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

Original Protocol Buffers design and implementation:
Sanjay Ghemawat <sanjay@google.com>
Jeff Dean <jeff@google.com>
Daniel Dulitz <daniel@google.com>
Craig Silverstein
Paul Haahr <haahr@google.com>
Corey Anderson <corin@google.com>
(and many others)

Proto2 C++ and Java primary author:
Kenton Varda <kenton@google.com>

Proto2 Python primary authors:
Will Robinson <robinson@google.com>
Petar Petrov <petar@google.com>

Java Nano primary authors:
Brian Duff <bduff@google.com>
Tom Chao <chaot@google.com>
Max Cai <maxtroy@google.com>
Ulas Kirazci <ulas@google.com>
Large code contributions:
Jason Hsueh <jasonh@google.com>
Joseph Schorr <jschorr@google.com>
Wenbo Zhu <wenboz@google.com>

Large quantity of code reviews:
Scott Bruce <sbruce@google.com>
Frank Yellin
Neal Norwitz <nnorwitz@google.com>
Jeffrey Yasskin <jyasskin@google.com>
Ambrose Feinstein <ambrose@google.com>

Documentation:
Lisa Carey <lcarey@google.com>

Maven packaging:
Gregory Kick <gak@google.com>

Patch contributors:
Kevin Ko <kevin.s.ko@gmail.com>
* Small patch to handle trailing slashes in --proto_path flag.
Johan Euphrosine <proppy@aminche.com>
* Small patch to fix Python CallMethod().
Ulrich Kunitz <kune@deine-taler.de>
* Small optimizations to Python serialization.
Leandro Lucarella <llucax@gmail.com>
* VI syntax highlighting tweaks.
* Fix compiler to not make output executable.
Dilip Joseph <dilip.antony.joseph@gmail.com>
* Heuristic detection of sub-messages when printing unknown fields in text format.
Brian Atkinson <nairb774@gmail.com>
* Added @Override annotation to generated Java code where appropriate.
Vincent Choinire <Choiniere.Vincent@hydro.qc.ca>
* Tru64 support.
Monty Taylor <monty.taylor@gmail.com>
* Solaris 10 + Sun Studio fixes.
Alek Storm <alek.storm@gmail.com>
* Slicing support for repeated scalar fields for the Python API.
Oleg Smolsky <oleg.smolsky@gmail.com>
* MS Visual Studio error format option.
* Detect unordered_map in stl_hash.m4.
Brian Olson <brianolson@gmail.com>
* gzip/zlib I/O support.
Michael Poole <mdpoole@troilus.org>
* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
* Added generation of field number constants.
Wink Saville <wink@google.com>
* Fixed initialization ordering problem in logging code.
Will Pierce <willp@nuclei.com>
  * Small patch improving performance of in Python serialization.
Alexandre Vassalotti <alexandre@peadrop.com>
* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
Scott Stafford <scott.stafford@gmail.com>
  * 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.
Michael Kucharski <m.kucharski@gmail.com>
  * 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 xlC compiler build issues
  * Added atomicops for AIX (POWER)

