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Contents

1.1 zlib 1.2.5

1.1.1 Available under license :

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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1.2 websocketpp 0.8.0

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base64.cpp and base64.h

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1.3 visual-studio-runtime 12.00.21005.1

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1.4 lame 3.100

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  to our web site, www.mp3dev.org

3. If you make modifications to LAME, you *must* release these
  these modifications back to the LAME project, under the LGPL.

*** IMPORTANT NOTE ***

The decoding functions provided in LAME use the mpglib decoding engine which
is under the GPL. They may not be used by any program not released under the
GPL unless you obtain such permission from the MPG123 project (www.mpg123.de).

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

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        Version 2, June 1991

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

That's all there is to it!
<!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" xml:lang="en" lang="en">
<head>
 <meta name="generator" content="PSPad editor, www.pspad.com" />
 <meta http-equiv="content-type" content="text/html; charset=UTF-8" />
 <link rel="stylesheet" type="text/css" href="styles/lame.css" />
 <title>LAME MP3 Encoder :: Developers</title>
</head>
<body>

```
<div id="menu">
 <ul>
  <li><a href="index.html">Index page</a></li>
  <li><a href="about.html">About LAME</a></li>
  <li><a href="introduction.html">Intro to encoding</a></li>
  <li><a href="usage.html">Usage of LAME</a></li>
  <li><a href="history.html">Version history</a></li>
  <li><a href="contributors.html">Coders of LAME</a></li>
  <li><a href="contact.html">Contact LAME</a></li>
  <li><a style="border: 0" href="links.html">LAME links</a></li>
 </ul>
</div>
<div id="container">
<div id="content">

<div align="center">
 <img
 src="images/logo.gif" width="358" height="231" alt="LAME Official Logo" />
 <h2 class="hilight">LAME Developers</h2>
</div>

<p>
 Note: if possible, please do not contact developers directly, but proceed as
 mentioned in the <a href="contact.html">contact page</a>.
</p>

<p>
 LAME was originally developed by Mike Cheng, from 1998 to 1999. After he
 retired, the project started being maintained by Mark Taylor till early 2003.
 After 2003, the project became managed by core developpers' teamwork, with no
 official hierarchy or leadership.
</p>

<p>
 The following list only represents some of the individuals (in alphabetical
 order of family name) that contributed resources to LAME development. LAME
 owes its quality and speed to contributions from many other people, including
 the many people who post to the mp3encoder mailing list. See <a
 href="http://lame.cvs.sourceforge.net/*checkout*/lame/lame/doc/html/history.html">
 History</a> for more complete details.
</p>

<table
 class="devlist">
 <tbody>

 <tr>
  <th colspan="2">Primary developers:</th>
```

```
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/robert/">Robert Hegemann</a></td>
 <td>Tuning, optimizations, psychoacoustics...</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/aleidinger">Alexander Leidinger</a></td>
 <td>Multiplatform configuration, libraries handling, release management...</td>
</tr>

<tr>
 <td><a href="http://www.ime.usp.br/~rbrito/">Rog&eacute;rio Brito</a></td>
 <td>Debian packaging, debugging.</td>
</tr>

<tr><th colspan="2">Primary developers - Retired:</th></tr>

<tr>
 <td width="30%"><a href="http://www.mp3-tech.org">Gabriel Bouvigne</a></td>
 <td>Tuning, optimizations, psychoacoustics...</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/mikecheng/">Mike Cheng</a></td>
 <td>Maintainer of LAME v2.x.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/pfk">Frank Klemm</a></td>
 <td>Psychoacoustics, optimizations.</td>
</tr>

<tr>
 <td><a
href="http://sourceforge.net/users/shibatch">Naoki Shibata</a></td>
 <td>Psychoacoustics (NSPsytune model, NSSafeJoint).</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/markt">Mark Taylor</a></td>
 <td>Maintainer of LAME v3.x, initial implementer of GPsycho psychoacoustic
 model.</td>
</tr>

<tr>
 <td><a href="http://www.initialt.org">Takehiro Tominaga</a></td>
```

```html
<td>Psychoacoustics, bitstream, optimizations, assembly code...</td>
</tr>

<tr><th colspan="2">Additional developers:</th></tr>

<tr>
 <td><a href="http://www.rjamorim.com">Roberto Amorim</a></td>
 <td>Web pages and documentation.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/jd-">John Dahlstrom</a></td>
 <td>Adaptive ATH.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/potsticker">John Dee</a></td>
 <td>LAME extended VBR header.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/domd/">Dominique Duvivier</a></td>
 <td>Speed
optimizations.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/afaber">Albert Faber</a></td>
 <td>Author of CDex and lame_enc.dll.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/pgubanov">Peter Gubanov</a></td>
 <td>LAME DirectShow Filter.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/glessard">Guillaume Lessard</a></td>
 <td> </td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/robux4">Steve Lhomme</a></td>
 <td>LAME ACM codec.</td>
</tr>

<tr>
 <td><a href="http://sourceforge.net/users/gramps">Don Melton</a></td>
```

```
    <td>id3v1 and v2 code.</td>
 </tr>

 <tr>
  <td><a href="http://sourceforge.net/users/dibrom/">Darin Morrison</a></td>
  <td>Presets tuning.</td>
 </tr>

 <tr>
  <td><a href="http://sourceforge.net/users/kylev/">Kyle VanderBeek</a></td>
  <td>Python bindings, website clean-up.</td>
 </tr>

 </tbody>
 </table>




 </div>
 <div id="footer">

 <a href="http://sourceforge.net/projects/lame"><img
 src="http://sflogo.sourceforge.net/sflogo.php?group_id=290&amp;type=12"
  alt="Get LAME (Lame Aint an MP3 Encoder) at SourceForge.net. Fast, secure and Free Open Source software
 downloads"
 border="0" height="30" width="120" /></a>

 <a href="http://validator.w3.org/#validate_by_upload"><img src="images/valid-xhtml10.png"
 alt="Valid XHTML 1.0 Transitional" border="0" height="31" width="88" /></a>

 <a href="http://jigsaw.w3.org/css-validator/"><img src="images/valid-css.png"
 alt="Valid CSS!" border="0" height="31" width="88" /></a>

 <p>HTML markup and design by <a
 href="http://www.rjamorim.com" target="_blank">Roberto Amorim</a> and <a
 href="http://www.maresweb.de" target="_blank">Sebastian Mares</a>. Logo by <a
 href="http://www.brightercreative.co.uk">Sam Fisher</a>.</p>

 </div>
 </div>

 </body>
 </html>
```

1.5 icu 58

1.5.1 Available under license :

```
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## Commands to generate dependency files
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE= -Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation
 rules
%.$(STATIC_O): $(srcdir)/%.c
 $(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
 $(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
 $(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
 $(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<
```

Dependency rules
%.d: $(srcdir)/%.c
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.c) $< \
 | sed '\"s/\($*\)\.o[:]*/\1.o $@ : /g'\" > $@; \
 [-s $@] || rm -f $@'

%.d: $(srcdir)/%.cpp
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.cc) $< \
 | sed '\"s/\($*\)\.o[:]*/\1.o $@ : /g'\" > $@; \
 [-s $@] || rm -f $@'

Versioned libraries rules

%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
 $(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
 $(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

Dependencies [i.e. map files] for the final library
BIR_DEPS=

Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

End BSD-specific setup
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2. Chinese/Japanese Word Break Dictionary Data (cjdict.txt)

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#
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```

4. Burmese Word Break Dictionary Data (burmesedict.txt)

```
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1.6 opus 1.3.1

1.6.1 Available under license :

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1.7 protobuf 3.12.2

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

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 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.
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   * Tru64 support.
 Monty Taylor <monty.taylor@gmail.com>
   * Solaris 10 + Sun Studio fixes.
 Alek Storm <alek.storm@gmail.com>

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 Oleg Smolsky <oleg.smolsky@gmail.com>
   * MS Visual Studio error format option.
   * Detect unordered_map in stl_hash.m4.
 Brian Olson <brianolson@google.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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1.8 sqlite 3.32.3
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1.9 libjpeg 9d
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==

README for release 9c of 14-Jan-2018
=====================================

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DOCUMENTATION ROADMAP
=====================

This file contains the following sections:

OVERVIEW   General description of JPEG and the IJG software.

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REFERENCES   Where to learn more about JPEG.
ARCHIVE LOCATIONS   Where to find newer versions of this software.
ACKNOWLEDGMENTS   Special thanks.
FILE FORMAT WARS   Software *not* to get.
TO DO   Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
 install.txt   How to configure and install the IJG software.
 usage.txt   Usage instructions for cjpeg, djpeg, jpegtran,
                   rdjpgcom, and wrjpgcom.
 *.1   Unix-style man pages for programs (same info as usage.txt).
 wizard.txt   Advanced usage instructions for JPEG wizards only.
 change.log   Version-to-version change highlights.
Programmer and internal documentation:
 libjpeg.txt   How to use the JPEG library in your own programs.
 example.c   Sample code for calling the JPEG library.
 structure.txt   Overview of the JPEG library's internal structure.
 filelist.txt
 Road map of IJG files.
 coderules.txt   Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

This package contains C software to implement JPEG image encoding, decoding,
and transcoding. JPEG (pronounced "jay-peg") is a standardized compression
method for full-color and grayscale images.

This software implements JPEG baseline, extended-sequential, and progressive
compression processes. Provision is made for supporting all variants of these
processes, although some uncommon parameter settings aren't implemented yet.
We have made no provision
 for supporting the hierarchical or lossless
processes defined in the standard.

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

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

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments
 in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The same holds for its supporting scripts (config.guess, config.sub,
ltmain.sh). Another support script, install-sh, is copyright by X Consortium
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The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent (now expired), 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.

REFERENCES
==========

We recommend reading one or more of these references before trying to
understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is
 Wallace, Gregory K. "The JPEG Still Picture Compression Standard",
 Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.
(Adjacent articles in
 that issue discuss MPEG motion picture compression,
applications of JPEG, and related topics.) If you don't have the CACM issue
handy, a PDF file containing a revised version of Wallace's article is
available at http://www.ijg.org/files/Wallace.JPEG.pdf. The file (actually
a preprint for an article that appeared in IEEE Trans. Consumer Electronics)
omits the sample images that appeared in CACM, but it includes corrections
and some added material. Note: the Wallace article is copyright ACM and IEEE,
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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 best currently available description of JPEG is the textbook "JPEG Still
Image Data Compression Standard" by William B. Pennebaker and Joan L.
Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1.
Price US$59.95, 638 pp. The book includes the complete text of the ISO JPEG
standards (DIS 10918-1 and draft DIS 10918-2).
Although this is by far the most detailed and comprehensive exposition of
JPEG publicly available, we point out that it is still missing an explanation
of the most essential properties and algorithms of the underlying DCT
technology.
If you think that you know about DCT-based JPEG after reading this book,
then you are in delusion. The real fundamentals and corresponding potential
of DCT-based JPEG are not publicly known so far, and that is the reason for
all the mistaken developments taking place in the image
 coding domain.

The original JPEG standard is divided into two parts, Part 1 being the actual
specification, while Part 2 covers compliance testing methods. Part 1 is
titled "Digital Compression and Coding of Continuous-tone Still Images,
Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS

10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of
Continuous-tone Still Images, Part 2: Compliance testing" and has document
numbers ISO/IEC IS 10918-2, ITU-T T.83.
IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension
which is specified in two documents: A contributed document at ITU and ISO
with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced
Image Coding", April 2006, Geneva, Switzerland. The latest version of this
document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N
5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.
IJG JPEG 9 introduces a reversible color transform
 for improved lossless
compression which is described in a contributed document ISO/IEC JTC1/SC29/
WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris,
France.

The JPEG standard does not specify all details of an interchangeable file
format. For the omitted details we follow the "JFIF" conventions, version 2.
JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) :
Information technology - Digital compression and coding of continuous-tone
still images: JPEG File Interchange Format (JFIF). It is available as a
free download in PDF file format from http://www.itu.int/rec/T-REC-T.871.
A PDF file of the older JFIF document is available at
http://www.w3.org/Graphics/JPEG/jfif3.pdf.

The TIFF 6.0 file format specification can be obtained by FTP from
ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme
found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.
IJG does not recommend use of the TIFF 6.0 design (TIFF
 Compression tag 6).
Instead, we recommend the JPEG design proposed by TIFF Technical Note #2
(Compression tag 7). Copies of this Note can be obtained from
http://www.ijg.org/files/. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design.
Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS
=================

The "official" archive site for this software is www.ijg.org.
The most recent released version can always be found there in
directory "files". This particular version will be archived as
http://www.ijg.org/files/jpegsrc.v9c.tar.gz, and in Windows-compatible
"zip" archive format as http://www.ijg.org/files/jpegsr9c.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some
general information about JPEG.

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
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ACKNOWLEDGMENTS
===============

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Thank to Thomas Richter and Daniel Lee for inviting me to the
ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16)
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Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

FILE FORMAT WARS
================

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG,
together with ITU-T SG16) currently
 promotes different formats containing
the name "JPEG" which is misleading because these formats are incompatible
with original DCT-based JPEG and are based on faulty technologies.
IJG therefore does not and will not support such momentary mistakes
(see REFERENCES).
There exist also distributions under the name "OpenJPEG" promoting such
kind of formats which is misleading because they don't support original
JPEG images.
We have no sympathy for the promotion of inferior formats. Indeed, one of
the original reasons for developing this free software was to help force
convergence on common, interoperable format standards for JPEG files.
Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG
image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their
public reports which is not true because they don't respond to actual
requirements for the maintenance of the original JPEG specification.
Furthermore,
 the ISO committee pretends to "ensure interoperability" with
their standards which is not true because their "standards" support only
application-specific and proprietary use cases and contain mathematically
incorrect code.

There are currently different distributions in circulation containing the
name "libjpeg" which is misleading because they don't have the features and
are incompatible with formats supported by actual IJG libjpeg distributions.
One of those fakes is released by members of the ISO committee and just uses
the name of libjpeg for misdirection of people, similar to the abuse of the
name JPEG as described above, while having nothing in common with actual IJG
libjpeg distributions and containing mathematically incorrect code.
The other one claims to be a "derivative" or "fork" of the original libjpeg,
but violates the license conditions as described under LEGAL ISSUES above
and violates basic C programming properties.
We have no sympathy for the release of
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distributions derived from obsolete code bases.
Don't use an obsolete code base!

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is currently prepared and will be published later.

TO DO
=====

Version 9 is the second release of a new generation JPEG standard
to overcome the limitations of the original JPEG specification,
and is the first true source reference JPEG codec.
More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.
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 *
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 *
 * This include file contains common declarations for the forward and
 * inverse DCT modules. These declarations are private to the DCT managers
 * (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.

* The individual DCT algorithms are kept in separate files to ease

* machine-dependent tuning (e.g., assembly coding).

*/

Found in path(s):

* /jpegsrc-v9d-tar-gz/jpeg-9d/jdct.h

1.10 openssl 1.1.1i

1.10.1 Available under license :

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

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1.13 openssl 1.1.1k

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1.15 lame 3.97

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* Blade Type of DLL Interface for Lame encoder
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1.16 sqlite 3.34.1

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1.17 boost 1.76.0

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////

[#mpl]
MPL Support, <boost/mp11/mpl.hpp>
:toc:
:toc-title:
:idprefix:

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>`.

It's also possible to only enable support for `mp_list` by
including `<boost/mp11/mpl_list.hpp>`, and for `std::tuple`
by including `<boost/mp11/mpl_tuple.hpp>`. This may be required
because some libraries, such as Boost.Fusion, contain their own MPL
support for `std::tuple`, which conflicts with Mp11's one.

