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# HTML Tidy

## HTML parser and pretty printer

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The contributing author(s) would like to thank all those who
helped with testing, bug fixes and suggestions for improvements.
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1.2 boost 1.65

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson (jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?) ) and Brian D. Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Jansen (jansen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes.

Alistair G. Crooks (agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).

Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).

Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.

David Chase, then at Olivetti Research, suggested several improvements.

Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.

Jesse Hull and John Ellis supplied the C++ interface code.

Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

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Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.

Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn’t made it into the released version of the collector, yet.)

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#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow', '--date=short', '--format=%aN%x09%ad', filename], universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')

--- end ---
def new_copyright(filename, previous):
    def f():
        au = list(authors(filename))
        alldates = map(itemgetter(1), au)
        aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
        for author, records in groupby(aup, itemgetter(0)):
            dates = filter(None, map(itemgetter(1), records))
            if not dates: dates = alldates
            start = min(dates)
            end = max(dates)
            fmt = '{0}' if start.year == end.year else '{0}-%{1}'
            line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
            key = (start, author)
            yield key, line
        return map(itemgetter(1), sorted(f()))

    def fix_copyright(filename):
        # Find copyright block in original file
        prefix = set()
        names = []
        lines = []
        with open(filename, 'r') as f:
            content = list(f)
            for i, line in enumerate(content[:15]):
                m = re.match(r'^(?P<prefix>\W*)(\(c\))\s*copyright\s*\(\(c\)\)\s+\d{4}(\s*\d{4})?\s+(?P<name>.+?)\s*$', line, re.IGNORECASE)
                if m:
                    d = m.groupdict()
                    prefix.add(d['prefix'])
                    lines.append(i)
                    names.append(d['name'].strip())
                if len(prefix) != 1:
                    print 'Not found:', filename
                    return
        prefix = list(prefix)[0]
        print filename
        new = iter(new_copyright(filename, names))
        with open(filename, 'w') as f:
            for i, line in enumerate(content):
                if i in lines:
                    for repl in new:
                        print >>f, prefix + repl
                else:
                    print >>f, line,
            pass
def all_files():
    ls = run(['git', 'ls-files'], universal_newlines=True)
    for filename in ls.splitlines():
        if magic.from_file(filename, mime=True).split('/')[0] == 'text':
            yield filename

for f in all_files():
    fix_copyright(f)

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IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#if defined(BOOST_CONFIG_HPP)
 # include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
 #pragma once
#endif

#include <boost/intrusive/detail/config_begin.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <cstddef>

namespace boost {
namespace intrusive {
namespace detail {

using boost::move_detail::is_same;
using boost::move_detail::add_const;
using boost::move_detail::remove_const;
using boost::move_detail::remove_cv;
using boost::move_detail::remove_reference;
using boost::move_detail::add_reference;
using boost::move_detail::remove_pointer;
using boost::move_detail::add_pointer;
using boost::move_detail::true_type;
using boost::move_detail::false_type;
using boost::move_detail::enable_if_c;

}}} // namespace intrusive
namespace boost {}} // namespace boost

} // namespace boost

#include <boost/intrusive/detail/config_end.hpp>

#endif // BOOST_INTRUSIVE_DETAIL_MPL_HPP
using boost::move_detail::enable_if;
using boost::move_detail::disable_if_c;
using boost::move_detail::disable_if;
using boost::move_detail::is_convertible;
using boost::move_detail::if_c;
using boost::move_detail::if_; 
using boost::move_detail::is_const;
using boost::move_detail::identity;
using boost::move_detail::alignment_of;
using boost::move_detail::is_empty;
using boost::move_detail::addressof;
using boost::move_detail::integral_constant;
using boost::move_detail::enable_if_convertible;
using boost::move_detail::disable_if_convertible;
using boost::move_detail::bool_;  
using boost::move_detail::true_; 
using boost::move_detail::false_;  
using boost::move_detail::yes_type;
using boost::move_detail::no_type;
using boost::move_detail::apply;
using boost::move_detail::eval_if_c;
using boost::move_detail::eval_if;
using boost::move_detail::unvoid_ref;
using boost::move_detail::add_const_if_c;

template<std::size_t S>
struct ls_zeros
{
  static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)>::value);
};

template<>
struct ls_zeros<0>
{
  static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
  static const std::size_t value = 0;
};

