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VideoSurveillanceManager 7.14.0

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From strings/apr_snprintf.c:

* cvt - IEEE floating point formatting routines.
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DEALINGS IN THE SOFTWARE.
#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>

/*
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 * LICENSE_1_0.txt or copy at http://www.boost.org/LICENSE_1_0.txt)
 * */

Maybe this should pass?
[article Invalid copyright years
[quickbook 1.5]
[copyright 2010-2001 Timequake man]
]
#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</title>
if(m_module_list.size() == 1)
{
    os << " for " "(m_module_list.begin());
}
os <<
"</title>\n""</head>\n""<body>\n""<H1>Boost Licence Dependency Information</H1>
if(m_module_list.size() == 1)
{
    os << " for " "(m_module_list.begin());
}
os <<
"</H1>\n""<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)
    " </a>" " licenses.first[i->first].license_name " ";
++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><br/>
";
}

os <<
"<a href="#depend">File Dependency Information</a><br/>
";

//
// input Information:
//
os << "<a name="input"></a><h2>Input Information</h2>
";
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("^\[[:blank:]*\]#\[[:blank:]*\]*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><br>
";
}

//
// 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="#" make_link_target(licenses.first[i->first].license_name)>(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:";
        std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
    os << *x << "<BR>\n";
    ++x;
}
    os << "</P></BLOCKQUOTE>\n";
    // Files using this license:
    os << "<P>This license applies to the following " << i->second.files.size() << ".
    os << "<BLOCKQUOTE>
    os << "<P>\n";
}
files:<p>

```cpp
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 << "\n";
```

else
{
    os << "This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).\n"
    os << "This license applies to " << i->second.files.size() << " files (list omitted for brevity).\n";
}
++license_index;
++i;
}
```

```
// Output list of files not found to be under license control:
//
```
```
os << "\n";
```

```
// Files With No Recognisable Licence
"<p>The following " << m_unknown_licenses.size() << " files had no recognisable license information:\n";
```
```
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 << "\n";
```
```
// Output list of files with no found copyright holder:
//
```
```
os << "\n";
```

```
// Files With No Recognisable Copyright Holder
"<p>The following " << m_unknown_authors.size() << " files had no recognisable copyright holder:\n";
i2 = m_unknown_authors.begin();
j2 = m_unknown_authors.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n"
    ++i2;
}
os << "\n";
```
```
```
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">Files that can be automatically converted to the Boost Software License</a></h2><br>
    " << 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: <tt>
                " << split_path(m_boost_path, i->first)
                "</tt> <br>
                <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">Files that could be converted to the Boost Software License</a></h2><br>
    " << 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>

    ++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">Files that can NOT be converted to the Boost Software License</a></h2><br>
    " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software License:<p>";
    //
License because we need the permission of more authors:

```cpp

std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
           std::ostream_iterator<std::string>(os, "<br>\n"));

os << "

// Output a table of copyright information:
//
// os << "<H2><a name="copyright">Copyright Holder Information</a></H2><table border="1"\n";
std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
ad = m_author_data.begin();
edad = m_author_data.end();
while(ad != ead)
{
    os << "<tr><td>" << ad->first << "</td><td>

    std::set<fs::path, path_less>::const_iterator fi, efi;
    fi = ad->second.begin();
    efi = ad->second.end();
    while(fi != efi)
    {
        os << split_path(m_boost_path, *fi) << " ";
        ++fi;
    }

    os << "</td><tr>\n";
    ++ad;
}
os << "</table>\n";

//
// output file dependency information:
//
// os << "<H2><a name="depend">File Dependency Information</a></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:
std::set<fs::path, path_less> bad_paths;
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>\n";
}
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 << "
";
++fi;
}

os << "</pre></BLOCKQUOTE>
";

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);
}

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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

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Distributed under the Boost Software License, Version 1.0.
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@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 Detlevs(detlevs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks(agi@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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<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title> &amp;#8212; Boost.HigherOrderFunctions 0.6 documentation</title>
<link rel="stylesheet" href="_static/boostbook.css" type="text/css" />
<link rel="stylesheet" href="_static/pygments.css" type="text/css" />

<script type="text/javascript">
var DOCUMENTATION_OPTIONS = {
  URL_ROOT: './',
  VERSION: '0.6',
  COLLAPSE_INDEX: false,
  FILE_SUFFIX: '.html',
  HAS_SOURCE: true,
  SOURCELINK_SUFFIX: '.txt'
};
</script>
<script type="text/javascript" src="_static/jquery.js"></script>
<script type="text/javascript" src="_static/underscore.js"></script>
<script type="text/javascript" src="_static/doctools.js"></script>
<link rel="index" title="Index" href="genindex.html" />
<link rel="search" title="Search" href="search.html" />
</head>
<body role="document">
<table cellpadding="2" width="100%"><tr>
<td valign="top"><img alt="Boost C++ Libraries" width="277" height="86" src="_static/boost.png"></td>
</tr>
</table>