```
<!DOCTYPE html>
<html>
 <head></head>
 <body>
   <h3>
     Copyright Test
   </h3>
   <p class="copyright">
     1963, 1964, 1965 Jane Doe
   </p>
   <p class="copyright">
     2018 Joe Blow, John Coe
   </p>
   <p class="copyright">
     1977, 1985 Someone else
   </p>
 </body>
</html>
```

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```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN"
"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<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>
 <articleinfo>
```

```
  <copyright>
    <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
  </copyright>
  <copyright>
    <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
  <copyright>
    <year>1977</year> <year>1985</year> <holder>Someone else</holder>
  </copyright>
 </articleinfo>
</article>
```

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  version 1.2.12, March 11th, 2022

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 jloup@gzip.org   madler@alumni.caltech.edu

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1.22 zlib 1.2.11

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1.23 openh264 1.13.130.2101

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1.24 sqlite 3.40.0

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1.28 openssl 1.1.1u

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Mathias Koch (mkoch - at - idesis.de 7 : email to boost-owner@lists.boost.org Sep 2007 13:20:09 +0200)

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////

[#mpl]
MPL Support, <boost/mp11/mpl.hpp>
:toc:
:toc-title:
:idprefix:

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>`.

It's also possible to only enable support for `mp_list` by
including `<boost/mp11/mpl_list.hpp>`, and for `std::tuple`
by including `<boost/mp11/mpl_tuple.hpp>`. This may be required
because some libraries, such as Boost.Fusion, contain their own MPL
support for `std::tuple`, which conflicts with Mp11's one.

```html
<!DOCTYPE html>
<html>
 <head></head>
 <body>
  <h3>
    Copyright Test
  </h3>
  <p class="copyright">
    1963, 1964, 1965 Jane Doe
  </p>
  <p class="copyright">
    2018 Joe Blow, John Coe
  </p>
  <p class="copyright">
    1977, 1985 Someone else
  </p>
 </body>
</html>
```

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<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN"
"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<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>
 <articleinfo>
  <copyright>
   <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
  </copyright>
  <copyright>
   <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
  <copyright>
   <year>1977</year> <year>1985</year> <holder>Someone else</holder>
  </copyright>
 </articleinfo>
</article>
```

```
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* /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/reader.h
* /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/value.h
* /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/json.h
* /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/config.h
* /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/autolink.h
* /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/features.h
* /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/writer.h
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1.40 ffmpeg 0.0.1.x

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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac_libschro.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libdirac_libschro.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libschroedinger.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libdirac.h
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```
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* G.729 decoder
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*/
```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729.h
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* arbitrary precision integers
* Copyright (c) 2004 Michael Niedermayer <michaelni@gmx.at>
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*/
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/integer.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/integer.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio3.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio3.h

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

/*

* Header file for hardcoded motionpixels RGB to YUV table

*

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/motionpixels_tablegen.h

*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/motionpixels_tablegen.h

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/*

* Duck Truemotion v1 Decoding Tables

*

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truemotion1data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truemotion1data.h

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/*

* Video Decode and Presentation API for UNIX (VDPAU) is used for

* HW decode acceleration for MPEG-1/2, H.264 and VC-1.

*

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Found in
 path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau_internal.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau_internal.h

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/*

* linear least squares model

*

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lls.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lls.h

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* reference discrete cosine transform (double precision)
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dctref.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dctref.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ratecontrol.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ratecontrol.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dirac.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dirac.h
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* Windows Media Voice (WMAVoice) tables.
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmavoice_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmavoice_data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ps2/mmi.h
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/*
* Filter graphs
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/avfiltergraph.h
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/*
* Delay Locked Loop based time filter prototypes and declarations
* Copyright (c) 2009 Samalyse
* Copyright (c) 2009 Michael Niedermayer
* Author: Olivier Guilyardi <olivier samalyse com>
*   Michael Niedermayer <michaelni gmx at>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/timefilter.h
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/*
* E-AC-3 decoder tables
* Copyright (c) 2007 Bartlomiej Wolowiec <bartek.wolowiec@gmail.com>

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/eac3dec_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eac3dec_data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lsp.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lsp.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv30data.h
*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv30data.h

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* MPEG1/2 decoder tables
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* copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12decdata.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12decdata.h

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/*

* RTSP definitions

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtspcodes.h

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/*

* DV input/output over IEEE 1394 on OHCI chips

*   Copyright (C)2001 Daniel Maas <dmaas@dcine.com>

*   receive, proc_fs by Dan Dennedy <dan@dennedy.org>

*

* based on:

*   video1394.h - driver for OHCI 1394 boards

*   Copyright (C)1999,2000 Sebastien Rougeaux <sebastien.rougeaux@anu.edu.au>

*   Peter Schlaile <udbz@rz.uni-karlsruhe.de>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/dv1394.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/dsputil_altivec.h

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/*

* Realmedia RTSP (RDT) definitions

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rdt.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodectab.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodectab.h

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* vp3dsp MMX function declarations
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_mmx.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc7data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpcdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpcdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc7data.h
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* TIFF tables
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*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/tiff.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tiff.h
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* rectangle filling function
* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rectangle.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rectangle.h

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/*

* GXF demuxer

* copyright (c) 2006 Reimar Doeffinger

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/gxf.h

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/*

* MLP parser prototypes

* Copyright (c) 2007 Ian Caulfield

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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mlp_parser.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp_parser.h
No license file was found, but licenses were detected in source scan.

```
/*
* MPEG4 encoder/decoder internal header.
* Copyright (c) 2000,2001 Fabrice Bellard
* Copyright (c) 2002-2010 Michael Niedermayer <michaelni@gmx.at>
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```

Found in path(s):
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4video.h

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*/
```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/aes.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/aes.h
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```
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* Common code between the AC-3 encoder and decoder
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*/
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3.h

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/*

* General DV muxer/demuxer

* Copyright (c) 2003 Roman Shaposhnik

*

* Many thanks to Dan Dennedy <dan@dennedy.org> for providing wealth

* of DV technical info.

*

* Raw DV format

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/dv.h

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/*

* audio interleaving prototypes and declarations

*

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/id3v1.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1enc_cb.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1enc_cb.h
No license file was found, but licenses were detected in source scan.

/*
* AAC Spectral Band Replication function declarations
* Copyright (c) 2008-2009 Robert Swain (rob opendot cl)
* Copyright (c) 2010   Alex Converse <alex.converse@gmail.com>
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 USA
*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbr.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbr.h

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* CAF common code
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/caf.h
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```
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* adaptive and fixed codebook vector operations for ACELP-based codecs
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_vectors.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_vectors.h

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/*

* AAC definitions and structures

* Copyright (c) 2005-2006 Oded Shimon (ods15 ods15 dyndns org)

* Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/config_bfin.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/matroska.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xvmc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xvmc.h
No license file was found, but licenses were detected in source scan.

/*
* The Video Decode and Presentation API for UNIX (VDPAU) is used for
* hardware-accelerated decoding of MPEG-1/2, H.264 and VC-1.
*
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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau.h
No license file was found, but licenses were detected in source scan.

/**
* @file
* high precision timer, useful to profile code
*
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/timer.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/timer.h
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* exp golomb vlc stuff
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/golomb.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/golomb.h

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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/os_support.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/dsputil_mmx.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc_data.h

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Found in path(s):
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* audio conversion
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* Copyright (c) 2008 Peter Ross
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/audioconvert.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/audioconvert.h
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/*
* VC-1 and WMV3 decoder
* Copyright (c) 2006-2007 Konstantin Shishkov
* Partly based on vc9.c (c) 2005 Anonymous, Alex Beregszaszi, Michael Niedermayer
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Found in

 path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/seek.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/imgconvert.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imgconvert.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmv2.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmv2.h
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* AAC encoder psychoacoustic model
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacpsy.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacpsy.h
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* Simple math operations
* Copyright (c) 2009 Mans Rullgard <mans@mansr.com>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avr32/mathops.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rl.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rl.h
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhddata.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faanidct.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faanidct.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qcelpdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qcelpdata.h
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/*
* SVQ1 decoder
* ported to MPlayer by Arpi <arpi@thot.banki.hu>
* ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
*
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* SVQ1 Encoder (c) 2004 Mike Melanson <melanson@pcisys.net>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/synth_filter.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/synth_filter.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtp.h
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 * Colorspace conversion defines
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/colorspace.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/colorspace.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_amr.h
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*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/fft.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtsp.h

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lzw.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/intreadwrite.h

*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mips/mathops.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mips/intreadwrite.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/dsputil_arm.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/timer.h

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faxcompr.h

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*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo2data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo2data.h
No license file was found, but licenses were detected in source scan.

/*
* AC-3 parser prototypes
* Copyright (c) 2003 Fabrice Bellard
* Copyright (c) 2003 Michael Niedermayer
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3_parser.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3_parser.h
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/*
* AC-3 tables
* Copyright (c) 2000, 2001, 2002 Fabrice Bellard
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3tab.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3tab.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/oggdec.h

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```
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* Alpha optimized DSP utils
* copyright (c) 2002 Falk Hueffner <falk@debian.org>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/regdef.h

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```
/*
* vp6dsp MMX function declarations
* Copyright (c) 2009  Sebastien Lucas <sebastien.lucas@gmail.com>
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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp6dsp_mmx.h

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* MPEG Audio header decoder
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodecheader.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodecheader.h

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* HTTP authentication
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/httpauth.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msmpeg4data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4data.h

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

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/elbg.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/elbg.h
No license file was found, but licenses were detected in source scan.

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra144.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ra144.h
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/softfloat.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/softfloat.h
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/put_bits.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/unary.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/unary.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/get_bits.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/get_bits.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/put_bits.h

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/*

* S3 Texture Compression (S3TC) decoding functions

* Copyright (c) 2007 by Ivo van Poorten

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/s3tc.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/s3tc.h

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/*

* QDM2 compatible decoder

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* Copyright (c) 2005 Benjamin Larsson

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qdm2data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2data.h
No license file was found, but licenses were detected in source scan.

/*
* MJPEG encoder and decoder
* Copyright (c) 2000, 2001 Fabrice Bellard
* Copyright (c) 2003 Alex Beregszaszi
* Copyright (c) 2003-2004 Michael Niedermayer
*
* Support for external huffman table, various fixes (AVID workaround),
* aspecting, new decode_frame mechanism and apple mjpeg-b support
*   by Alex Beregszaszi
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpeg.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpeg.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp3data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_vlc.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_vlc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp3data.h
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* XVID MPEG-4 VIDEO CODEC
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/idct_xvid.h

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* H263+ support
* copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4data.h
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* @file
* VP5 compatible video decoder
*
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp5data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp5data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ra288.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra288.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpegls.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpegls.h

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/*

* AIFF/AIFF-C muxer/demuxer common header

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/aiff.h

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/*

* raw FLAC muxer

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* RC4 encryption/decryption/pseudo-random number generator
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/rc4.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/rc4.h
No license file was found, but licenses were detected in source scan.

/*
* WMA compatible decoder

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmadata.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmadata.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bmp.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bmp.h
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* vp6dsp SSE2 function declarations
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intfloat_readwrite.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mathematics.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mathematics.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intfloat_readwrite.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/parseutils.h
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```
/*
* Spectral Band Replication definitions and structures
* Copyright (c) 2008-2009 Robert Swain ( rob opendot cl )
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sbr.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sbr.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dxva2_internal.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dxva2_internal.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpenc.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lfg.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lfg.h
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```
/*
 * Common code between Nellymoser encoder and decoder
 * Copyright (c) 2007 a840bda5870ba11f19698ff6eb9581dfb0f95fa5,
 *                    539459aeb7d425140b62a3ec7dbf6dc8e408a306, and
 *                    520e17cd55896441042b14df2566a6eb610ed444
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/nellymoser.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/nellymoser.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha1.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha1.h

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* IBM Ultimotion Video Decoder

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ulti_cb.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ulti_cb.h

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* ISO Media common code

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/isom.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msrledec.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msrledec.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/amrnbdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/amrnbdata.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avstring.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avstring.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pnm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pnm.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4audio.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4audio.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_parser.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_parser.h
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_parser.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/parser.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cookdata.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sp5x.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sp5x.h
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/*
* RealVideo 4 decoder
* copyright (c) 2007 Konstantin Shishkov
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40vlc2.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40vlc2.h
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/*
* DCA compatible decoder
* Copyright (C) 2004 Gildas Bazin
* Copyright (C) 2004 Benjamin Zores
* Copyright (C) 2006 Benjamin Larsson
* Copyright (C) 2007 Konstantin Shishkov
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dca.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dca.h
No license file was found, but licenses were detected in source scan.