// Infrastructure for providing a default type for T::TNAME if absent.
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME)  \
  template <typename T, typename DefaultType>  \
  struct boost_intrusive_default_type_ ## TNAME  \
  {


template <typename X> static char test(int, typename X::TNAME*); \

template <typename X> static int test(...); \

struct DefaultWrap { typedef DefaultType TNAME; }; \

static const bool value = (1 == sizeof(test<T>(0, 0))); \

typedef typename \
::boost::intrusive::detail::if_c \
<value, T, DefaultWrap>::type::TNAME type; \
}; \

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) \
	typename INSTANTIATION_NS_PREFIX \
	boost_intrusive_default_type_ ## TNAME< T, TIMPL >::type \

#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME) \

template <typename T, typename DefaultType> struct boost_intrusive_eval_default_type_ ## TNAME \
{ \

template <typename X> static char test(int, typename X::TNAME*); \


template <typename X> static int test(...); \

struct DefaultWrap \
{ typedef typename DefaultType::type TNAME; }; \

static const bool value = (1 == sizeof(test<T>(0, 0))); \

typedef typename \
::boost::intrusive::detail::eval_if_c \
< value \
, ::boost::intrusive::detail::identity<T> \
, ::boost::intrusive::detail::identity<DefaultWrap> \
>::type::TNAME type; \
}; \

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) \

//

#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, TYPEDEF_TO_FIND) \
struct TRAITS_PREFIX##_bool
{
  template<bool Prefix>
  struct two_or_three {yes_type _[2 + Prefix];};
  template <class U> static yes_type test(...);
  template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int);
  static const std::size_t value = sizeof(test<T>(0));
};

#define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME, FUNC_NAME) \
template <typename U, typename Signature> \
TRAITS_NAME
{
private:
  template<Signature> struct helper;
  template<typename T> \
  static ::boost::intrusive::detail::yes_type test(helper<&T::FUNC_NAME>*); \
  static ::boost::intrusive::detail::no_type test(...);
public:
  static const bool value = sizeof(test<U>(0)) == sizeof(::boost::intrusive::detail::yes_type);
};

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) \
struct TRAITS_NAME
{
  struct BaseMixin
  {
    void FUNC_NAME();
  };
  struct Base : public Type, public BaseMixin { Base(); };
};
template <typename U> \
static ::boost::intrusive::detail::no_type test(U*, Helper<void (BaseMixin::*)()>, &U::FUNC_NAME>* = 0); \
static ::boost::intrusive::detail::yes_type test(...); \
static const bool value = sizeof(::boost::intrusive::detail::yes_type) == sizeof(test((Base*)(0))); \\n} \n/*
//

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME, 
FUNC_NAME) \
BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME) \


\template <typename Type, class> \
struct TRAITS_NAME \
  : public TRAITS_NAME##_ignore_signature<Type> 
{ } 
//namespace detail 
} //namespace intrusive 
} //namespace boost 

#include <boost/intrusive/detail/config_end.hpp>
#endif //BOOST_INTRUSIVE_DETAIL_MPL_HPP

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<title>MPL Interoperability</title>
<link rel="stylesheet" href="../../../../doc/src/boostbook.css" type="text/css">
<meta name="generator" content="DocBook XSL Stylesheets V1.79.1">
<link rel="home" href="../index.html" title="Chapter&#160;1.&#160;Boost.TypeTraits"/>
All the value based traits in this library conform to MPL’s requirements for an Integral Constant type.