Open Source Used in VideoSurveillanceManager 7.14.0

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#include <boost/mpl/push_back.hpp>
#include <boost/mpl/quote.hpp>
#include <boost/mpl/transform.hpp>
#include <boost/mpl/vector.hpp>

template <typename X>
struct f { using type = X; };

template <int i>
struct t { };

using vector = mpl_vector((1..input_size).to_a.map { [n] "t<#{n}>" }) %>

using result = boost::mpl::transform<vector, boost::mpl::quote1<f>>::type;

int main() { }
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#include <boost/mpl/push_back.hpp>
#include <boost/mpl/vector.hpp>

template <int i>
struct t { };

using vector = mpl_vector((1..input_size).to_a.map { [n] "t<#{n}>" }) %>

int main() { }
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#include <boost/mpl/fold.hpp>
#include <boost/mpl/push_back.hpp>
#include <boost/mpl/quote.hpp>
#include <boost/mpl/vector.hpp>

template <typename State, typename X>
struct f { using type = X; };

struct state { };

template <int i>
struct t { };

using vector = mpl_vector((1..input_size).to_a.map { [n] "t<#{n}>" }) %>

using result = boost::mpl::fold<vector, state, boost::mpl::quote2<f>>::type;

int main() { }
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Boost.MPL adapters for Boost.MPL containers.

### Classes

- **struct boost::mpl::integral_c< T, v >**
  
  Adapter for IntegralConstants from the Boost.MPL.  
  [More...](#)

- **struct boost::mpl::list< T >**
  
  Adapter for Boost.MPL lists.  
  [More...](#)

- **struct boost::mpl::vector< T >**
  
  Adapter for Boost.MPL vectors.  
  [More...](#)
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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')

def new_copyright(filename, previous):
    pass

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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)

Boost.Geometry (aka GGL, Generic Geometry Library)

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<bridgehead renderas="sect2">Boost Date-Time Library License</bridgehead>
<![--
<ulink url="../../../index.htm">
<imagedata align="left"
 format="GIF"
 fileref="../../../boost.png"
 alt="C++ Boost"/>
</ulink>--> 
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[section:mpl MPL Interoperability]

All the value based traits in this library conform to MPL's requirements for an \[@../../../../libs/mpl/doc/refmanual/integral-constant.html Integral Constant type\].

Please note that these types no longer inherit from `mpl::true_` or `mpl::false_` etc, and the library will no longer implicitly include any MPL header. However there is an implicit conversion from `integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.

[endsect]
MPL Interoperability

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 `mpl::true_` or `mpl::false_` etc, and the library will no longer implicitly include any MPL header. However there is an implicit conversion from `integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
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The header `boost/mp11/mpl.hpp`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `boost/mp11.hpp`.

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//
//
// ///////////////////////////////////////////////////////////////////////////

#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
# include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
# pragma once
#endif

#include <boost/container/detail/config_begin.hpp>
#include <boost/container/detail/workaround.hpp>
#include <boost/move/detail/mpl.hpp>
#include <cstddef>

namespace boost {
  namespace container {
    namespace dtl {

      using boost::move_detail::integral_constant;
      using boost::move_detail::true_type;
      using boost::move_detail::false_type;
      using boost::move_detail::enable_if_c;
      using boost::move_detail::enable_if;
      using boost::move_detail::enable_if_convertible;
      using boost::move_detail::disable_if_c;
      using boost::move_detail::disable_if;
      using boost::move_detail::disable_if_convertible;
      using boost::move_detail::is_convertible;
      using boost::move_detail::if_c;
      using boost::move_detail::if_;
      using boost::move_detail::identity;
      using boost::move_detail::bool_;
      using boost::move_detail::true_;
      using boost::move_detail::false_;