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base64.cpp and base64.h

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the Mozilla project has been developed by David Einstein
(Deinst@world.std.com). David and I are now
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* a significant help in improving MySpell.
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Aleksey Gurtovoy (agurtovoy@meta-comm.com)
Andrei Alexandrescu (andrewalex - at - hotmail.com) (See Boost list message of August 12, 2004 11:06:58 AM EST)
Andrew Lumsdaine ()
Anthony Williams (anthony -at- justsoftwaresolutions.co.uk)
Beman Dawes (bdawes@acm.org)
Brad King (brad.king -at- kitware.com) (See Boost list message of Wed, 21 Jul 2004 11:15:46 -0400)
Brian Osman (osman -at- vvisions.com) (See CVS log)
Bruce Barr (schmoost -at- yahoo.com) (See Boost list of Mon, 16 Aug 2004 15:06:43 -0500)
Bruno da Silva de Oliveira (bruno - at - esss.com.br)
Christain Engstrom (christian.engstrom -at- glindra.org) (See Boost list message of Mon, 30 Aug 2004 14:31:49 +0200)
Cromwell D Enage (sponage -at- yahoo.com) (See Boost list message of August 12, 2004 11:49:13 AM EST)
Dan Gohman (djg -at- cray.com) (See Boost list messsage of Sat, 21 Aug 2004 10:54:59 +0100)
Dan Nuffer (dan -at- nuffer.name)
Daniel Frey (d.frey -at- gmx.de, daniel.frey -at- aixigo.de)
Daniel Nuffer (dan -at- nuffer.name)
Darin Adler (darin -at- bentspoon.com) (Email to Andreas Huber, see change log)
Daryle Walker (darylew - at - hotmail.com)
Dave Abrahams (dave@boost-consulting.com)
Dave Moore (dmoore -at- viefinancial.com) (See Boost list message of 18 Dec 2003 15:35:50 -0500)
David Abrahams (dave@boost-consulting.com)
Dietmar Kuehl (dietmar_kuehl -at- yahoo.com) (Email to Andreas Huber, see change log)
Nicolai M Josuttis (solutions @ josuttis.com) (See Boost list message of Mon, 30 Aug 2004 10:52:00 +0100)
Nikolay Mladenov (nickm @ sitius.com) (See Boost list message of Tue, 17 Aug 2004 15:45:33 +0100)
Pavel Mensonides (pmenso57 @ comcast.net) (See Boost list message of July 21, 2004 1:12:21 AM EST)
Pavol Droba (droba @ topmail.sk)
Peter Dimov (pdimov@mmltd.net)
R W Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Ralf W. Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Rational Discovery LLC (Greg Landrum Landrum @ RationalDiscovery.com) (See Boost list post of Tue, 17 Aug 2004 10:35:36 +0100)
Rene Rivera (grafik/redshift-software.com, rrvera/acm.org)
Robert Ramey (ramey@www.rrsd.com)
Roland Richter (roland @ flll.jku.at) (See Boost list post of Mon, 16 Aug 2004 22:16:55 +0200)
Roland Schwarz (roland.schwarz @ chello.at)
Ronald Garcia (garcia @ cs.indiana.edu) (Email to Andreas Huber, see change log)
Samuel Krempp (krempp @ crans.ens-cachan.fr) (See Boost list message of Mon, 27 Sep 2004 13:18:36 +0200)
Stefan Seefeld (seefeld @ sympatico.ca)
Stephen Cleary (scleary @ jerviswebb.com) (See Boost list message of Tue, 28 Sep 2004 13:11:46 +0100)
Steve Cleary (Variant of Stephen Cleary)
Sylvain Pion (Sylvain.Pion @ sophia.inria.fr)
The Trustees of Indiana University ()
Thomas Witt (witt @ ive.uni-hannover.de, witt @ acm.org, witt @ styleadvisor.com)
Thorsten Jrgen Ottosen (nesotto @ cs.auc.dk)
Thorsten Ottosen (nesotto @ cs.auc.dk)
Toon Knapen (toon dot knapen @ fft.be)
The Trustees of Indiana University ()
The University of Notre Dame ()
Vladimir Prus (ghost@cs.msu.su)
William E. Kempf () (email to Beman Dawes, 9/14/2006 4:18 PM)
Joerg Walter (jhr.walter @ t-online.de : email to ublas mailing list Mon, 17 Sep 2007 10:17:08 +0200)
Mathias Koch (mkoch @ idesis.de 7 : email to boost-owner@lists.boost.org Sep 2007 13:20:09 +0200)

