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1.1 openh264 1.7
1.1.1 Available under license :

   include $(SRC_PATH)build/arch.mk
   SHAREDLIBSUFFIX = so
   SHAREDLIBSUFFIXFULLVER=$(SHAREDLIBSUFFIX).$(FULL_VERSION)
   SHAREDLIBSUFFIXMAJORVER=$(SHAREDLIBSUFFIX).$(SHARELIB_MAJORVERSION)
   SHLDFLAGS = -Wl,-soname,$(LIBPREFIX)$(PROJECT_NAME).$(SHAREDLIBSUFFIXMAJORVER)
   CFLAGS += -fPIC -fstack-protector-all
   LDFLAGS += -lthreads
   STATIC_LDFLAGS += -lthreads -lm
   ifeq ($(ASM_ARCH), x86)
   ifeq ($(ARCH), x86_64)
   ASMFLAGS += -f elf64
   else
   ASMFLAGS += -f elf
   endif
   endif
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1.2 protobuf 3.0.0-beta-3

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This file contains a list of people who have made large contributions to the public version of Protocol Buffers.

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* MS Visual Studio error format option.
* Detect unordered_map in stl_hash.m4.
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  * Fixed warnings about generated constructors not explicitly initializing
    all fields (only present with certain compiler settings).
  * Added generation of field number constants.
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  * Fixed initialization ordering problem in logging code.
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  * Small patch improving performance of in Python serialization.
Alexandre Vassalotti <alexandre@peadrop.com>
  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
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  * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.
Alexander Melnikov <alm@sibmail.ru>
  * HPUX support.
Oliver Jowett <oliver.jowett@gmail.com>
  * Detect whether zlib is new enough in configure script.
  * Fixes for Solaris 10 32/64-bit confusion.
Evan Jones <evanj@mit.edu>
  * Optimize Java serialization code when writing a small message to a stream.
  * Optimize Java serialization of strings so that UTF-8 encoding happens only
    once per string per serialization call.
  * Clean up some Java warnings.
  * Fix bug with permanent callbacks that delete themselves when run.
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  * Added CodedInputStream.getTotalBytesRead().
Kacper Kowalik <xarthisius.kk@gmail.com>
  * Fixed m4/acx_pthread.m4 problem for some Linux distributions.
William Orr <will@worrbase.com>
  * Fixed detection of sched_yield on Solaris.
  * Added atomicops for Solaris
Andrew Paprocki <andrew@ishiboo.com>
  * Fixed minor IBM xIC compiler build issues
  * Added atomicops for AIX (POWER)
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1.3 libvpx 1.6.1-1352-g3ba9a2c8b

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common_audio/fft4g.c
common_audio/signal_processing/spl_sqrt_floor.c
common_audio/signal_processing/spl_sqrt_floor_arm.S
modules/audio_coding/codecs/g711/main/source/g711.c
modules/audio_coding/codecs/g711/main/source/g711.h
modules/audio_coding/codecs/g722/main/source/g722_decode.c
modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h
modules/audio_coding/codecs/g722/main/source/g722_encode.c
modules/audio_coding/codecs/isac/main/source/fft.c
modules/audio_device/mac/portaudio/pa_memory_barrier.h
modules/audio_device/mac/portaudio/pa_ringbuffer.c
modules/audio_device/mac/portaudio/pa_ringbuffer.h
modules/audio_processing/aec/aec_rdft.c
system_wrappers/source/condition_variable_event_win.cc
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system_wrappers/source/spreadsortlib/constants.hpp
system_wrappers/source/spreadsortlib/spreadsort.hpp

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base/base64.h

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 * Base64 - a simple base64 encoder and decoder.
 * 
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 * 
 * This code may be freely used for any purpose, either personal
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 * 
 * Enhancements by Stanley Yamane:
 * 
 * o reverse lookup table for the decode function
 * o reserve string buffer space in advance
 * 
 * 
 */