    } // namespace dtl
  } // namespace container
} // namespace boost

#include <cstddef>
using boost::move_detail::yes_type;
using boost::move_detail::no_type;
using boost::move_detail::bool_;
using boost::move_detail::true_;
using boost::move_detail::false_;
using boost::move_detail::unvoid_ref;
using boost::move_detail::and_;
using boost::move_detail::or_;
using boost::move_detail::not_;
using boost::move_detail::enable_if_and;
using boost::move_detail::disable_if_and;
using boost::move_detail::enable_if_or;
using boost::move_detail::disable_if_or;
using boost::move_detail::remove_const;

template <class FirstType>
struct select1st
{
  typedef FirstType type;

  template<class T>
  const type& operator()(const T& x) const
  { return x.first;  }

  template<class T>
  type& operator()(T& x)
  { return const_cast<type&>(x.first);  }
};

template<typename T>
struct void_t { typedef void type; }; 

template <class T, class=void>
struct is_transparent_base
{
  static const bool value = false;
};

template <class T>
struct is_transparent_base<T, typename void_t< typename T::is_transparent>::type>
{
  static const bool value = true;
};

template <class T>
struct is_transparent
  : is_transparent_base<T>
template <typename C, class /*Dummy*/, typename R>
struct enable_if_transparent
 : boost::move_detail::enable_if_c<dtl::is_transparent<C>::value, R>
 {};

#ifndef BOOST_CONTAINER_NO_CXX17_CTAD

// void_t (void_t for C++11)
template<typename...> using variadic_void_t = void;

// Trait to detect Allocator-like types.
template<typename Allocator, typename = void>
struct is_allocator
{
    static const bool value = false;
};

template <typename T>
T&& ctad_declval();

template< typename Allocator>
struct is_allocator < Allocator,
    variadic_void_t< typename Allocator::value_type
        , decltype(ctad_declval<Allocator&>().allocate(size_t{1}))) >>
{
    static const bool value = true;
};

template<class T>
using require_allocator_t = typename enable_if_c<is_allocator<T>::value, T>::type;

template<class T>
using require_nonallocator_t = typename enable_if_c<!is_allocator<T>::value, T>::type;
#endif
}  //namespace boost {  

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

#endif   //#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

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////////////////////////////////////////////////////////////////////////////

#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
#pragma once
#endif

#include <cstddef>

namespace boost {
namespace interprocess {
namespace ipcdetail {

template <class T, T val>
struct integral_constant
{
    static const T value = val;
    typedef integral_constant<T,val> type;
};

template< bool C_ >
struct bool_ : integral_constant<bool, C_>
{
    static const bool value = C_;
};

typedef bool_<true> true_;
typedef bool_<false> false_;

typedef true_ true_type;
typedef false_ false_type;

typedef char yes_type;
struct no_type
{
char padding[8];
);

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {
};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {
};

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {
};

template<
    bool C
        , typename T1
        , typename T2
    >
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
        , typename T2
    >
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename T1
        , typename T2
        , typename T3
    >
struct if_<
{
    typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

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

} //namespace ipcdetail {
} //namespace interprocess {
} //namespace boost {

""" //ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
""" """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ """ 

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""" //ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
""" //define BOOST_INTRUSIVE_DETAIL_MPL_HPP

//ifndef BOOST_CONFIG_HPP
# include <boost/config.hpp>
#endif

#ifndef BOOST_HAS_PRAGMA_ONCE
# pragma once
#endif

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

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::voider;
using boost::move_detail::enable_if_c;
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>                                          \
    struct boost_intrusive_has_type_ ## TNAME                      \
    {                                                              \
        template <typename X>                                       \
        static char test(int, typename X::TNAME*);                  \
        \
        template <typename X>                                       \
        static int test(...);                                       \
        \
        static const bool value = (1 == sizeof(test<T>(0, 0)));     \
    };                                                             \
    \
    template <typename T, typename DefaultType>                    \
    struct boost_intrusive_default_type_ ## TNAME                  \
    {                                                              \
        struct DefaultWrap { typedef DefaultType TNAME; };          \
        \
        typedef typename                                            \
        ::boost::intrusive::detail::if_c                         \
        < boost_intrusive_has_type_ ## TNAME<T>::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_HAS_TYPE(INSTANTIATION_NS_PREFIX, T, TNAME)  \
    INSTANTIATION_NS_PREFIX                                        \
    boost_intrusive_has_type_ ## TNAME< T >::value              \
    //
```c
#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) typename INSTANTIATION_NS_PREFIX
  boost_intrusive_eval_default_type_## TNAME< T, TIMPL >::type
//
#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX,
  TYPEDEF_TO_FIND) template <> typename TRAITS_PREFIX##_bool{
  template<bool Add>
  struct two_or_three {yes_type _[2 + Add];};
  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));
}\

template <class T>
struct TRAITS_PREFIX##_bool_tv_is_true{
  static const bool value = TRAITS_PREFIX##_bool<T>::value > sizeof(yes_type)*2;
```
//