```
/*
* Video Acceleration API (shared data between FFmpeg and the video player)
* HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1
*
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi.h

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```
/*
* SIPR decoder for the 16k mode
*
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* Copyright (c) 2009 Vitor Sessak
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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sipr16kdata.h
*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr16kdata.h

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```
/*
* H261 decoder
* Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
* Copyright (c) 2004 Maarten Daniels
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h261.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h261.h

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/*

* MPEG1/2 muxer and demuxer common defines

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mpeg.h

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/*

* H26L/H264/AVC/JVT/14496-10/... encoder/decoder

* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264data.h

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/*

* AAC encoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacenc.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacenc.h

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/*

* Default Palettes for Quicktime Files

* Automatically generated from a utility derived from XAnim:

* http://xanim.va.pubnix.com/home.html

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Found in path(s):

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/qtpalette.h

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/*

* MJPEG decoder

* Copyright (c) 2000, 2001 Fabrice Bellard

* Copyright (c) 2003 Alex Beregszaszi

* Copyright (c) 2003-2004 Michael Niedermayer

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegdec.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegdec.h
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* @file
* VP5 and VP6 compatible video decoder (common data)
*
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56data.h
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* Constants for DV codec
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dvdata.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dvdata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/roqvideo.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/roqvideo.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264dsp.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264dsp.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/adler32.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/adler32.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/sh4.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/ppc/intreadwrite.h
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/*
* The simplest mpeg encoder (well, it was the simplest!)
* Copyright (c) 2000,2001 Fabrice Bellard
* Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
*
* 4MV & hq & B-frame encoding stuff by Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo_common.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo_common.h

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```
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* Cyril Comparon, Larbi Joubala, Resonate-MP4 2009
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Found in path(s):
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_filters.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_filters.h

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/*

* H.263 parser

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*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263_parser.h

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/*

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12data.h

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/*

* VC3/DNxHD encoder structure definitions and prototypes

* Copyright (c) 2007 Baptiste Coudurier <baptiste dot coudurier at smartjog dot com>

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dnxhdenc.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhdenc.h

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/*

* TwinVQ decoder

* Copyright (c) 2009 Vitor Sessak

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/twinvq_data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/twinvq_data.h
No license file was found, but licenses were detected in source scan.

/**
* @file
* VP5 and VP6 compatible video decoder (common features)
*
* Copyright (C) 2006 Aurelien Jacobs <aurel@gnuage.org>
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56.h

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```
/*
* RTP H.263 Depacketizer, RFC 4629
* Copyright (c) 2010 Martin Storsjo
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h263.h
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```
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* RV30/40 decoder common data declarations
* Copyright (c) 2007 Mike Melanson, Konstantin Shishkov
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34.h
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* CGA ROM data
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cga_data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cga_data.h
No license file was found, but licenses were detected in source scan.

/*
* WMA 9/3/PRO compatible decoder
* Copyright (c) 2007 Baptiste Coudurier, Benjamin Larsson, Ulion
* Copyright (c) 2008 - 2009 Sascha Sommer
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*/

Found in path(s):

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmaprodata.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmaprodata.h

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/*

* ASF decryption

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/asfcrypt.h

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/**

* LPC utility code

* Copyright (c) 2006 Justin Ruggles <justin.ruggles@gmail.com>

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lpc.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lpc.h
No license file was found, but licenses were detected in source scan.

/*
* Video Acceleration API (video decoding)
* HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1
*
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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi_internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi_internal.h
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/*
* Header file for hardcoded AAC cube-root table
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cbrt_tablegen.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cbrt_tablegen.h

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/*

* Simple IDCT

*

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*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/simple_idct.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/simple_idct.h

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* H263 internal header
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263.h

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* simple math operations
* Copyright (c) 2006 Michael Niedermayer <michaelni@gmx.at> et al
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/mathops.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mathops.h
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* Bethesda VID video decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bethsoftvideo.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bethsoftvideo.h
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* IFF PBM/ILBM bitmap decoder
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iff.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iff.h

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/*

* DES encryption/decryption

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/des.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/des.h

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/*

* Xiph RTP Protocols

* Based off RFC 5215 (Vorbis RTP) and the Theora RTP draft.

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* Copyright (c) 2010 Josh Allmann

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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_xiph.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/lib/release/svslibavutil.lib: binary file matches

Found in path(s):
* /bin/grep
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* Intel Indeo 3 (IV31, IV32, etc.) video decoder for ffmpeg
* written, produced, and directed by Alan Smithee
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo3data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo3data.h
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* various filters for CELP-based codecs
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/celp_filters.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/celp_filters.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1acdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1acdata.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac3data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac3data.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libxvid_internal.h
No license file was found, but licenses were detected in source scan.

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xiph.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xiph.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pcm_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pcm_tablegen.h
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* Musepack SV8 decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8huff.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8huff.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8data.h

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/*

* Header file for hardcoded mpegaudiodec tables

*

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio_tablegen.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio_tablegen.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/ppc/timer.h

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* RealVideo 3/4 decoder

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34vlc.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34vlc.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/dsputil_ppc.h

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* Generic DCT based hybrid video encoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo.h

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/*

* ADTS muxer.

* Copyright (c) 2006 Baptiste Coudurier <baptiste.coudurier@smartjog.com>

*   Mans Rullgard <mans@mansr.com>

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Found in path(s):
```
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/adts.h
```
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* FLAC (Free Lossless Audio Codec) decoder/demuxer common functions
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Found in path(s):
```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flac.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flac.h
```
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```
/*
* MPEG4 video parser prototypes
```

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4video_parser.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video_parser.h
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* data for G.729 decoder
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729data.h
*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729data.h
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* "Real" compatible muxer and demuxer.
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/random_seed.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/random_seed.h
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* VLC constants for DV codec
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_vlc_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_vlc_data.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/dsputil_sh4.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intreadwrite.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/internal.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/fifo.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aandcttab.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadsp.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/avdevice.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intreadwrite.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/error.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/libm.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8huf.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avfft.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mpegvideo_arm.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/dsputil_alpha.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/internal.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/fft.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sh4/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avfft.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aandcttab.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadsp.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/util_altivec.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/error.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/libm.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intreadwrite.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/dsputil_vis.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/fifo.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8huf.h

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* MLP codec common header file

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mlp.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xvmc_internal.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xvmc_internal.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac1data.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/types_altivec.h

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* Header file for hardcoded MDCT tables
*
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mdct_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mdct_tablegen.h

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* AC-3 and E-AC-3 decoder tables
* Copyright (c) 2007 Bartlomiej Wolowiec <bartek.wolowiec@gmail.com>
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3dec_data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec_data.h

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/*

* Floating point AAN DCT

* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faandct.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faandct.h

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/*

* Bink video decoder

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/binkdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/binkdata.h
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```
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/mmx.h
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* WMA compatible codec
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wma.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wma.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h264.h

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```
/*
* Copyright (C) 2003 David S. Miller <davem@redhat.com>
```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/vis.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intreadwrite.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/opt.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/opt.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/attributes.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/md5.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/common.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/x86_cpu.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/common.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/timer.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixfmt.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/tree.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/log.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/attributes.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixfmt.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/internal.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avutil.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mem.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mem.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/log.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tree.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/internal.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avutil.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86_cpu.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/md5.h

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* Atrac common data

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac.h
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* DSP functions for Indeo Video Interactive codecs (Indeo4 and Indeo5)
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ivi_dsp.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ivi_dsp.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/tableprint.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tableprint.h
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* Copyright (c) 2004 Gildas Bazin <gbazin at videolan dot org>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56dsp.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intmath.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intmath.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intmath.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/aac.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56dsp.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intmath.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tomi/intreadwrite.h
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*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/0.6.1/libavcodec/dsputil.h

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/*

* DXVA2 HW acceleration

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/0.6.1/libavcodec/dxva2.h

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/*

* simple math operations

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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mathops.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mathops.h
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*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bytestream.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bytestream.h
No license file was found, but licenses were detected in source scan.

/*
* Creative Voice File demuxer.
* Copyright (c) 2006 Aurelien Jacobs <aurel@gnuage.org>
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/voc.h
No license file was found, but licenses were detected in source scan.

```
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 * MPEG2 transport stream defines
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mpegts.h
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```
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 * Copyright (c) 2006 Ryan Martell. (rdm4@martellventures.com)
 *
```

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/base64.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/base64.h
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* PNG image format
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/png.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/png.h
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* AAC Spectral Band Replication decoding data
* Copyright (c) 2008-2009 Robert Swain (rob opendot cl)
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbrdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbrdata.h
No license file was found, but licenses were detected in source scan.