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<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
<title>Copyright Test</title>
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<article>
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 (dossier@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@mitaieme.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.ics.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 Detlef (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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Aleksey Gurtovoy (agurtovoy@meta-comm.com)
Andrei Alexandrescu (andrewalex - at - hotmail.com) (See Boost list message of August 12, 2004 11:06:58 AM EST)
Andrew Lumsdaine ()
Anthony Williams (anthony -at- justsoftwaresolutions.co.uk)
Beman Dawes (bdawes@acm.org)
Brad King (brad.king -at- kitware.com) (See Boost list message of Wed, 21 Jul 2004 11:15:46 -0400)
Brian Osman (osman -at- visions.com) (See CVS log)
Bruce Barr (schmoost -at- yahoo.com) (See Boost list of Mon, 16 Aug 2004 15:06:43 -0500)
Bruno da Silva de Oliveira (bruno - at - esss.com.br)
Christian Engstrom (christian.engstrom -at- glindra.org) (See Boost list message of Mon, 30 Aug 2004 14:31:49 +0200)
Cromwell D Enage (spionage -at- yahoo.com) (See Boost list message of August 12, 2004 11:49:13 AM EST)
Dan Gohman (dig -at- cray.com) (See Boost list messsage of Sat, 21 Aug 2004 10:54:59 +0100)
Dan Nuffer (dan -at- nuffer.name)
Daniel Frey (d.frey -at- gmx.de, daniel.frey -at- aixigo.de)
Daniel Nuffer (dan -at- nuffer.name)
Darin Adler (darin -at- bentspoon.com) (Email to Andreas Huber, see change log)
Daryle Walker (darylew - at - hotmail.com)
Dave Abrahams (dave@boost-consulting.com)
Dave Moore (dmoore -at- viefinancial.com) (See Boost list message of 18 Dec 2003 15:35:50 -0500)
David Abrahams (dave@boost-consulting.com)
Dietmar Kuehl (dietmar_kuehl -at- yahoo.com) (Email to Andreas Huber, see change log)
Douglas Gregor (gregod -at- cs.rpi.edu, dgregor -at- cs.indiana.edu, doug.gregor -at- gmail.com)
Dr John Maddock (john - at - johnmaddock.co.uk)
Edward D. Brey (brey -at- ductape.net) (Email to Andreas Huber, see change log)
Eric Ford (un5o6n902 -at- sneakemail.com) (See Boost list message of Sun, 15 Aug 2004 10:29:13 +0100)
Eric Friedman (ebf@users.sourceforge.net)
Eric Niebler (eric@boost-consulting.com)
Fernando Cacciola (fernando_cacciola@ciudad.com.ar)
Fernando Luis Cacciola Carballal (fernando_cacciola@ciudad.com.ar)
Francois Faure (Francois.Faure -at- imag.fr) (See CVS log)
Gary Powell (powellg - at - amazon.com) (See Boost list message of 10 Feb 2004 14:22:46 -0800)
Gennadiy Rozental (rogeeff -at- mail.com) (Email to Andreas Huber, see change log)
Gottfried Ganssaue (Gottfried.Ganssaue -at- HAUF.E.DE) (See Boost List message of Mon, 16 Aug 2004 10:09:19 +0200)
Gottfried Ganssaue (Gottfried.Ganssaue -at- HAUF.E.DE) (Alternative spelling of Gottfried Ganssaue)
Greg Colvin (gregory.colvin -at- oracle.com) (See Boost list message of Sat, 14 Aug 2004 10:57:00 +0100)
Gregory Colvin (gregory.colvin -at- oracle.com) (See Boost list message of Sat, 14 Aug 2004 10:57:00 +0100)
Gunter Winkler (gunter.winkler -at- unibw-muenchen.de) (See Boost List message of Mon, 16 Aug 2004 10:24:17 +0200)
Hartmut Kaiser (hartmut.kaiser -at- gmail.com)
Herve Bronnimann (hbr -at- poly.edu)
Herv Brnnimann (hbr -at- poly.edu)
Housemarque Oy (Ilari Kuittinen ilari.kuittinen -at- housemarque.fi)
Howard Hinnant (hinnant -at- twcny.rr.com) (See Boost list message of July 25, 2004 3:44:49 PM EST)