Please note that these types no longer inherit from `integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
Watanabe

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--- end ---
[article Invalid copyright
[quickbook 1.5]
[copyright No year]
]

Maybe this should pass?
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 */

#include "licence_info.hpp"
#include "bcp_imp.hpp"
#include "fileview.hpp"
#include <fstream>
#include <iomanip>
#include <cstring>
#include <stdexcept>
#include <boost/lexical_cast.hpp>
#include <boost/filesystem/operations.hpp>
#include <boost/throw_exception.hpp>

//
// split_path is a small helper for outputting a path name,
// complete with a link to that path:
//
struct split_path
{
    const fs::path& root;
    const fs::path& file;
    split_path(const fs::path& r, const fs::path& f)
        : root(r), file(f){}
private:
    split_path& operator=(const split_path&);
};
std::ostream& operator << (std::ostream& os, const split_path& p) 
{
    os << "<a href="" << (p.root / p.file).string() << ">
" << p.file.string() << "</a>";
    return os;
}

std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
{
    std::pair<const license_info*, int> licenses = get_licenses();

    std::map<int, license_data>::const_iterator i, j;
    i = m_license_data.begin();
    j = m_license_data.end();

    std::ofstream os(m_dest_path.string().c_str());
    if(!os)
    {
        std::string msg("Error opening ");
        msg += m_dest_path.string();
        msg += " for output.");
        std::runtime_error e(msg);
        boost::throw_exception(e);
    }

    os <<
        "<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN"">\n"
        "<html>\n"
        "<head>\n"
        "<title>Boost Licence Dependency Information";
    if(m_module_list.size() == 1)
    {
        os << " for " << *(m_module_list.begin());
    }
    os <<
        "</title>\n"
        "</head>\n"
"<body>

"<H1>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}
os << "</H1>";
"<H2>Contents</h2>
"<pre><a href="#input">Input Information</a>
if(!m_bsl_summary_mode)
os << "<a href="#summary">Licence Summary</a>
os << "<a href="#details">Licence Details</a>
while(i != j)
{
    // title:
    os << " <A href="/\"" << make_link_target(licenses.first[i->first].license_name)
    "">" << licenses.first[i->first].license_name << "</a>";
    ++i;
}
os << "<a href="/\"#files\"">Files with no recognised license</a>";
"<a href="/\"#authors\"">Files with no recognised copyright holder</a>";
if(!m_bsl_summary_mode)
{
    os << 
    "Moving to the Boost Software License...
    " <a href="/\"#bsl-converted\"">Files that can be automatically converted to the Boost Software License</a>";
    "<a href="/\"#to-bsl\"">Files that can be manually converted to the Boost Software License</a>";
    "<a href="/\"#not-to-bsl\"">Files that can NOT be moved to the Boost Software License</a>";
    "<a href="/\"#need-bsl-authors\"">Authors we need to move to the Boost Software License</a>";
    "<a href="/\"#copyright\"">Copyright Holder Information</a>";
}
os << 
"<a href="/\"#depend\"">File Dependency Information</a>";
"</pre>";

//
// input Information:
//
os << "<a name="/\"input\"">Input Information</a>";
if(m_scan_mode)
os << "<P>The following files were scanned for boost dependencies:<BR>");
else
os << "<P>The following Boost modules were checked:<BR>");
std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>
    ++si;
}

os << "</p><p>The Boost path was: <code>" << m_boost_path.string() << "</code></p>";

// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):
//
// fileview version_file(m_boost_path / "boost/version.hpp");
static const boost::regex version_regex("^[[:blank:]*#*define[[:blank:]]+BOOST_VERSION[[:blank:]]+(\d+])";)
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
    os << "<p>The Boost version is: " << version / 100000 << "." << version / 100 % 1000 << "." << version % 100
    << "</p>\n";
}