/*
* Common AAC and AC-3 parser prototypes
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* Copyright (c) 2003 Michael Niedermayer
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_ac3_parser.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_ac3_parser.h
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* FFM (ffserver live feed) common header
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/ffm.h
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* Range coder
* Copyright (c) 2004 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rangecoder.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rangecoder.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis_enc_data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis_enc_data.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/adx.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/adx.h

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```
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* "NUT" Container Format (de)muxer
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/nut.h

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```
/*
* IMC compatible decoder
* Copyright (c) 2002-2004 Maxim Poliakovski
```

Found in path(s):
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/imcdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imcdata.h
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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacdectab.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacdectab.h
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/*
* H.26L/H.264/AVC/JVT/14496-10/... motion vector predicion
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264_mvpred.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_mvpred.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rle.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rle.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/mathops.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_pitch_delay.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_pitch_delay.h

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/*

* RTJpeg decoding functions

* copyright (c) 2006 Reimar Doeffinger

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rtjpeg.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rtjpeg.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale_internal.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale.h

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/*

* AAC data declarations

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* Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aactab.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aactab.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/avfilter.h
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/*
* MJPEG encoder
* Copyright (c) 2000, 2001 Fabrice Bellard
* Copyright (c) 2003 Alex Beregszaszi
* Copyright (c) 2003-2004 Michael Niedermayer
*
* Support for external huffman table, various fixes (AVID workaround),
* aspecting, new decode_frame mechanism and apple mjpeg-b support
*   by Alex Beregszaszi
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegenc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegenc.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/asm.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h261data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h261data.h

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/*

* H.26L/H.264/AVC/JVT/14496-10/... encoder/decoder

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cabac.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264pred.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264pred.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/h264_i386.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cabac.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truespeech_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truespeech_data.h
No license file was found, but licenses were detected in source scan.

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavsdata.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavs.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavsdata.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavs.h

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/*

* APE tag handling

* Copyright (c) 2007 Benjamin Zores <ben@geexbox.org>

* based upon libdemac from Dave Chapman.

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/apetag.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/metadata.h
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```
/*
* copyright (c) 2000,2001 Fabrice Bellard
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* copyright (c) 2001 Juan J. Sierralta P
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263data.h
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*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pca.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pca.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen_decl.h
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/*
* RTMP definitions
* Copyright (c) 2009 Kostya Shishkov

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtmp.h
No license file was found, but licenses were detected in source scan.

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iirfilter.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iirfilter.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flacdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flacdata.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_asf.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avcodec.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avio.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avi.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avformat.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avcodec.h
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eval.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/eval.h
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```
/*
* SVQ1 decoder
* ported to MPlayer by Arpi <arpi@thot.banki.hu>
* ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
*
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_cb.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_cb.h
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```
/*
* Header file for hardcoded QDM2 tables
```

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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qdm2_tablegen.h
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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/dsputil_bfin.h

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 * Indeo Video Interactive 5 compatible decoder
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 */
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo5data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo5data.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lzo.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lzo.h
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* mpeg audio layer 2 tables. Most of them come from the mpeg audio
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiotab.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiotab.h
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* common functions for Indeo Video Interactive codecs (Indeo4 and Indeo5)
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ivi_common.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ivi_common.h

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* LCL (LossLess Codec Library) Codec

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lcl.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lcl.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dwt.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dwt.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/psymodel.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/psymodel.h

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```
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 * Various fixed-point math operations
 *
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/celp_math.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/celp_math.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpeglsdec.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpeglsdec.h
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* SIPR / ACELP.NET decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sipr.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/siprdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/siprdata.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/asf.h
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/*
* software RGB to RGB converter
* pluralize by Software PAL8 to RGB converter
*   Software YUV to YUV converter
*   Software YUV to RGB converter
* Written by Nick Kurshev.
* YUV & runtime CPU stuff by Michael (michaelni@gmx.at)
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/rgb2rgb.h
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```
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* vp3dsp SSE2 function declarations
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_sse2.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avc.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_tablegen.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/raw.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/raw.h
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* huffman tree builder and VLC generator
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/huffman.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/huffman.h
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* Filter graph parser
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/graphparser.h
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* Various utilities for command line tools
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/cmdutils.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/cmdutils.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flv.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flv.h
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*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/snow.h

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* MPEG Audio common tables

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodata.h

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/timer.h

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* Common code between the AC-3 and E-AC-3 decoders
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3dec.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec.h
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* pixel format descriptor
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixdesc.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixdesc.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bgmc.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadata.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadata.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sgi.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sgi.h

1.41 libilbc 0.0.1.x

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/*

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*

* 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

*/

1.42 jansson 0.0.1.x

1.42.1 Available under license :

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1.43 speexdsp 0.0.1.x

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1.44 swscale 0.0.1.x

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* FLV common header
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/flv.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mxf.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iff.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iff.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mips/mathops.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/timer.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mips/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/dsputil_arm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/intreadwrite.h
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* RIFF codec tags

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* MPEG1/2 tables

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12data.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12data.h

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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/colorspace.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/ffserver.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/ffserver.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp6data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp6data.h
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* HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1
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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi_internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi_internal.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale_internal.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp3data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp3data.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_vlc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_vlc.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio3.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio3.h
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/*
* Header file for hardcoded motionpixels RGB to YUV table
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/motionpixels_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/motionpixels_tablegen.h
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* Common code between the AC-3 and E-AC-3 decoders
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3dec.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truemotion1data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truemotion1data.h
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* linear least squares model
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lls.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lls.h
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/*
* RealVideo 4 decoder

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40vlc2.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40vlc2.h
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*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmavoice_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmavoice_data.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ps2/mmi.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/avfiltergraph.h

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/*

* Delay Locked Loop based time filter prototypes and declarations

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* Copyright (c) 2009 Michael Niedermayer

* Author: Olivier Guilyardi <olivier samalyse com>

*   Michael Niedermayer <michaelni gmx at>

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/timefilter.h

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/*

* adaptive and fixed codebook vector operations for ACELP-based codecs

*

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_vectors.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_vectors.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixdesc.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixdesc.h
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/*
* LSP computing for ACELP-based codecs
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lsp.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lsp.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12decdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12decdata.h
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* Realmedia RTSP (RDT) definitions
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*   Copyright (C)2001 Daniel Maas <dmaas@dcine.com>
*   receive, proc_fs by Dan Dennedy <dan@dennedy.org>
*
* based on:
*   video1394.h - driver for OHCI 1394 boards
*   Copyright (C)1999,2000 Sebastien Rougeaux <sebastien.rougeaux@anu.edu.au>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_mmx.h

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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/fft.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rectangle.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rectangle.h
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Found in path(s):
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp_parser.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3.h

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

/*
* General DV muxer/demuxer
* Copyright (c) 2003 Roman Shaposhnik
*
* Many thanks to Dan Dennedy <dan@dennedy.org> for providing wealth
* of DV technical info.
*
* Raw DV format
* Copyright (c) 2002 Fabrice Bellard
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/dv.h

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/*

* audio interleaving prototypes and declarations

*

* Copyright (c) 2009 Baptiste Coudurier <baptiste dot coudurier at gmail dot com>

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/*

* ID3v1 header parser

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/id3v1.h
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/*
* SVQ1 decoder
* ported to MPlayer by Arpi <arpi@thot.banki.hu>
* ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
*
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* Copyright (C) 2002 the ffmpeg project
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_cb.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_cb.h

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/*
* SVQ1 Encoder
* Copyright (C) 2004 Mike Melanson <melanson@pcisys.net>
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1enc_cb.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1enc_cb.h
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/*
* AAC Spectral Band Replication function declarations
* Copyright (c) 2008-2009 Robert Swain (rob opendot cl)
* Copyright (c) 2010   Alex Converse <alex.converse@gmail.com>
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbr.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbr.h
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* CAF common code
* Copyright (c) 2007 Justin Ruggles
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/caf.h
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* @file
* high precision timer, useful to profile code
*
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/timer.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/timer.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/config_bfin.h

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/*

* Matroska constants

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiotab.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiotab.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/os_support.h

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* DSP Group TrueSpeech compatible decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truespeech_data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truespeech_data.h

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* MMX optimized DSP utils
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/dsputil_mmx.h
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* MPEG-4 Parametric Stereo definitions and declarations
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Found in path(s):
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/*
* The Video Decode and Presentation API for UNIX (VDPAU) is used for
* hardware-accelerated decoding of MPEG-1/2, H.264 and VC-1.
*
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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau.h
No license file was found, but licenses were detected in source scan.

/*
* VC-1 and WMV3 decoder
* Copyright (c) 2006-2007 Konstantin Shishkov
* Partly based on vc9.c (c) 2005 Anonymous, Alex Beregszaszi, Michael Niedermayer
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Found in
 path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1.h
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* seek utility functions for use within format handlers
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/*
* Misc image conversion routines
* most functionality is exported to the public API, see avcodec.h
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imgconvert.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmv2.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmv2.h
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac.h
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* Simple math operations
* Copyright (c) 2009 Mans Rullgard <mans@mansr.com>
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avr32/mathops.h

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* Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac.h
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* Copyright (c) 2003 Tinic Uro
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/swf.h
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* G.729 decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dnxhddata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhddata.h
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* Floating point AAN IDCT
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faanidct.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faanidct.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qcelpdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qcelpdata.h
No license file was found, but licenses were detected in source scan.

/*
* SVQ1 decoder
* ported to MPlayer by Arpi <arpi@thot.banki.hu>
* ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
*
* Copyright (C) 2002 the xine project
* Copyright (C) 2002 the ffmpeg project
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* SVQ1 Encoder (c) 2004 Mike Melanson <melanson@pcisys.net>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1.h

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```
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* MPEG Audio decoder
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodectab.h
*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodectab.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtp.h

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* RTP AMR Depacketizer, RFC 3267

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_amr.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/softfloat.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/softfloat.h

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/*

* MSMPEG4 backend for ffmpeg encoder and decoder

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msmpeg4.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4.h

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* rational numbers

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/rational.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/rational.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacps_tablegen.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rangecoder.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rangecoder.h
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* LZW decoder

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lzw.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lzw.h

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* RTMP packet utilities

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtmppkt.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faxcompr.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faxcompr.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sp5x.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sp5x.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3_parser.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3_parser.h
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3tab.h
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* Alpha optimized DSP utils
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/regdef.h
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*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodecheader.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/httpauth.h

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```
/*
* Common code between Nellymoser encoder and decoder
* Copyright (c) 2007 a840bda5870ba11f19698ff6eb9581dfb0f95fa5,
*            539459aeb7d425140b62a3ec7dbf6dc8e408a306, and
*            520e17cd55896441042b14df2566a6eb610ed444
* Copyright (c) 2007 Loic Minier <lool at dooz.org>
*            Benjamin Larsson
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*/
```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/nellymoser.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/nellymoser.h

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```
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* arbitrary precision integers
* Copyright (c) 2004 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/integer.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/integer.h

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/*

* Indeo Video Interactive 5 compatible decoder

* Copyright (c) 2009 Maxim Poliakovski

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo5data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo5data.h

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/*

* Header file for hardcoded PCM tables

*

* Copyright (c) 2010 Reimar Döffinger <Reimar.Doeffinger@gmx.de>

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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pcm_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pcm_tablegen.h
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```
/*
* H.26L/H.264/AVC/JVT/14496-10/... encoder/decoder
* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cabac.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264pred.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cabac.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264pred.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/h264_i386.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264.h

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/*

* Generic DCT based hybrid video encoder

* Copyright (c) 2000, 2001, 2002 Fabrice Bellard

* Copyright (c) 2002-2004 Michael Niedermayer

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo.h

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/*

* RealVideo 3 decoder

* copyright (c) 2007 Konstantin Shishkov

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv30data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv30data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lzo.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lzo.h
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* S3 Texture Compression (S3TC) decoding functions
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/s3tc.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/s3tc.h
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/*
* MJPEG encoder and decoder
* Copyright (c) 2000, 2001 Fabrice Bellard
* Copyright (c) 2003 Alex Beregszaszi
* Copyright (c) 2003-2004 Michael Niedermayer
*
* Support for external huffman table, various fixes (AVID workaround),
* aspecting, new decode_frame mechanism and apple mjpeg-b support
*   by Alex Beregszaszi
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpeg.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpeg.h

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```
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* XVID MPEG-4 VIDEO CODEC
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/idct_xvid.h

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```
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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ratecontrol.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ratecontrol.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/roqvideo.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/roqvideo.h

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/*

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* H263+ support

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*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4data.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra288.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ra288.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp5data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp5data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc_data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc_data.h
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* AIFF/AIFF-C muxer/demuxer common header

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/aiff.h

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* raw FLAC muxer

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/rc4.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/rc4.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bmp.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bmp.h

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```
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 * vp6dsp SSE2 function declarations
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp6dsp_sse2.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12.h
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/*
* exp golomb vlc stuff
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/golomb.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/golomb.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/parseutils.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aandcttab.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/bswap.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/bswap.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/error.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aandcttab.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sh4/bswap.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/libm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/avdevice.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadsp.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/fifo.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8huf.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/dsputil_sh4.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8huf.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/util_altivec.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avfft.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/error.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mpegvideo_arm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avfft.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadsp.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/libm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/bswap.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/fifo.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/dsputil_alpha.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/dsputil_vis.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/fft.h
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* simple math operations
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mathops.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/mathops.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dxva2_internal.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dxva2_internal.h
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*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/ppc/intreadwrite.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/sh4.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpenc.h
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* VC-1 and WMV3 decoder
* copyright (c) 2006 Konstantin Shishkov
* (c) 2005 anonymous, Alex Beregszaszi, Michael Niedermayer
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1data.h

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/*

* VLC constants for DV codec

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_vlc_data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_vlc_data.h

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* DCA compatible decoder data

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadata.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xiph.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xiph.h
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/*
* IBM Ultimotion Video Decoder
* copyright (C) 2004 Konstantin Shishkov

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ulti_cb.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ulti_cb.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/isom.h

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* MPEG-4 Audio common header
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4audio.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4audio.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/parser.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/parser.h

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/*

* H.26L/H.264/AVC/JVT/14496-10/... parser

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_parser.h

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* DCA compatible decoder - huffman tables

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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcahuff.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio_tablegen.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio_tablegen.h
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dca.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dca.h

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```
/*
* JPEG-LS common code
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* Copyright (c) 2006 Konstantin Shishkov
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*/
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpegls.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpegls.h

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```
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* ALSA input and output
* Copyright (c) 2007 Luca Abeni ( lucabe72 email it )
* Copyright (c) 2007 Benoit Fouet ( benoit fouet free fr )
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*/

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/alsa-audio.h

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/*

* IMC compatible decoder

* Copyright (c) 2002-2004 Maxim Poliakovski

* Copyright (c) 2006 Benjamin Larsson

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*/

Found in path(s):

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imcdata.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/imcdata.h

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/*

* COOK compatible decoder data

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cookdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cookdata.h
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/*
* SIPR decoder for the 16k mode
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* Copyright (c) 2009 Vitor Sessak
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr16kdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sipr16kdata.h

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/*
* Video Acceleration API (shared data between FFmpeg and the video player)
* HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1
*
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 MA 02110-1301 USA
*/

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi.h
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* Musepack decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpcdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc7data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc7data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpcdata.h
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/*
* common functions for Indeo Video Interactive codecs (Indeo4 and Indeo5)
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ivi_common.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ivi_common.h
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/*
* H261 decoder
* Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
* Copyright (c) 2004 Maarten Daniels
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h261.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h261.h
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```
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacenc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacenc.h
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```
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 * MPEG1/2 muxer and demuxer common defines
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mpeg.h
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```
/*
 * Chinese AVS video (AVS1-P2, JiZhun profile) decoder.
 * Copyright (c) 2006  Stefan Gehrer <stefan.gehrer@gmx.de>
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavs.h