Hubert Holin (hubert_holin -at- users.sourceforge.net)
Indiana University ()
Itay Maman (imaman -at- users.sourceforge.net)
Jaakko Jrvi (jjarvi -at- osl.iiu.edu)
Jaap Suter (jsuter -at- student.utwente.nl) (See Boost list message of Thu, 16 Sep 2004 09:32:43 -0700)
Jeff Garland (jeff - at - crystalclearsoftware.com) (See Boost list post of July 25, 2004 19:31:09 -0700)
Jens Maurer (Jens.Maurer@gmx.net)
Jeremy G Siek (jsiek@osl.iiu.edu)
Jeremy Siek (jsiek@osl.iiu.edu)
Joel de Guzman (joel -at- boost-consulting.com) (See Boost list message of July 25, 2004 8:32:00 PM EST)
John Bandela (jbandela-at-ufl.edu)
John Maddock (john - at - johnmaddock.co.uk)
John R Bandela (jbandela-at-ufl.edu)
Jonathan Turkanis (turkanis -at- coderage dot com)
Juergen Hunold (hunold -at- iwe.uni-hannover.de) (See Boost List Message of Fri, 13 Aug 2004 19:39:55 +0200)
Kevin Henney (kevin -at- curbralan.com) (See Boost list message of Wed, 15 Sep 2004 18:15:17 +0200)
Kresimir Fresl (freshl -at- master.grad.hr) (See Boost List message of August 16, 2004 8:23:35 AM EST)
Lars Gullik Bjnnes (larsb -at- lyx.org) (See Boost list message of Tue, 17 Aug 2004 15:49:02 +0100)
Lie-Quan Lee (liequan - at - slac.stanford.edu, llee - at - cs.indiana.edu)
Maarten Keijzer (mkeijzer -at- cs.vu.nl) (See Boost list message of Wed, 18 Aug 2004 21:43:18 +0100)
Mac Murrett (mmurrett -at- mac.com)
Marc Winternmantel (winternmantel -at- imes.mavt.ethz.ch, winternmantel -at- even-ag.ch) (See CVS log)
Michael Glassford (glassfordm - at - hotmail.com)
Michael Stevens (Michael.Stevens - at - epost.de)
Multi Media Ltd. (pdimov@mmltd.net)
Nicolai M Josuttis (solutions -at- josuttis.com) (See Boost list message of Mon, 30 Aug 2004 10:52:00 +0100)
Nikolay Mladenov (nickm -at- sitius.com) (See Boost list message of Tue, 17 Aug 2004 15:45:33 +0100)
Paul Mensonides (pmons057 -at- comcast.net) (See Boost list message of July 21, 2004 1:12:21 AM EST)
Pavol Droba (droba -at- topmail.sk)
Peter Dimov (pdimov@mmltd.net)
R W Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Ralf W. Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Rational Discovery LLC (Greg Landrum Landrum -at- RationalDiscovery.com) (See Boost list post of Tue, 17 Aug 2004 10:35:36 +0100)
Rene Rivera (grafik/redshift-software.com, rrivera/acm.org)
Robert Ramey (ramey@www.rrsd.com)
Roland Richter (roland -at- filll.jku.at) (See Boost list post of Mon, 16 Aug 2004 22:16:55 +0200)
Roland Schwarz (roland.schwarz -at- chello.at)
Ronald Garcia (garcia -at- cs.indiana.edu) (Email to Andreas Huber, see change log)
Samuel Krempf (krempp -at- crans.ens-cachan.fr) (See Boost list message of Mon, 27 Sep 2004 13:18:36 +0200)
Stefan Seefeld (seefeld -at- sympatico.ca)
Stephen Cleary (scleary -at- jerviswebb.com) (See Boost list message of Tue, 28 Sep 2004 13:11:46 +0100)
Steve Cleary (Variant of Stephen Cleary)
Sylvain Pion (Sylvain.Pion - at - sophia.inria.fr)
The Trustees of Indiana University ()
Thomas Witt (witt - at - ive.uni-hannover.de, witt - at - acm.org, witt - at - styleadvisor.com)
Thorsten Jrgen Ottosen (nesotto - at - cs.auc.dk)
Thorsten Ottosen (nesotto - at - cs.auc.dk)
Toon Knapen (toon dot knapen - at - fft.be)
Trustees of Indiana University ()
University of Notre Dame ()
Vladimir Prus (ghost@cs.msu.su)
William E. Kempf () (email to Beman Dawes, 9/14/2006 4:18 PM)
Joerg Walter (jhr.walter - at - t-online.de : email to ublas mailing list Mon, 17 Sep 2007 10:17:08 +0200)
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1.13 openh264 1.7
1.13.1 Available under license:

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)
ASMFLAGS += -f elf64
else
ASMFLAGS += -f elf
endif
endif

# Contributors to the OpenH264 project

Patrick Ai
Sijia Chen
ZhaoZheng Chu
Paley Du
Martin Ettl
Andreas Gal
Xu Guang
Licai Guo
Yi Guo
Horace Huang
Steven Huang
Ethan Hugg
Cullen Jennings
Zhaofeng Jia
Derrick Jin
Jesse Li
Jifei Li
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Karina Li
Matt Li
Xiang Li
Bourne Ling
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Wayne Liu
Varun Patil
Eric Rescorla
Adam Roach
Sawyer Shan
Siping Tao
Martin Storsj
Brion Vibber
James Wang
Juanny Wang
Zhiliang Wang
Herv Willems
Gregory J Wolfe
Katherine Wu
Guang Xu
Jeffery Xu
Gang Yang
Li Yao
Jessie Zhang
Rory Zhang
Volvet Zhang
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1.14 tufao 0.6

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1.16 openssl 1.0.2s

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1.19 curl 7.51.0

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==============

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## zlib

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

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1.20 qt 5.12.4

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

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Authors: Loren Merritt <lorenm@u.washington.edu>
 Anton Mitrofanov <BugMaster@narod.ru>
 Jason Garrett-Glaser <darkshikari@gmail.com>
 Henrik Gramner <hengar-6@student.ltu.se>

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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_memorybarrier.h
modules/audio_device/mac/portaudio/pa_ringbuffer.c
modules/audio_device/mac/portaudio/pa_ringbuffer.h
modules/audio_processing/aec/aec_rdft.c
Individual licenses for each file:

---

Files:
base/base64.cc
base/base64.h

License:
/*-------------------------------------------------------------------------------
//*****************************************************************************
//* Base64 - a simple base64 encoder and decoder.
//*
//*     Copyright (c) 1999, Bob Withers - bwit@pobox.com
//*
//* This code may be freely used for any purpose, either personal
//* or commercial, provided the authors copyright notice remains
//* intact.
//*
//* Enhancements by Stanley Yamane:
//*     o reverse lookup table for the decode function
//*     o reserve string buffer space in advance
//*
/****************************************************************************///
/*-------------------------------------------------------------------------------

Files:
base/md5.cc
base/md5.h

License:
/*
 * This code implements the MD5 message-digest algorithm.
 * The algorithm is due to Ron Rivest. This code was
 * written by Colin Plumb in 1993, no copyright is claimed.
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 */

Files:
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base/sha1.h

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

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// sigslot.h: Signal/Slot classes
//
// Written by Sarah Thompson (sarah@telergy.com) 2002.
//
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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>
* 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
*/

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

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>
* 
* Copyright (C) 2001 Steve Underwood
* 
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* ones who might try to proprietize my work and use it to my
* detriment.
*/
-----------------------------------------------------------------------------

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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* to my detriment.
* 
* 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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 * Queen's Univ at Kingston (Canada)
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 *
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 * should make their way back to the general Internet community so
 * that everyone benefits.
 */

Files:
modules/audio_device/mac/portaudio/pa_memorybarrier.h
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.
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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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* For more information see: http://www.portaudio.com
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common_audio/fft4g.c
modules/audio_processing/aec/aec_rdft.c

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system_wrappers/source/set_thread_name_win.h

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