// output each license:
//
i = m_license_data.begin();
j = m_license_data.end();
if(!m_bsl_summary_mode)
{
    // start with the summary:
    //
    os << "<a name="summary"></a><h2>Licence Summary</h2>
    while(i != j)
    {
        // title:
        os << 
            "<H3>" << licenses.first[i->first].license_name << " </H3>\n";
        // license text:
        os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
        // Copyright holders:
        os << "</P>This license is used by " << i->second.authors.size() << " authors and " << i->second.files.size() << " files <a href=""}(see details)</a>";
        os << "</P><BLOCKQUOTE>\n";
        ++i;
    }
// and now the details:
//
i = m_license_data.begin();
j = m_license_data.end();
int license_index = 0;
os << "<a name="details"></a><h2>Licence Details</h2>
while(i != j)
{
    // title:
os << 
        "<H3><A name="" << make_link_target(licenses.first[i->first].license_name) << 
        ""></a>" << licenses.first[i->first].license_name << 
        "</H3>\n";
    // license text:
os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
    if(!m_bsl_summary_mode || (license_index >= 3))
    {
        // Copyright holders:
os << "<P>This license is used by the following " << i->second.authors.size() << " copyright 
        holders:\n        " << make_link_target(i->second.authors.begin()) << make_link_target(i->second.authors.end()) << 
        "</P>\n";
        std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
    os << *x << "\n";
    ++x;
}
os << "</P></BLOCKQUOTE>\n";
    // Files using this license:
os << "<P>This license applies to the following " << i->second.files.size() << " files:\n        " << make_link_target(i->second.files.begin()) << make_link_target(i->second.files.end()) << 
        "</P>\n";
        std::set<fs::path, path_less>::const_iterator m, n;
m = i->second.files.begin();
n = i->second.files.end();
while(m != n)
{
    os << split_path(m_boost_path, *m) << "\n";
    ++m;
}
os << "</P></BLOCKQUOTE>\n";
    }
else
{
    os << "<P>This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).</P>\n";
os << "<P>This license applies to " << i->second.files.size() << " files (list omitted for brevity).</P>\n";
}
++license_index;
++i;
}
// Output list of files not found to be under license control:
//
os << "<h2><a name="files"></a>Files With No Recognisable Licence</h2><p>
"<p>The following " << m_unknown_licenses.size() " files had no recognisable license information:<p>
std::set<fs::path, path_less>::const_iterator i2, j2;
i2 = m_unknown_licenses.begin();
j2 = m_unknown_licenses.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) "\n";
    ++i2;
}
os << "</p></BLOCKQUOTE>";
//
// Output list of files with no found copyright holder:
//
os << "<h2><a name="authors"></a>Files With No Recognisable Copyright Holder</h2><p>
"<p>The following " << m_unknown_authors.size() " files had no recognisable copyright holder:<p>
i2 = m_unknown_authors.begin();
j2 = m_unknown_authors.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) "\n";
    ++i2;
}
os << "</p></BLOCKQUOTE>";
if(!m_bsl_summary_mode)
{
    //
    // Output list of files that have been moved over to the Boost
    // Software License, along with enough information for human
    // verification.
    //
os << "<h2><a name="bsl-converted"></a>Files that can be automatically converted to the Boost Software License</h2><p>
"<< "The following " << m_converted_to_bsl.size() " files can be automatically converted to the Boost Software License, but require manual verification before they can be committed to CVS:<p>
if (!m_converted_to_bsl.empty())
{
    typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>
::const_iterator conv_iterator;
    conv_iterator i = m_converted_to_bsl.begin();
ie = m Converted to bsl.end();
int file_num = 1;
while (i != ie)
{
    os "<p>[" << file_num << "] File: " << split_path(m Boost_path, i->first)
        "<tt>" << i->second.first << "</tt>" << split_path(m Boost_path, i->second.second) << "</tt>"
    "<br>\n    <table border="1">
        <tr>
            <td><pre>" << i->second.first << "</pre></td>
            <td><pre>" << i->second.second << "</pre></td>
        </tr>
    </table>
    "++i;
    ++file_num;
}

// Output list of files that could be moved over to the Boost Software License
//
os "<h2><a name="to-bsl"></a>Files that could be converted to the Boost Software License</h2>

"<p>The following " << m_can_migrate_to_bsl.size() << " files could be manually converted to the Boost Software License, but have not yet been:" << BLOCKQUOTE >> "</p>
    i2 = m_can_migrate_to_bsl.begin();
    j2 = m_can_migrate_to_bsl.end();
    while (i2 != j2)
    {
        os split_path(m Boost_path, *i2) << "<br>\n        ++i2;
    }
    os "</p></BLOCKQUOTE>";

// Output list of files that can not be moved over to the Boost Software License
//
os "<h2><a name="not-to-bsl"></a>Files that can NOT be converted to the Boost Software License</h2>

"<p>The following " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software License because we need the permission of more authors:" << BLOCKQUOTE >> "</p>
    i2 = m_cannot_migrate_to_bsl.begin();
    j2 = m_cannot_migrate_to_bsl.end();
    while (i2 != j2)
    {
        os split_path(m Boost_path, *i2) << "<br>\n        ++i2;
    }
    os "</p></BLOCKQUOTE>";