```
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavsdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavs.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavsdata.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodata.h
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/*
* Default Palettes for Quicktime Files
*  Automatically generated from a utility derived from XAnim:
*  http://xanim.va.pubnix.com/home.html
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Found in path(s):
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/qtpalette.h
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* AAC Spectral Band Replication decoding data
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbrdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbrdata.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo2data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo2data.h

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

/**

* @file

* VP5 and VP6 compatible video decoder (common data)

*

* Copyright (C) 2006 Aurelien Jacobs <aurel@gnuage.org>

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56data.h

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/*

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* Copyright (c) 2003-2004 Michael Niedermayer
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Found in path(s):
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegdec.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegdec.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dvdata.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dvdata.h

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/*

* DES encryption/decryption

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/des.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/des.h

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/*

* Video Decode and Presentation API for UNIX (VDPAU) is used for

* HW decode acceleration for MPEG-1/2, H.264 and VC-1.

*

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Found in
 path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau_internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau_internal.h
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* JPEG-LS decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpeglsdec.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpeglsdec.h
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/*
* DSP utils
* Copyright (c) 2000, 2001, 2002 Fabrice Bellard
* Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dsputil.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dsputil.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lfg.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lfg.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264dsp.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264dsp.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/adler32.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/adler32.h

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/*

* The simplest mpeg encoder (well, it was the simplest!)

* Copyright (c) 2000,2001 Fabrice Bellard

* Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>

*

* 4MV & hq & B-frame encoding stuff by Michael Niedermayer <michaelni@gmx.at>

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo_common.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo_common.h

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/*

* Cyril Comparon, Larbi Joubala, Resonate-MP4 2009

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avlanguage.h
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* various filters for ACELP-based codecs
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_filters.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_filters.h
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* H26L/H264/AVC/JVT/14496-10/... encoder/decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264data.h
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/*
* VC3/DNxHD encoder structure definitions and prototypes
* Copyright (c) 2007 Baptiste Coudurier <baptiste dot coudurier at smartjog dot com>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dnxhdenc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhdenc.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avutil.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/internal.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/x86_cpu.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/timer.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/attributes.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/internal.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mem.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixfmt.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/common.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixfmt.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/md5.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mem.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/tree.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tree.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avutil.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/common.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86_cpu.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/md5.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/attributes.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/log.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/log.h

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* RTP H.263 Depacketizer, RFC 4629

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h263.h
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* RV30/40 decoder common data declarations
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cga_data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cga_data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/amrnbdata.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/amrnbdata.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/asfcrypt.h

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/*

* QDM2 compatible decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qdm2data.h

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/*

* E-AC-3 decoder tables

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eac3dec_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/eac3dec_data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intmath.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/aac.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intmath.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tomi/intreadwrite.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intmath.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56dsp.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intmath.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56dsp.h

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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp.h

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* LPC utility code
* Copyright (c) 2006 Justin Ruggles <justin.ruggles@gmail.com>
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lpc.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lpc.h

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/*

* Header file for hardcoded AAC cube-root table

*

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cbrt_tablegen.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cbrt_tablegen.h

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/*

* Simple IDCT

*

* Copyright (c) 2001 Michael Niedermayer <michaelni@gmx.at>

*

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/simple_idct.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/simple_idct.h
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* Block Gilbert-Moore decoder
* Copyright (c) 2010 Thilo Borgmann <thilo.borgmann _at_ googlemail.com>
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bgmc.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bgmc.h

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```
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 * Bethesda VID video decoder
 * Copyright (C) 2007 Nicholas Tung
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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bethsoftvideo.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bethsoftvideo.h

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```
/*
 * Xiph RTP Protocols
 * Based off RFC 5215 (Vorbis RTP) and the Theora RTP draft.
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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_xiph.h
No license file was found, but licenses were detected in source scan.

/vendors-ffmpeg-0-6-0-30-windows-zip/lib/release/svslibavutil.lib: binary file matches

Found in path(s):
* /bin/grep
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/*
* Intel Indeo 3 (IV31, IV32, etc.) video decoder for ffmpeg
* written, produced, and directed by Alan Smithee
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo3data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo3data.h
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/*
* various filters for CELP-based codecs
*
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/celp_filters.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/celp_filters.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1acdata.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1acdata.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac_libschro.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libdirac_libschro.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libdirac.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libschroedinger.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libschroedinger.h

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/*

* Atrac 3 compatible decoder data

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* Copyright (c) 2006-2007 Benjamin Larsson

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac3data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac3data.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libxvid_internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libxvid_internal.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rtjpeg.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rtjpeg.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/ppc/timer.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avstring.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avstring.h
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* RealVideo 3/4 decoder
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34vlc.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34vlc.h
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/*
* AAC parser prototypes
* Copyright (c) 2003 Fabrice Bellard

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_parser.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_parser.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/elbg.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/elbg.h

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```

Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/dsputil_ppc.h
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```
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```

Found in path(s):
*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/adts.h
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* Common AAC and AC-3 parser prototypes
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* Copyright (c) 2003 Michael Niedermayer
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_ac3_parser.h
*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_ac3_parser.h
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* FLAC (Free Lossless Audio Codec) decoder/demuxer common functions
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flac.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flac.h
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```
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4video_parser.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video_parser.h
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* Copyright (c) 2004 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pca.h
No license file was found, but licenses were detected in source scan.

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Found in path(s):
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4video.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video.h
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/*

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rm.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/random_seed.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/random_seed.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dwt.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dwt.h

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* XVideo Motion Compensation internal functions
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xvmc_internal.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xvmc_internal.h

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/*

* Atrac 1 compatible decoder data

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac1data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac1data.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/types_altivec.h

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/*

* Header file for hardcoded MDCT tables

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mdct_tablegen.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mdct_tablegen.h

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/*

* DXVA2 HW acceleration

*

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dxva2.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dxva2.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faandct.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faandct.h
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/*
* AAC encoder psychoacoustic model

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacpsy.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacpsy.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/binkdata.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/binkdata.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/mmx.h

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* reference discrete cosine transform (double precision)
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dctref.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dctref.h
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* WMA compatible codec
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wma.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wma.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis_enc_data.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis_enc_data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis.h

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* RTP H264 Protocol (RFC3984)

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h264.h

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* TwinVQ decoder

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/twinvq_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/twinvq_data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intreadwrite.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/vis.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha1.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha1.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/opt.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/opt.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pnm.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pnm.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ivi_dsp.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ivi_dsp.h
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tableprint.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dirac.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dirac.h
No license file was found, but licenses were detected in source scan.

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* simple math operations
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* Copyright (c) 2006 Michael Niedermayer <michaelni@gmx.at> et al
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/mathops.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mathops.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mathops.h

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/*
* Bytestream functions
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bytestream.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bytestream.h
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* audio conversion
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/audioconvert.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/audioconvert.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/aes.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/aes.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/voc.h
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* MPEG2 transport stream defines
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mpegts.h
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* WMA 9/3/PRO compatible decoder
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Found in path(s):
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmaprodata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmaprodata.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/base64.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/base64.h
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* FFM (ffserver live feed) common header
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/ffm.h

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* "NUT" Container Format (de)muxer

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* ADX ADPCM codecs

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/adx.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/adx.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8huff.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8huff.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8data.h

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/*

* AAC decoder data

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* Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)

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Found

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacdectab.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacdectab.h

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/*

* H.26L/H.264/AVC/JVT/14496-10/... motion vector predicion

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264_mvpred.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_mvpred.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rle.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rle.h
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* simple math operations
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263_parser.h
*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263_parser.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263data.h
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Found
 in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aactab.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aactab.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/avfilter.h
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```
/*
* MJPEG encoder
* Copyright (c) 2000, 2001 Fabrice Bellard
* Copyright (c) 2003 Alex Beregszaszi
* Copyright (c) 2003-2004 Michael Niedermayer
*
* Support for external huffman table, various fixes (AVID workaround),
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*                    by Alex Beregszaszi
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegenc.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegenc.h

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/*

* data for G.729 decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729data.h

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729data.h

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* Alpha optimized DSP utils

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tiff.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/tiff.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/apetag.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/metadata.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen_decl.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msrledec.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msrledec.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iirfilter.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iirfilter.h

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flacdata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avio.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avi.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avformat.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avcodec.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avcodec.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/internal.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/png.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/png.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eval.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2_tablegen.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qdm2_tablegen.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/dsputil_bfin.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h261data.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lcl.h
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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/huffman.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/siprdata.h
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* pluralize by Software PAL8 to RGB converter
*   Software YUV to YUV converter
*   Software YUV to RGB converter
* Written by Nick Kurshev.
* YUV & runtime CPU stuff by Michael (michaelni@gmx.at)
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/rgb2rgb.h
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/*
* vp3dsp SSE2 function declarations
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_sse2.h

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/*

* AVC helper functions for muxers

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avc.h

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/*

* Header file for hardcoded DV tables

*

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_tablegen.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_tablegen.h

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* WMA compatible decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmadata.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmadata.h

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```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/raw.h
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* Filter graph parser
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/graphparser.h

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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rl.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rl.h
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* Various utilities for command line tools
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/cmdutils.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/cmdutils.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flv.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flv.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/snow.h

*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/snow.h

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* VorbisComment writer

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/vorbiscomment.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/timer.h

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* MSMPEG4 backend for ffmpeg encoder and decoder

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* copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>

*

* msmpeg4v1 & v2 stuff by Michael Niedermayer <michaelni@gmx.at>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msmpeg4data.h

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* Real Audio 1.0 (14.4K)

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*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra144.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/raw.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/raw.h
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* AC-3 and E-AC-3 decoder tables
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec_data.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3dec_data.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/get_bits.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/unary.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/put_bits.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/unary.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/get_bits.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/put_bits.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263.h

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*

 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intfloat_readwrite.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mathematics.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mathematics.h

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* SGI image encoder

* Xiaohui Sun <tjnksxh@hotmail.com>

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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sgi.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xvmc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xvmc.h
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Found in path(s):
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_pitch_delay.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_pitch_delay.h

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1.46 fmdb 0.0.1.x

1.46.1 Available under license :

Thanks to the following folks for patches and other contributions:

D. Richard Hipp (The author of SQLite)
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Mike Ash
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Aaaaannnd, Gus Mueller (that's me!)
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1.47 bsdiff 0.0.1.x

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1.48 safestring 0.0.1.x

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===

1.49 cpprest 2.9.0

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$$ This is a Pump source file. Please use Pump to convert it to
$$ gmock-generated-function-mockers.h.
$$
$var n = 10 $$ The maximum arity we support.
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// Author: wan@google.com (Zhanyong Wan)

// Google Mock - a framework for writing C++ mock classes.
//
// This file contains template meta-programming utility classes needed
// for implementing Google
 Mock.