#define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME, FUNC_NAME) \
    template <typename U, typename Signature> \
    class TRAITS_NAME \
    { \
    private: \
    template<Signature> struct helper; \
    template<typename T> \
    static ::boost::intrusive::detail::yes_type test(helper<&T::FUNC_NAME>*); \
    template<typename T> 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) \
    template <typename Type> \
    struct TRAITS_NAME \
    { \
    struct BaseMixin \
    { \
    void FUNC_NAME(); \
    }; \
    struct Base : public Type, public BaseMixin { Base(); }; \
    template <typename T, T t> class Helper{}; \
    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))); \
    }; \

//

#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)

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
1.4 c-ares 1.9.1

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*zlib* general purpose compression library
version 1.2.3, July 18th, 2005

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1.6 curl 7.63.0

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#### 1.7.1 Available under license:

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// Author: Francis Xavier Joseph Pulikotil
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```
1.8 expat 2.2.5

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1.10 fcgi 2.4.0

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- the following building and testing tools
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  - `doc/t2h.pm`
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  - `libswresample/swresample-test.c`
  - `tests/checkasm/*`
- `tests/tiny_ssim.c`
- the following filters in libavfilter:
  - `vf_blackframe.c`
  - `vf_boxblur.c`
  - `vf_colormatrix.c`
  - `vf_cover_rect.c`
  - `vf_cropdetect.c`
  - `vf_delogo.c`
  - `vf_eq.c`
  - `vf_find_rect.c`
  - `vf_fspp.c`
  - `vf_geq.c`
  - `vf_histerc.c`
  - `vf_hqdn3d.c`
  - `vf_interlace.c`
  - `vf_kerndeint.c`
  - `vf_mdecint.c`
  - `vf_mpdecimate.c`
  - `vf_owdenoise.c`
  - `vf_perspective.c`
  - `vf_phase.c`
  - `vf_pp.c`
  - `vf_pp7.c`
  - `vf_pullup.c`
  - `vf_repeatfields.c`
  - `vf_sab.c`
  - `vf_smartblur.c`
  - `vf_spp.c`
  - `vf_stereo3d.c`
  - `vf_supers2xsai.c`
  - `vf_tinterlace.c`
  - `vf_uspp.c`
  - `vsrc_mptestsrc.c`

Should you, for whatever reason, prefer to use version 3 of the (L)GPL, then the configure parameter `--enable-version3` will activate this licensing option for you. Read the file `COPYING.LGPLv3` or, if you have enabled GPL parts, `COPYING.GPLv3` to learn the exact legal terms that apply in this case.

There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and `libavcodec/jrevdct.c` are taken from libjpeg, see the top of the files for licensing details. Specifically note that you must credit the IJG in the documentation accompanying your program if you only distribute executables. You must also indicate any changes including additions and deletions to those three files in the documentation.
* `tests/reference.pnm` is under the expat license.
## External libraries

FFmpeg can be combined with a number of external libraries, which sometimes affect the licensing of binaries resulting from the combination.

### Compatible libraries

The following libraries are under GPL:
- frei0r
- libcdio
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

The OpenCORE and VisualOn libraries are under the Apache License 2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with version 3 of those licenses. So to combine these libraries with FFmpeg, the license version needs to be upgraded by passing `--enable-version3` to configure.

### Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass `--enable-nonfree` to configure. But note that if you enable any of these libraries the resulting binary will be under a complex license mix that is more restrictive than the LGPL and that may result in additional obligations. It is possible that these restrictions cause the resulting binary to be unredistributable.

The Fraunhofer FDK AAC and OpenSSL libraries are under licenses which are incompatible with the GPLv2 and v3. To the best of our knowledge, they are compatible with the LGPL.

The NVENC library, while its header file is licensed under the compatible MIT license, requires a proprietary binary blob at run time, and is deemed to be incompatible with the GPL. We are not certain if it is compatible with the LGPL, but we require `--enable-nonfree` even with LGPL configurations in case it is not.
1.12 gd 2.0.35

1.12.1 Available under license:


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Although their code does not appear in gd, the authors wish to thank David Koblas, David Rowley, and Hutchison Avenue Software Corporation for their prior contributions.

1.13 libdes 3.23
1.13.1 Available under license:
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1.14 Libpcap 0.9.4
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1.20 pcre 8.42
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THE BASIC LIBRARY FUNCTIONS

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-------------------------------------
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1.21 spawn-fcgi 1.6.3
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1.22 threadpool 0.2.5 :1
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