// Output list of authors that we need permission for to move to the BSL
//
os "<h2><a name="need-bsl-authors"></a>Authors we need for the BSL</h2>

"<p>Permission of the following authors is needed before we can convert to the Boost Software License. The list of authors that have given their permission is contained in <code>more/blanket-permission.txt</code>:" << BLOCKQUOTE >> "</p>";
std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
    std::ostream_iterator<std::string>(os, "<br\>\n"));
    os << "</p></BLOCKQUOTE>";
//
// output a table of copyright information:
//
    os << "<H2><a name="copyright"></a>Copyright Holder Information</H2><table border="1"\>\n";
    std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
    ad = m_author_data.begin();
    ead = m_author_data.end();
    while(ad != ead)
    {
        os << "<tr><td>" << ad->first << "</td><td>" << split_path(m_boost_path, *ad->second.begin()) << " </td>
        ++ad;
    os << "</tr></table>\n";
    }
//
// output file dependency information:
//
    os << "<H2><a name="depend"></a>File Dependency Information</H2><BLOCKQUOTE><pre>\n";
    std::map<fs::path, fs::path, path_less>::const_iterator dep, last_dep;
    std::set<fs::path, path_less>::const_iterator fi, efi;
    fi = m_copy_paths.begin();
    efi = m_copy_paths.end();
    // if in summary mode, just figure out the "bad" files and print those only:
    if(m_bsl_summary_mode)
    {
        bad_paths.insert(m_unknown_licenses.begin(), m_unknown_licenses.end());
        bad_paths.insert(m_unknown_authors.begin(), m_unknown_authors.end());
        bad_paths.insert(m_can_migrate_to_bsl.begin(), m_can_migrate_to_bsl.end());
        bad_paths.insert(m_cannot_migrate_to_bsl.begin(), m_cannot_migrate_to_bsl.end());
        typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>
            ::const_iterator conv_iterator;
        conv_iterator i = m_converted_to_bsl.begin(),
            ie = m_converted_to_bsl.end();
        while(i != ie)
bad_paths.insert(i->first);
++i;
}
fi = bad_paths.begin();
efi = bad_paths.end();
os << "<P>For brevity, only files not under the BSL are shown</P>
";
while(fi != efi)
{
  os << split_path(m_boost_path, *fi);
  dep = m_dependencies.find(*fi);
  last_dep = m_dependencies.end();
  std::set<fs::path, path_less> seen_deps;
  if (dep != last_dep)
    while(true)
    {
      os << " -> ";
      if(fs::exists(m_boost_path / dep->second))
        os << split_path(m_boost_path, dep->second);
      else if(fs::exists(dep->second))
        os << split_path(fs::path(), dep->second);
      else
        os << dep->second.string();
      if(seen_deps.find(dep->second) != seen_deps.end())
      {
        os << " <I>(Circular dependency!)</I>";
        break; // circular dependency!!!
      }
      seen_deps.insert(dep->second);
      last_dep = dep;
      dep = m_dependencies.find(dep->second);
      if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))
        break;
    }
  os << "\n";
  ++fi;
}
os << "</pre></BLOCKQUOTE>\n";

os << "</body></html>"
if(!os)
{
  std::string msg("Error writing to ");
  msg += m_dest_path.string();
  msg += ";
  std::runtime_error e(msg);
boost::throw_exception(e);
}

}  
This package was debianized by Vladimir Prus <ghost@cs.msu.su> on Wed, 17 July 2002, 19:27:00 +0400.

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The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mitami.mitia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
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Zhong Shao performed much of the experimentation that led to the
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</script>
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Adapters for Boost.MPL containers.

Struct \\ref{structboost_1_1mpl_1_1integral_c.html} boost::mpl::integral_c:: \texttt{\textbackslash T, v \textbackslash} \texttt{\textbackslash} \texttt{\textbackslash}\\ref{structboost_1_1mpl_1_1integral_c.html#details} More...\\ref{structboost_1_1mpl_1_1integral_c.html#details} Adapter for IntegralConstants from the Boost.MPL.

