

L<perl #75154|http://rt.perl.org/rt3/Public/Bug/Display.html?id=75154>

=item Perl Bugs and the CPAN Version of L<threads>
Support for threads extends beyond the code in this module (i.e., F<threads.pm> and F<threads.xs>), and into the Perl interpreter itself. Older versions of Perl contain bugs that may manifest themselves despite using the latest version of L<threads> from CPAN. There is no workaround for this other than upgrading to the latest version of Perl.

Even with the latest version of Perl, it is known that certain constructs with threads may result in warning messages concerning leaked scalars or unreferenced scalars. However, such warnings are harmless, and may safely be ignored.

You can search for L<threads> related bug reports at L<http://rt.cpan.org/Public/>. If needed submit any new bugs, problems, patches, etc. to: L<http://rt.cpan.org/Public/Dist/Display.html?Name=threads>

=back

=head1 REQUIREMENTS

Perl 5.8.0 or later

=head1 SEE ALSO

L<threads> Discussion Forum on CPAN:
L<http://www.cpanforum.com/dist/threads>

L<threads::shared>, L<perlthrtut>

L<http://www.perl.com/pub/a/2002/06/11/threads.html> and

Perl threads mailing list:
L<http://lists.perl.org/list/ithreads.html>

Stack size discussion:
L<http://www.perlmonks.org/?node_id=532956>

=head1 AUTHOR

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=head1 ACKNOWLEDGEMENTS
Richard Soderberg - perl AT crystalflame DOT net - Helping me out tons, trying to find reasons for races and other weird bugs!

Simon Cozens - simon AT brecon DOT co DOT uk - Being there to answer zillions of annoying questions

Rocco Caputo - troc AT netrus DOT net

Vipul Ved Prakash - mail AT vipul DOT net - Helping with debugging

Dean Arnold - darnold AT presicient DOT com - Stack size API

=cut

Found in path(s):
* /opt/cola/permits/1125685353_1611405884.41/0/perl-threads-1.87-4.el7-1.src.rpm-cosi-expand-archive-SD23PVph/threads-1.87.tar.gz-cosi-expand-archive-wNgYyGis/threads-1.87/lib/threads.pm

1.664 flink-metrics-dropwizard 1.9.2
1.664.1 Available under license:

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1.670 jackson-dataformat-yaml 2.8.11

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1.672 keyutils 1.5.8 3.el7

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  jar/org/springframework/jmx/export/notification/NotificationPublisherAware.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/annotation/BeanMethod.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/ApplicationEventPublisherAware.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/ApplicationContextInitializer.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/MessageSourceAware.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/annotation/ImportAware.java

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*/

/**
* Abstract the invocation of a cache operation.
*
* <p>Does not provide a way to transmit checked exceptions but
* provide a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.
* Callers are expected to handle this issue type specifically.
*
* @author Stephane Nicoll
* @since 4.1
Found in path(s):
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-jar/org/springframework/cache/interceptor/CacheOperationInvoker.java
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 */
/**
 * class FactoryBean that obtains a WebSphere { @link javax.management.MBeanServer}
 * reference through WebSphere's proprietary { @code AdminServiceFactory} API,
 * available on WebSphere 5.1 and higher.
 *
 * Exposes the {@code MBeanServer} for bean references.
 * This FactoryBean is a direct alternative to { @link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * See the javadocs for WebSphere's
 * @a href="http://bit.ly/UzccDrt">{ @code AdminServiceFactory} </a>
 * and <a href="http://bit.ly/TRlx2r">{ @code MBeanFactory}</a>.  
*
* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