Files:
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base/md5.h

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/*
 * This code implements the MD5 message-digest algorithm.
 * The algorithm is due to Ron Rivest. This code was
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 */

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/*
 * SHA-1 in C
 * By Steve Reid <sreid@sea-to-sky.net>
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 *
 * ------------------
 * Modified 7/98
 * By James H. Brown <jbrown@burgoyne.com>
 * Still 100% Public Domain
 *
-------------------------------------------------------------------------------
Files:
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base/sigslot.h

License:
// sigslot.h: Signal/Slot classes
//
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-------------------------------------------------------------------------------
Files:
common_audio/signal_processing/spl_sqrt_floor.c
common_audio/signal_processing/spl_sqrt_floor_arm.S

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/*
 * Written by Wilco Dijkstra, 1996. The following email exchange establishes the
 * license.
 *
 * From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>
 * Date: Fri, Jun 24, 2011 at 3:20 AM
 * Subject: Re: sqrt routine
 * To: Kevin Ma <kma@google.com>
 * Hi Kevin,
 * Thanks for asking. Those routines are public domain (originally posted to
 * comp.sys.arm a long time ago), so you can use them freely for any purpose.
 * Cheers,
 * Wilco
 *
 * ----- Original Message -----
 * From: "Kevin Ma" <kma@google.com>
 * To: <Wilco.Dijkstra@ntlworld.com>
Hi Wilco,

I saw your sqrt routine from several web sites, including http://www.finesse.demon.co.uk/steven/sqrt.html. Just wonder if there's any copyright information with your Successive approximation routines, or if I can freely use it for any purpose.

Thanks.

Kevin

---

Files:
modules/audio_coding/codecs/g711/main/source/g711.c
modules/audio_coding/codecs/g711/main/source/g711.h

License:

/*
 * SpanDSP - a series of DSP components for telephony
 *
 * g711.h - In line A-law and u-law conversion routines
 *
 * Written by Steve Underwood <steveu@coppice.org>
 *
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 *
 * Despite my general liking of the GPL, I place this code in the
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---

Files:
modules/audio_coding/codecs/g722/main/source/g722_decode.c
modules/audio_coding/codecs/g722/main/source/g722_enc_dec.h
modules/audio_coding/codecs/g722/main/source/g722_encode.c

License:

/*
 * SpanDSP - a series of DSP components for telephony
 *
 * g722_decode.c - The ITU G.722 codec, decode part.
 *
 * Written by Steve Underwood <steveu@coppice.org>
 *
 * Copyright (C) 2005 Steve Underwood
 *
 * Despite my general liking of the GPL, I place my own contributions
 * to this code in the public domain for the benefit of all mankind -
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*
* Based in part on a single channel G.722 codec which is:
*
* Copyright (c) CMU 1993
* Computer Science, Speech Group
* Chengxiang Lu and Alex Hauptmann
*/

-------------------------------------------------------------------------------
Files:
modules/audio_coding/codecs/isac/main/source/fft.c

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modules/audio_device/mac/portaudio/pa_ringbuffer.c
modules/audio_device/mac/portaudio/pa_ringbuffer.h

License:
/*
* $Id: pa_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche $
* Portable Audio I/O Library
* Memory barrier utilities
*
* Author: Bjorn Roche, XO Audio, LLC
*
* This program uses the PortAudio Portable Audio Library.
* For more information see: http://www.portaudio.com
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/*
* $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
* Portable Audio I/O Library
* Ring Buffer utility.
*
* Author: Phil Burk, http://www.softsynth.com
* modified for SMP safety on Mac OS X by Bjorn Roche
* modified for SMP safety on Linux by Leland Lucius
* also, allowed for const where possible
* modified for multiple-byte-sized data elements by Sven Fischer
*
* Note that this is safe only for a single-thread reader and a
* single-thread writer.
*
* This program uses the PortAudio Portable Audio Library.
* For more information see: http://www.portaudio.com
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FILES:
  common_audio/fft4g.c
  modules/audio_processing/aec/aec_rdft.c

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