#ifndef GMOCK_INCLUDE_GMOCK_INTERNAL_GMOCK_GENERATED_INTERNAL_UTILS_H_
#define GMOCK_INCLUDE_GMOCK_INTERNAL_GMOCK_GENERATED_INTERNAL_UTILS_H_

#include "gmock/internal/gmock-port.h"

namespace testing {

template <typename T>
class Matcher;

namespace internal {

// An IgnoredValue object can be implicitly constructed from ANY value.
// This is used in implementing the IgnoreResult(a) action.
class IgnoredValue {
public:
 // This constructor template allows any value to be implicitly
 // converted to IgnoredValue. The object has no data member and
 // doesn't try to remember anything about the argument. We

```
  // deliberately omit the 'explicit' keyword in order to allow the
  // conversion to be implicit.
  template <typename T>
  IgnoredValue(const T& /* ignored */) {}  // NOLINT(runtime/explicit)
};

// MatcherTuple<T>::type is a tuple type where each field is a Matcher
// for the corresponding field in tuple type T.
template <typename Tuple>
struct MatcherTuple;


$range i 0..n
$for i [[
$range j 1..i
$var typename_As = [[$for j, [[typename A$j]]]]
$var As = [[$for j, [[A$j]]]]
$var matcher_As = [[$for j, [[Matcher<A$j>]]]]
template <$typename_As>
struct MatcherTuple< ::std::tr1::tuple<$As> > {
  typedef ::std::tr1::tuple<$matcher_As > type;
};


]]
// Template struct Function<F>, where F must be a function type, contains
// the following typedefs:
//
//   Result:              the function's return type.
//   ArgumentN:           the type of the N-th argument, where N starts with 1.
//   ArgumentTuple:       the tuple type consisting of all parameters of F.
//   ArgumentMatcherTuple: the tuple type consisting of Matchers for all
//                        parameters of F.
//   MakeResultVoid:      the function type obtained by substituting void
//                        for the return type of F.
//   MakeResultIgnoredValue:
//                        the function type obtained by substituting Something
//                        for the return
  type of F.
template <typename F>
struct Function;

template <typename R>
struct Function<R()> {
  typedef R Result;
  typedef ::std::tr1::tuple<> ArgumentTuple;
  typedef typename MatcherTuple<ArgumentTuple>::type ArgumentMatcherTuple;
```

```
  typedef void MakeResultVoid();
  typedef IgnoredValue MakeResultIgnoredValue();
};


$range i 1..n
$for i [[
$range j 1..i
$var typename_As = [[$for j [[, typename A$j]]]]
$var As = [[$for j, [[A$j]]]]
$var matcher_As = [[$for j, [[Matcher<A$j>]]]]
$range k 1..i-1
$var prev_As = [[$for k, [[A$k]]]]
template <typename R$typename_As>
struct Function<R($As)>
   : Function<R($prev_As)> {
 typedef A$i Argument$i;
 typedef ::std::tr1::tuple<$As> ArgumentTuple;
 typedef typename MatcherTuple<ArgumentTuple>::type ArgumentMatcherTuple;
 typedef void MakeResultVoid($As);
 typedef IgnoredValue MakeResultIgnoredValue($As);
};



]]
} // namespace internal

} // namespace testing

#endif // GMOCK_INCLUDE_GMOCK_INTERNAL_GMOCK_GENERATED_INTERNAL_UTILS_H_
```

Found
 in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-generated-internal-utils.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-generated-internal-utils.h.pump
No license file was found, but licenses were detected in source scan.

```
$$ -*- mode: c++; -*-
$$ This is a Pump source file.  Please use Pump to convert it to
$$ gmock-generated-function-mockers.h.
$$
$var n = 10  $$ The maximum arity we support.
// Copyright 2007, Google Inc.
// All rights reserved.
//
// Redistribution and use in source and binary forms, with or without
// modification, are permitted provided that the following conditions are
```

// Author: wan@google.com (Zhanyong Wan)

// Google Mock - a framework for writing C++ mock classes.
//
// This file implements function mockers of various arities.

#ifndef GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_FUNCTION_MOCKERS_H_
#define
 GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_FUNCTION_MOCKERS_H_

#include "gmock/gmock-spec-builders.h"
#include "gmock/internal/gmock-internal-utils.h"

namespace testing {
namespace internal {

template <typename F>
class FunctionMockerBase;

// Note: class FunctionMocker really belongs to the ::testing
// namespace. However if we define it in ::testing, MSVC will
// complain when classes in ::testing::internal declare it as a
// friend class template. To workaround this compiler bug, we define

```
// FunctionMocker in ::testing::internal and import it into ::testing.
template <typename F>
class FunctionMocker;


$range i 0..n
$for i [[
$range j 1..i
$var typename_As = [[$for j [[, typename A$j]]]]
$var As = [[$for j, [[A$j]]]]
$var as = [[$for j, [[a$j]]]]
$var Aas = [[$for j, [[A$j a$j]]]]
$var ms = [[$for j, [[m$j]]]]
$var matchers = [[$for j, [[const Matcher<A$j>& m$j]]]]
template <typename R$typename_As>
class FunctionMocker<R($As)> : public
    internal::FunctionMockerBase<R($As)>
 {
public:
 typedef R F($As);
 typedef typename internal::Function<F>::ArgumentTuple ArgumentTuple;

 MockSpec<F>& With($matchers) {

$if i >= 1 [[
   this->current_spec().SetMatchers(::std::tr1::make_tuple($ms));

]]
   return this->current_spec();
 }

 R Invoke($Aas) {
  // Even though gcc and MSVC don't enforce it, 'this->' is required
  // by the C++ standard [14.6.4] here, as the base class type is
  // dependent on the template argument (and thus shouldn't be
  // looked into when resolving InvokeWith).
  return this->InvokeWith(ArgumentTuple($as));
 }
};


]]
}  // namespace internal

// The style guide prohibits "using" statements in a namespace scope
// inside a header file.  However, the FunctionMocker class template
// is meant to be defined in the ::testing namespace.  The following
// line is just a trick for working around a bug in MSVC 8.0, which
```

```
// cannot handle it if we define FunctionMocker in ::testing.
using internal::FunctionMocker;

//
 GMOCK_RESULT_(tn, F) expands to the result type of function type F.
// We define this as a variadic macro in case F contains unprotected
// commas (the same reason that we use variadic macros in other places
// in this file).
// INTERNAL IMPLEMENTATION - DON'T USE IN USER CODE!!!
#define GMOCK_RESULT_(tn, ...) \
    tn ::testing::internal::Function<__VA_ARGS__>::Result

// The type of argument N of the given function type.
// INTERNAL IMPLEMENTATION - DON'T USE IN USER CODE!!!
#define GMOCK_ARG_(tn, N, ...) \
    tn ::testing::internal::Function<__VA_ARGS__>::Argument##N

// The matcher type for argument N of the given function type.
// INTERNAL IMPLEMENTATION - DON'T USE IN USER CODE!!!
#define GMOCK_MATCHER_(tn, N, ...) \
    const ::testing::Matcher<GMOCK_ARG_(tn, N, __VA_ARGS__)>&

// The variable for mocking the given method.
// INTERNAL IMPLEMENTATION - DON'T USE IN USER CODE!!!
#define GMOCK_MOCKER_(arity, constness, Method) \
    GTEST_CONCAT_TOKEN_(gmock##constness##arity##_##Method##_,
 __LINE__)


$for i [[
$range j 1..i
$var arg_as = [[$for j, \
    [[GMOCK_ARG_(tn, $j, __VA_ARGS__) gmock_a$j]]]]
$var as = [[$for j, [[gmock_a$j]]]]
$var matcher_as = [[$for j, \
            [[GMOCK_MATCHER_(tn, $j, __VA_ARGS__) gmock_a$j]]]]
// INTERNAL IMPLEMENTATION - DON'T USE IN USER CODE!!!
#define GMOCK_METHOD$i[[]]_(tn, constness, ct, Method, ...) \
 GMOCK_RESULT_(tn, __VA_ARGS__) ct Method( \
    $arg_as) constness { \
  GTEST_COMPILE_ASSERT_((::std::tr1::tuple_size<                \
    tn ::testing::internal::Function<__VA_ARGS__>::ArgumentTuple>::value == $i), \
    this_method_does_not_take_$i[[]]_argument[[$if i != 1 [[s]]]]); \
  GMOCK_MOCKER_($i, constness, Method).SetOwnerAndName(this, #Method); \
  return GMOCK_MOCKER_($i, constness, Method).Invoke($as); \
 } \
 ::testing::MockSpec<__VA_ARGS__>& \
    gmock_##Method($matcher_as) constness { \
```

```
  GMOCK_MOCKER_($i, constness, Method).RegisterOwner(this);
\
  return GMOCK_MOCKER_($i, constness, Method).With($as); \
 } \
 mutable ::testing::FunctionMocker<__VA_ARGS__> GMOCK_MOCKER_($i, constness, Method)


]]
$for i [[
#define MOCK_METHOD$i(m, ...) GMOCK_METHOD$i[[]]_(, , , m, __VA_ARGS__)

]]


$for i [[
#define MOCK_CONST_METHOD$i(m, ...) GMOCK_METHOD$i[[]]_(, const, , m, __VA_ARGS__)

]]


$for i [[
#define MOCK_METHOD$i[[]]_T(m, ...) GMOCK_METHOD$i[[]]_(typename, , , m, __VA_ARGS__)

]]


$for i [[
#define MOCK_CONST_METHOD$i[[]]_T(m, ...) \
  GMOCK_METHOD$i[[]]_(typename, const, , m, __VA_ARGS__)

]]


$for i [[
#define MOCK_METHOD$i[[]]_WITH_CALLTYPE(ct, m, ...) \
  GMOCK_METHOD$i[[]]_(, , ct, m, __VA_ARGS__)

]]


$for i [[
#define MOCK_CONST_METHOD$i[[]]_WITH_CALLTYPE(ct, m, ...) \
  GMOCK_METHOD$i[[]]_(, const, ct, m, __VA_ARGS__)

]]


$for i [[
```

```
#define MOCK_METHOD$i[[]]_T_WITH_CALLTYPE(ct, m, ...) \
  GMOCK_METHOD$i[[]]_(typename, , ct, m, __VA_ARGS__)


]]


$for i [[
#define MOCK_CONST_METHOD$i[[]]_T_WITH_CALLTYPE(ct,
 m, ...) \
  GMOCK_METHOD$i[[]]_(typename, const, ct, m, __VA_ARGS__)


]]


// A MockFunction<F> class has one mock method whose type is F.  It is
// useful when you just want your test code to emit some messages and
// have Google Mock verify the right messages are sent (and perhaps at
// the right times).  For example, if you are exercising code:
//
//   Foo(1);
//   Foo(2);
//   Foo(3);
//
// and want to verify that Foo(1) and Foo(3) both invoke
// mock.Bar("a"), but Foo(2) doesn't invoke anything, you can write:
//
// TEST(FooTest, InvokesBarCorrectly) {
//   MyMock mock;
//   MockFunction<void(string check_point_name)> check;
//   {
//     InSequence s;
//
//     EXPECT_CALL(mock, Bar("a"));
//     EXPECT_CALL(check, Call("1"));
//     EXPECT_CALL(check, Call("2"));
//     EXPECT_CALL(mock, Bar("a"));
//   }
//   Foo(1);
//   check.Call("1");
//   Foo(2);
//   check.Call("2");
//   Foo(3);
// }
//
// The expectation spec says that the first Bar("a") must happen
//
// before check point "1", the second Bar("a") must happen after check
// point "2", and nothing should happen between the two check
// points. The explicit check points make it easy to tell which
```

```
// Bar("a") is called by which call to Foo().
template <typename F>
class MockFunction;


$for i [[
$range j 0..i-1
template <typename R$for j [[, typename A$j]]>
class MockFunction<R($for j, [[A$j]])> {
public:
 MockFunction() {}

 MOCK_METHOD$i[[]]_T(Call, R($for j, [[A$j]]));

private:
 GTEST_DISALLOW_COPY_AND_ASSIGN_(MockFunction);
};


]]
}  // namespace testing

#endif  // GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_FUNCTION_MOCKERS_H_
```

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-function-mockers.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-function-mockers.h.pump
No license file was found, but licenses were detected in source scan.