Found in path(s):
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-jar/org/springframework/jmx/support/WebSphereMBeanServerFactoryBean.java
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/*
* Indicates that a component is only eligible for registration when all
* { @linkplain #value specified conditions} match.
* 
* <p>A <em>condition</em> is any state that can be determined programatically
* before the bean definition is due to be registered (see { @link Condition} for details).
* 
* <p>The { @code @Conditional} annotation may be used in any of the following ways:
* <ul>
* <li>as a type-level annotation on any class directly or indirectly annotated with
* { @code @Component}, including { @link Configuration @Configuration} classes</li>
* <li>as a meta-annotation, for the purpose of composing custom stereotype
* annotations</li>
* <li>as a method-level annotation on any { @link Bean @Bean} method</li>
* </ul>
* 
* <p>If a { @code @Configuration} class is marked with { @code @Conditional},
* all of the { @code @Bean} methods, { @link Import @Import} annotations, and
* { @link ComponentScan @ComponentScan} annotations associated with that
* class will be subject to the conditions.
* 
* <p><strong>NOTE</strong>: Inheritance of { @code @Conditional} annotations
* is not supported; any conditions from superclasses or from overridden
* methods will not be considered. In order to enforce these semantics,
* { @code @Conditional} itself is not declared as
* { @link java.lang.annotation.Inherited @Inherited}; furthermore, any
* custom <em>composed annotation</em> that is meta-annotated with
* { @code @Conditional} must not be declared as { @code @Inherited}.
* 
* @author Phillip Webb
* @author Sam Brannen
* @since 4.0
* 
* /see Condition
Found in path(s):
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/annotation/Conditional.java
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  jar/org/springframework/cache/interceptor/BeanFactoryCacheOperationSourceAdvisor.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/annotation/AnnotationBeanNameGenerator.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/annotation/AnnotatedBeanDefinitionReader.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/support/SimpleThreadScope.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/scheduling/concurrent/DefaultManagedAwareThreadFactory.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/support/GenericApplicationContextExtensions.kt
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/jmx/access/MBeanClientInterceptor.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/jmx/export/metadata/ManagedAttribute.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/support/StaticApplicationContext.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/scheduling/annotation/EnableAsync.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/ui/ExtendedModelMap.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/cache/interceptor/CacheInterceptor.java
* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
jar/org/springframework/jndi/TypeMismatchNamingException.java
  * /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/jmx/export/assembler/MethodNameBasedMBeanInfoAssembler.java
  * /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/jndi/JndiAccessor.java
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  jar/org/springframework/jmx/access/MBeanProxyFactoryBean.java
  * /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/scheduling/concurrent/ForkJoinPoolFactoryBean.java
  * /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/scripting/bsh/BshScriptUtils.java
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  jar/org/springframework/validation/support/BindingAwareConcurrentModel.java
  * /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/validation/support/DelegatingMessageSource.java
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  jar/org/springframework/validation/support/scripting/bsh/BshScriptUtils.java
  * /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/instrument/classloading/SimpleLoadTimeWeaver.java
  * /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2-
  jar/org/springframework/context/support/GenericApplicationContext.java
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  jar/org/springframework/context/support/MessageSourceResolvable.java
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* /opt/cola/permits/1136594936_1613806544.44/0/spring-context-5-0-8-release-sources-2.jar/org/springframework/jmx/support/ObjectNameManager.java
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1.678 spring-plugin-core 1.2.0.RELEASE

1.679 libxext 1.3.3-3.el7

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1.680 lucene-analyzers-common 7.7.2
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   analysis/common/src/java/net/sf/snowball
were developed by Martin Porter and Richard Boulton.
The snowball stopword lists in
   analysis/common/src/resources/org/apache/lucene/analysis/snowball
were developed by Martin Porter and Richard Boulton.
The full snowball package is available from
   http://snowball.tartarus.org/

The KStem stemmer in
The Arabic, Persian, Romanian, Bulgarian, Hindi and Bengali analyzers (common) come with a default stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:

- `analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt`
- `analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt`
- `analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt`
- `analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt`
- `analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt`
- `analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt`

See [http://members.unine.ch/jacques.savoy/clef/index.html](http://members.unine.ch/jacques.savoy/clef/index.html).

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers (common) are based on BSD-licensed reference implementations created by Jacques Savoy and Ljiljana Dolamic. These files reside in:

- `analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java`
- `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/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/pt/PortugueseLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java`

The Stempel analyzer (stempel) includes BSD-licensed software developed by the Egothor project [http://egothor.sf.net/](http://egothor.sf.net/), created by Leo Galambos, Martin Kvapil, and Edmond Nolan.

The Polish analyzer (stempel) comes with a default stopword list that is BSD-licensed created by the Carrot2 project. The file resides in `stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt`.

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1.681 libxft 2.3.2-2.el7

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1.682 jetty-util 9.2.13.v20150730

1.683 lz4-java 1.5.0

1.684 conscrypt 1.0.0
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1.688 sed 4.2.2 5.el7
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Julian Seward, Cambridge, UK.
jseward@acm.org
bzip2/libbzip2 version 1.0.2 of 30 December 2001

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