Struct \ref{structboost_1_1mpl_1_1vector.html} boost::mpl::vector:: \texttt{\textbackslash T \textbackslash} \ref{structboost_1_1mpl_1_1vector.html#details} Adapter for Boost.MPL vectors.

Struct \ref{structboost_1_1mpl_1_1list.html} boost::mpl::list:: \texttt{\textbackslash T \textbackslash} \ref{structboost_1_1mpl_1_1list.html#details} Adapter for Boost.MPL lists.

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];

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1.4 libwebp 0.5.2

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# Wrapper for Microsoft lib.exe

me=ar-lib
scriptversion=2012-03-01.08; # UTC

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1.5 easywsclient 1.0
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1.6 open-ldap 2.4.48

1.7 rfc4122 1

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1.8 curl 7.66.0

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1.9 stackwalker 34912.0

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1.10 openssl 1.0.2s

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1.13 libjpeg-turbo 1.4.90

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README for release 6b of 27-Mar-1998
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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.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

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

This software implements JPEG baseline, extended-sequential, and progressive
compression processes. Provision is made for supporting all variants of these
processes, although some uncommon parameter settings aren't implemented yet.
For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "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.

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of any program generated from the IJG code, this does not limit you more than 
the foregoing paragraphs do.

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

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

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REFERENCES
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We highly 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 ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but 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 JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

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

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

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

A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/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 ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS
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The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.

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

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

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPPLUS software, which provides many useful operations on PPM-format image
files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

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

FILE FORMAT WARS

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

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

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

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!
TO DO
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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

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

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.14 breakpad 0.1
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Thus, it is not the intent of this section to claim rights or contest
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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.

4. You may copy and distribute the Library (or a portion or
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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 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:

a) 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) 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, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) 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.

d) 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.

e) 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 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.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined
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permitted, and provided that you do these two things:

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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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1.17 hunspell 1.6.1

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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.

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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
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Whether this is true is especially significant if the work can be
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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
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Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
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6. As an exception to the Sections above, you may also combine or
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Sections 1 and 2 above); and, if the work is an executable linked
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executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
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b) Use a suitable shared library mechanism for linking with the
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c) 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.

d) 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.

e) 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 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.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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include $(SRC_PATH)build/arch.mk
SHAREDLIBSUFFIX = so
SHAREDLIBSUFFIXFULLVER=$(SHAREDLIBSUFFIX).$(FULL_VERSION)
SHAREDLIBSUFFIXMAJORVER=$(SHAREDLIBSUFFIX).$(SHAREDLIB_MAJORVERSION)
SHLDFLAGS = -Wl,-soname,$(LIBPREFIX)$(PROJECT_NAME).$(SHAREDLIBSUFFIXMAJORVER)
CFLAGS += -fPIC -fstack-protector-all
LDFLAGS += -lpthread
STATIC_LDFLAGS += -lpthread -lm
ifeq ($(ASM_ARCH), x86)
  ifeq ($(ARCH), x86_64)
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    ASMFLAGS += -f elf
  endif
endif
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base64.cpp and base64.h

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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.)

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
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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.

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 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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a) 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) 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, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) 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.

d) 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.

e) 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 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.

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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.

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If distribution of object code is made by offering access to copy
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1.30 webrtc 72

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//*
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//*
//* o reverse lookup table for the decode function
//* o reserve string buffer space in advance
//*
*****************************************************************************
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/*
 * 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>
 *
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 *
 * Based in part on a single channel G.722 codec which is:
 *
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 * Computer Science, Speech Group
 * Chengxiang Lu and Alex Hauptmann
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// sigslot.h: Signal/Slot classes

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* SpanDSP - a series of DSP components for telephony
*
* g711.h - In line A-law and u-law conversion routines
*
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/*
 $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

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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.
 *
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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>
* Sent: Thursday, June 23, 2011 11:44 PM
* Subject: Fwd: sqrt routine
* 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
* /*
* /*
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1.32 openssl 1.0.1u
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* Optimize Java serialization of strings so that UTF-8 encoding happens only
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* Fixed minor IBM xIC compiler build issues
* Added atomicops for AIX (POWER)

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