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-param-util.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-param-util.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-param-util-generated.h
*
 /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-param-util-generated.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-typed-test.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-type-util.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-typed-test.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-type-util.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-tuple.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-tuple.h

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

Found in path(s):

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-actions.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-message.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-death-test.h

*
 /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-port.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-port.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-internal-utils.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-actions.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-cardinalities.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-function-mockers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-function-mockers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-filepath.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-actions.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-matchers.h

*
 /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-cardinalities.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-more-matchers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-nice-strict.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-generated-internal-utils.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-filepath.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-more-actions.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-port.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-test-part.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest_pred_impl.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-printers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-param-test.h

*
 /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-matchers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest_pred_impl.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-matchers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-internal.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-port.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-spi.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-internal.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-spec-builders.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-printers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-death-test.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock.h

*
 /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-linked_ptr.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-string.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-string.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-matchers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-internal-utils.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-message.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-test-part.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-param-test.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-nice-strict.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-generated-internal-utils.h

*
 /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest_prod.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-spi.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest_prod.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-linked_ptr.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-more-matchers.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-death-test-internal.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-actions.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-spec-builders.h

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-death-test-internal.h

* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-more-actions.h

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

$$ -*- mode: c++; -*-
$$ This is a Pump source file. Please use Pump to convert it to
$$ gmock-generated-actions.h.
$$

```
$var n = 10  $$ The maximum arity we support.
$$}} This meta comment fixes auto-indentation in editors.
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//
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// OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
//
// Author: wan@google.com (Zhanyong Wan)

// Google Mock - a framework for writing C++ mock classes.
//
// This file implements some commonly used
 variadic actions.

#ifndef GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_ACTIONS_H_
#define GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_ACTIONS_H_

#include "gmock/gmock-actions.h"
#include "gmock/internal/gmock-port.h"

namespace testing {
namespace internal {
```

```
// InvokeHelper<F> knows how to unpack an N-tuple and invoke an N-ary
// function or method with the unpacked values, where F is a function
// type that takes N arguments.
template <typename Result, typename ArgumentTuple>
class InvokeHelper;


$range i 0..n
$for i [[
$range j 1..i
$var types = [[$for j [[, typename A$j]]]]
$var as = [[$for j, [[A$j]]]]
$var args = [[$if i==0 [[]] $else [[ args]]]]
$var import = [[$if i==0 [[]] $else [[
  using ::std::tr1::get;

]]]]
$var gets = [[$for j, [[get<$(j - 1)>(args)]]]]
template <typename R$types>
class InvokeHelper<R, ::std::tr1::tuple<$as> > {
public:
 template <typename Function>
 static R Invoke(Function function, const ::std::tr1::tuple<$as>&$args) {
$import    return function($gets);
 }


  template <class Class, typename MethodPtr>
 static R InvokeMethod(Class* obj_ptr,
             MethodPtr method_ptr,
             const ::std::tr1::tuple<$as>&$args) {
$import    return (obj_ptr->*method_ptr)($gets);
 }
};


]]
// CallableHelper has static methods for invoking "callables",
// i.e. function pointers and functors.  It uses overloading to
// provide a uniform interface for invoking different kinds of
// callables.  In particular, you can use:
//
//   CallableHelper<R>::Call(callable, a1, a2, ..., an)
//
// to invoke an n-ary callable, where R is its return type.  If an
// argument, say a2, needs to be passed by reference, you should write
// ByRef(a2) instead of a2 in the above expression.
template <typename R>
class CallableHelper {
```

```
public:
 // Calls a nullary callable.
 template <typename Function>
 static R Call(Function function) { return function(); }


 // Calls a unary callable.


 // We deliberately pass a1 by value instead of const reference
 here
 // in case it is a C-string literal.  If we had declared the
 // parameter as 'const A1& a1' and write Call(function, "Hi"), the
 // compiler would've thought A1 is 'char[3]', which causes trouble
 // when you need to copy a value of type A1.  By declaring the
 // parameter as 'A1 a1', the compiler will correctly infer that A1
 // is 'const char*' when it sees Call(function, "Hi").
 //
 // Since this function is defined inline, the compiler can get rid
 // of the copying of the arguments.  Therefore the performance won't
 // be hurt.
 template <typename Function, typename A1>
 static R Call(Function function, A1 a1) { return function(a1); }


$range i 2..n
$for i
[[
$var arity = [[$if i==2 [[binary]] $elif i==3 [[ternary]] $else [[$i-ary]]]]


 // Calls a $arity callable.


$range j 1..i
$var typename_As = [[$for j, [[typename A$j]]]]
$var Aas = [[$for j, [[A$j a$j]]]]
$var as = [[$for j, [[a$j]]]]
$var typename_Ts = [[$for j, [[typename T$j]]]]
$var Ts = [[$for
 j, [[T$j]]]]
 template <typename Function, $typename_As>
 static R Call(Function function, $Aas) {
   return function($as);
 }


]]
}; // class CallableHelper


// An INTERNAL macro for extracting the type of a tuple field.  It's
// subject to change without notice - DO NOT USE IN USER CODE!
#define GMOCK_FIELD_(Tuple, N) \
  typename ::std::tr1::tuple_element<N, Tuple>::type
```

```
$range i 1..n

// SelectArgs<Result, ArgumentTuple, k1, k2, ..., k_n>::type is the
// type of an n-ary function whose i-th (1-based) argument type is the
// k{i}-th (0-based) field of ArgumentTuple, which must be a tuple
// type, and whose return type is Result.  For example,
//   SelectArgs<int, ::std::tr1::tuple<bool, char, double, long>, 0, 3>::type
// is int(bool, long).
//
// SelectArgs<Result, ArgumentTuple, k1, k2, ..., k_n>::Select(args)
// returns the selected fields (k1, k2, ..., k_n) of args as a tuple.
// For example,
//   SelectArgs<int, ::std::tr1::tuple<bool, char, double>, 2, 0>::Select(
//
//       ::std::tr1::make_tuple(true, 'a', 2.5))
// returns ::std::tr1::tuple (2.5, true).
//
// The numbers in list k1, k2, ..., k_n must be >= 0, where n can be
// in the range [0, $n].  Duplicates are allowed and they don't have
// to be in an ascending or descending order.

template <typename Result, typename ArgumentTuple, $for i, [[int k$i]]>
class SelectArgs {
public:
 typedef Result type($for i, [[GMOCK_FIELD_(ArgumentTuple, k$i)]]);
 typedef typename Function<type>::ArgumentTuple SelectedArgs;
 static SelectedArgs Select(const ArgumentTuple& args) {
   using ::std::tr1::get;
   return SelectedArgs($for i, [[get<k$i>(args)]]);
 }
};


$for i [[
$range j 1..n
$range j1 1..i-1
template <typename Result, typename ArgumentTuple$for j1[[, int k$j1]]>
class SelectArgs<Result, ArgumentTuple,
        $for j, [[$if j <= i-1 [[k$j]] $else [[-1]]]]> {
public:
 typedef Result type($for j1, [[GMOCK_FIELD_(ArgumentTuple, k$j1)]]);
 typedef typename Function<type>::ArgumentTuple
 SelectedArgs;
 static SelectedArgs Select(const ArgumentTuple& [[]]
$if i == 1 [[/* args */]] $else [[args]]) {
   using ::std::tr1::get;
   return SelectedArgs($for j1, [[get<k$j1>(args)]]);
```

```
 }
};


]]
#undef GMOCK_FIELD_

$var ks = [[$for i, [[k$i]]]]

// Implements the WithArgs action.
template <typename InnerAction, $for i, [[int k$i = -1]]>
class WithArgsAction {
public:
 explicit WithArgsAction(const InnerAction& action) : action_(action) {}

 template <typename F>
 operator Action<F>() const { return MakeAction(new Impl<F>(action_)); }

private:
 template <typename F>
 class Impl : public ActionInterface<F> {
  public:
   typedef typename Function<F>::Result Result;
   typedef typename Function<F>::ArgumentTuple ArgumentTuple;

   explicit Impl(const InnerAction& action) : action_(action) {}

   virtual Result Perform(const ArgumentTuple& args) {
     return action_.Perform(SelectArgs<Result, ArgumentTuple, $ks>::Select(args));
   }

  private:
   typedef
typename SelectArgs<Result, ArgumentTuple,
     $ks>::type InnerFunctionType;

   Action<InnerFunctionType> action_;
 };

 const InnerAction action_;

 GTEST_DISALLOW_ASSIGN_(WithArgsAction);
};

// A macro from the ACTION* family (defined later in this file)
// defines an action that can be used in a mock function.  Typically,
// these actions only care about a subset of the arguments of the mock
// function.  For example, if such an action only uses the second
```

```
// argument, it can be used in any mock function that takes >= 2
// arguments where the type of the second argument is compatible.
//
// Therefore, the action implementation must be prepared to take more
// arguments than it needs.  The ExcessiveArg type is used to
// represent those excessive arguments.  In order to keep the compiler
// error messages tractable, we define it in the testing namespace
// instead of testing::internal.  However, this is an INTERNAL TYPE
// and subject to change without notice, so a user MUST
 NOT USE THIS
// TYPE DIRECTLY.
struct ExcessiveArg {};

// A helper class needed for implementing the ACTION* macros.
template <typename Result, class Impl>
class ActionHelper {
public:
$range i 0..n
$for i

[[
$var template = [[$if i==0 [[]] $else [[
$range j 0..i-1
 template <$for j, [[typename A$j]]>
]]]]
$range j 0..i-1
$var As = [[$for j, [[A$j]]]]
$var as = [[$for j, [[get<$j>(args)]]]]
$range k 1..n-i
$var eas = [[$for k, [[ExcessiveArg()]]]]
$var arg_list = [[$if (i==0) | (i==n) [[$as$eas]] $else [[$as, $eas]]]]
$template
 static Result Perform(Impl* impl, const ::std::tr1::tuple<$As>& args) {
   using ::std::tr1::get;
   return impl->template gmock_PerformImpl<$As>(args, $arg_list);
 }

]]
};

} // namespace internal

// Various overloads for Invoke().

// WithArgs<N1, N2, ..., Nk>(an_action) creates an action that passes
// the selected arguments of the mock function to an_action and
// performs it.  It serves as an adaptor between actions with
// different argument
```

lists. C++ doesn't support default arguments for
// function templates, so we have to overload it.

$range i 1..n
$for i [[
$range j 1..i
template <$for j [[int k$j,]]typename InnerAction>
inline internal::WithArgsAction<InnerAction$for j [[, k$j]]>
WithArgs(const InnerAction& action) {
 return internal::WithArgsAction<InnerAction$for j [[, k$j]]>(action);
}

]]
// Creates an action that does actions a1, a2, ..., sequentially in
// each invocation.
$range i 2..n
$for i [[
$range j 2..i
$var types = [[$for j, [[typename Action$j]]]]
$var Aas = [[$for j [[, Action$j a$j]]]]

template <typename Action1, $types>
$range k 1..i-1

inline $for k [[internal::DoBothAction<Action$k,]]Action$i$for k [[>]]

DoAll(Action1 a1$Aas) {
$if i==2 [[

 return internal::DoBothAction<Action1, Action2>(a1, a2);
]] $else [[
$range j2 2..i

 return DoAll(a1, DoAll($for j2, [[a$j2]]));
]]

}

]]

} // namespace testing

// The ACTION* family of macros can be used in a namespace scope to
// define custom
 actions easily. The syntax:
//
//   ACTION(name) { statements; }

```
//
// will define an action with the given name that executes the
// statements.  The value returned by the statements will be used as
// the return value of the action.  Inside the statements, you can
// refer to the K-th (0-based) argument of the mock function by
// 'argK', and refer to its type by 'argK_type'.  For example:
//
//   ACTION(IncrementArg1) {
//     arg1_type temp = arg1;
//     return ++(*temp);
//   }
//
// allows you to write
//
//   ...WillOnce(IncrementArg1());
//
// You can also refer to the entire argument tuple and its type by
// 'args' and 'args_type', and refer to the mock function type and its
// return type by 'function_type' and 'return_type'.
//
// Note that you don't need to specify the types of the mock function
// arguments.  However rest assured that your code is still type-safe:
// you'll get a compiler error if *arg1 doesn't support the ++
// operator, or if the type of ++(*arg1) isn't
 compatible with the
// mock function's return type, for example.
//
// Sometimes you'll want to parameterize the action.   For that you can use
// another macro:
//
//   ACTION_P(name, param_name) { statements; }
//
// For example:
//
//   ACTION_P(Add, n) { return arg0 + n; }
//
// will allow you to write:
//
//   ...WillOnce(Add(5));
//
// Note that you don't need to provide the type of the parameter
// either.  If you need to reference the type of a parameter named
// 'foo', you can write 'foo_type'.  For example, in the body of
// ACTION_P(Add, n) above, you can write 'n_type' to refer to the type
// of 'n'.
//
// We also provide ACTION_P2, ACTION_P3, ..., up to ACTION_P$n to support
// multi-parameter actions.
```

```
//
// For the purpose of typing, you can view
//
//   ACTION_Pk(Foo, p1, ..., pk) { ... }
//
// as shorthand for
//
//   template <typename p1_type, ..., typename pk_type>
//   FooActionPk<p1_type, ..., pk_type> Foo(p1_type p1, ..., pk_type pk) { ... }
//
// In particular,
 you can provide the template type arguments
// explicitly when invoking Foo(), as in Foo<long, bool>(5, false);
// although usually you can rely on the compiler to infer the types
// for you automatically.  You can assign the result of expression
// Foo(p1, ..., pk) to a variable of type FooActionPk<p1_type, ...,
// pk_type>.  This can be useful when composing actions.
//
// You can also overload actions with different numbers of parameters:
//
//   ACTION_P(Plus, a) { ... }
//   ACTION_P2(Plus, a, b) { ... }
//
// While it's tempting to always use the ACTION* macros when defining
// a new action, you should also consider implementing ActionInterface
// or using MakePolymorphicAction() instead, especially if you need to
// use the action a lot.  While these approaches require more work,
// they give you more control on the types of the mock function
// arguments and the action parameters, which in general leads to
// better compiler error messages that pay off in the long run.  They
//
 also allow overloading actions based on parameter types (as opposed
// to just based on the number of parameters).
//
// CAVEAT:
//
// ACTION*() can only be used in a namespace scope.  The reason is
// that C++ doesn't yet allow function-local types to be used to
// instantiate templates.  The up-coming C++0x standard will fix this.
// Once that's done, we'll consider supporting using ACTION*() inside
// a function.
//
// MORE INFORMATION:
//
// To learn more about using these macros, please search for 'ACTION'
// on http://code.google.com/p/googlemock/wiki/CookBook.

$range i 0..n
```

```
$range k 0..n-1

// An internal macro needed for implementing ACTION*().
#define GMOCK_ACTION_ARG_TYPES_AND_NAMES_UNUSED_\
  const args_type& args GTEST_ATTRIBUTE_UNUSED_
$for k [[, \
  arg$k[[]]_type arg$k GTEST_ATTRIBUTE_UNUSED_]]


// Sometimes you want to give an action explicit template parameters
// that cannot be inferred from its value parameters.  ACTION() and
// ACTION_P*() don't support that.
  ACTION_TEMPLATE() remedies that
// and can be viewed as an extension to ACTION() and ACTION_P*().
//
// The syntax:
//
//   ACTION_TEMPLATE(ActionName,
//              HAS_m_TEMPLATE_PARAMS(kind1, name1, ..., kind_m, name_m),
//              AND_n_VALUE_PARAMS(p1, ..., p_n)) { statements; }
//
// defines an action template that takes m explicit template
// parameters and n value parameters.  name_i is the name of the i-th
// template parameter, and kind_i specifies whether it's a typename,
// an integral constant, or a template.  p_i is the name of the i-th
// value parameter.
//
// Example:
//
//   // DuplicateArg<k, T>(output) converts the k-th argument of the mock
//   // function to type T and copies it to *output.
//   ACTION_TEMPLATE(DuplicateArg,
//              HAS_2_TEMPLATE_PARAMS(int, k, typename, T),
//              AND_1_VALUE_PARAMS(output)) {
//     *output = T(std::tr1::get<k>(args));
//   }
//   ...
//     int n;
//     EXPECT_CALL(mock, Foo(_,
 _))
//         .WillOnce(DuplicateArg<1, unsigned char>(&n));
//
// To create an instance of an action template, write:
//
//   ActionName<t1, ..., t_m>(v1, ..., v_n)
//
// where the ts are the template arguments and the vs are the value
// arguments.  The value argument types are inferred by the compiler.
```

```
// If you want to explicitly specify the value argument types, you can
// provide additional template arguments:
//
//   ActionName<t1, ..., t_m, u1, ..., u_k>(v1, ..., v_n)
//
// where u_i is the desired type of v_i.
//
// ACTION_TEMPLATE and ACTION/ACTION_P* can be overloaded on the
// number of value parameters, but not on the number of template
// parameters.  Without the restriction, the meaning of the following
// is unclear:
//
//   OverloadedAction<int, bool>(x);
//
// Are we using a single-template-parameter action where 'bool' refers
// to the type of x, or are we using a two-template-parameter action
// where the compiler is asked to infer the type of x?
//
// Implementation
 notes:
//
// GMOCK_INTERNAL_*_HAS_m_TEMPLATE_PARAMS and
// GMOCK_INTERNAL_*_AND_n_VALUE_PARAMS are internal macros for
// implementing ACTION_TEMPLATE.  The main trick we use is to create
// new macro invocations when expanding a macro.  For example, we have
//
//   #define ACTION_TEMPLATE(name, template_params, value_params)
//       ... GMOCK_INTERNAL_DECL_##template_params ...
//
// which causes ACTION_TEMPLATE(..., HAS_1_TEMPLATE_PARAMS(typename, T), ...)
// to expand to
//
//       ... GMOCK_INTERNAL_DECL_HAS_1_TEMPLATE_PARAMS(typename, T) ...
//
// Since GMOCK_INTERNAL_DECL_HAS_1_TEMPLATE_PARAMS is a macro, the
// preprocessor will continue to expand it to
//
//       ... typename T ...
//
// This technique conforms to the C++ standard and is portable.  It
// allows us to implement action templates using O(N) code, where N is
// the maximum number of template/value parameters supported.  Without
// using it, we'd have to devote O(N^2) amount of code to implement all
// combinations
 of m and n.


// Declares the template parameters.
```

```
$range j 1..n
$for j [[
$range m 0..j-1
#define GMOCK_INTERNAL_DECL_HAS_$j[[]]
_TEMPLATE_PARAMS($for m, [[kind$m, name$m]]) $for m, [[kind$m name$m]]


]]

// Lists the template parameters.

$for j [[
$range m 0..j-1
#define GMOCK_INTERNAL_LIST_HAS_$j[[]]
_TEMPLATE_PARAMS($for m, [[kind$m, name$m]]) $for m, [[name$m]]


]]

// Declares the types of value parameters.

$for i [[
$range j 0..i-1
#define GMOCK_INTERNAL_DECL_TYPE_AND_$i[[]]
_VALUE_PARAMS($for j, [[p$j]]) $for j [[, typename p$j##_type]]


]]

// Initializes the value parameters.

$for i [[
$range j 0..i-1
#define GMOCK_INTERNAL_INIT_AND_$i[[]]_VALUE_PARAMS($for j, [[p$j]])\
    ($for j, [[p$j##_type gmock_p$j]])$if i>0 [[ : ]]$for j, [[p$j(gmock_p$j)]]


]]

// Declares the fields for storing the value parameters.

$for i [[
$range j 0..i-1
#define GMOCK_INTERNAL_DEFN_AND_$i[[]]
_VALUE_PARAMS($for j, [[p$j]]) $for j [[p$j##_type p$j; ]]


]]
```

// Lists the value parameters.

$for
 i [[
$range j 0..i-1
#define GMOCK_INTERNAL_LIST_AND_$i[[]]
_VALUE_PARAMS($for j, [[p$j]]) $for j, [[p$j]]

]]

// Lists the value parameter types.

$for i [[
$range j 0..i-1
#define GMOCK_INTERNAL_LIST_TYPE_AND_$i[[]]
_VALUE_PARAMS($for j, [[p$j]]) $for j [[, p$j##_type]]

]]

// Declares the value parameters.

$for i [[
$range j 0..i-1
#define GMOCK_INTERNAL_DECL_AND_$i[[]]_VALUE_PARAMS($for j, [[p$j]]) [[]]
$for j, [[p$j##_type p$j]]

]]

// The suffix of the class template implementing the action template.
$for i [[

$range j 0..i-1
#define GMOCK_INTERNAL_COUNT_AND_$i[[]]_VALUE_PARAMS($for j, [[p$j]]) [[]]
$if i==1 [[P]] $elif i>=2 [[P$i]]
]]

// The name of the class template implementing the action template.
#define GMOCK_ACTION_CLASS_(name, value_params)\
  GTEST_CONCAT_TOKEN_(name##Action, GMOCK_INTERNAL_COUNT_##value_params)

$range k 0..n-1

```
#define ACTION_TEMPLATE(name, template_params, value_params)\
 template <GMOCK_INTERNAL_DECL_##template_params\

     GMOCK_INTERNAL_DECL_TYPE_##value_params>\
 class GMOCK_ACTION_CLASS_(name, value_params) {\
  public:\
   GMOCK_ACTION_CLASS_(name, value_params)\
     GMOCK_INTERNAL_INIT_##value_params {}\
   template <typename F>\
   class gmock_Impl : public ::testing::ActionInterface<F> {\
    public:\
     typedef F function_type;\
     typedef typename ::testing::internal::Function<F>::Result return_type;\
     typedef typename ::testing::internal::Function<F>::ArgumentTuple\
       args_type;\
     explicit gmock_Impl GMOCK_INTERNAL_INIT_##value_params {}\
     virtual return_type Perform(const args_type& args) {\
       return ::testing::internal::ActionHelper<return_type, gmock_Impl>::\
         Perform(this, args);\
     }\
     template <$for k, [[typename arg$k[[]]_type]]>\
     return_type gmock_PerformImpl(const args_type& args[[]]
$for k [[, arg$k[[]]_type arg$k]]) const;\
     GMOCK_INTERNAL_DEFN_##value_params\
    private:\
     GTEST_DISALLOW_ASSIGN_(gmock_Impl);\
   };\
   template <typename F> operator ::testing::Action<F>() const {\
     return ::testing::Action<F>(\
       new gmock_Impl<F>(GMOCK_INTERNAL_LIST_##value_params));\
   }\
   GMOCK_INTERNAL_DEFN_##value_params\
  private:\
   GTEST_DISALLOW_ASSIGN_(GMOCK_ACTION_CLASS_(name, value_params));\
 };\
 template <GMOCK_INTERNAL_DECL_##template_params\
     GMOCK_INTERNAL_DECL_TYPE_##value_params>\
 inline GMOCK_ACTION_CLASS_(name, value_params)<\
   GMOCK_INTERNAL_LIST_##template_params\
   GMOCK_INTERNAL_LIST_TYPE_##value_params> name(\
     GMOCK_INTERNAL_DECL_##value_params) {\
   return GMOCK_ACTION_CLASS_(name, value_params)<\
     GMOCK_INTERNAL_LIST_##template_params\
     GMOCK_INTERNAL_LIST_TYPE_##value_params>(\
       GMOCK_INTERNAL_LIST_##value_params);\
 }\
 template <GMOCK_INTERNAL_DECL_##template_params\
     GMOCK_INTERNAL_DECL_TYPE_##value_params>\
```

```
template <typename F>\
template <typename arg0_type,
typename arg1_type, typename arg2_type, \
   typename arg3_type, typename arg4_type, typename arg5_type, \
   typename arg6_type, typename arg7_type, typename arg8_type, \
   typename arg9_type>\
typename ::testing::internal::Function<F>::Result\
   GMOCK_ACTION_CLASS_(name, value_params)<\
     GMOCK_INTERNAL_LIST_##template_params\
     GMOCK_INTERNAL_LIST_TYPE_##value_params>::gmock_Impl<F>::\
       gmock_PerformImpl(\
     GMOCK_ACTION_ARG_TYPES_AND_NAMES_UNUSED_) const


$for i

[[
$var template = [[$if i==0 [[]] $else [[
$range j 0..i-1

 template <$for j, [[typename p$j##_type]]>\
]]]]
$var class_name = [[name##Action[[$if i==0 [[]] $elif i==1 [[P]]
                                 $else [[P$i]]]]]]
$range j 0..i-1
$var ctor_param_list = [[$for j, [[p$j##_type gmock_p$j]]]]
$var param_types_and_names = [[$for j, [[p$j##_type p$j]]]]
$var inits = [[$if i==0 [[]] $else [[ : $for j, [[p$j(gmock_p$j)]]]]]]
$var param_field_decls
 = [[$for j
[[

   p$j##_type p$j;\
]]]]
$var param_field_decls2 = [[$for j
[[

  p$j##_type p$j;\
]]]]
$var params = [[$for j, [[p$j]]]]
$var param_types = [[$if i==0 [[]] $else [[<$for j, [[p$j##_type]]>]]]]
$var typename_arg_types = [[$for k, [[typename arg$k[[]]_type]]]]
$var arg_types_and_names = [[$for k, [[arg$k[[]]_type arg$k]]]]
$var macro_name = [[$if i==0 [[ACTION]] $elif i==1 [[ACTION_P]]
                     $else [[ACTION_P$i]]]]

#define $macro_name(name$for j [[, p$j]])\$template
 class $class_name {\
 public:\
```

```
  $class_name($ctor_param_list)$inits { }\
  template <typename F>\
  class gmock_Impl : public ::testing::ActionInterface<F> {\
   public:\
    typedef F function_type;\
    typedef typename ::testing::internal::Function<F>::Result return_type;\
    typedef typename ::testing::internal::Function<F>::ArgumentTuple\
        args_type;\
    [[$if i==1 [[explicit ]]]]gmock_Impl($ctor_param_list)$inits { }\
    virtual return_type
Perform(const args_type& args) {\
      return ::testing::internal::ActionHelper<return_type, gmock_Impl>::\
          Perform(this, args);\
    }\
    template <$typename_arg_types>\
    return_type gmock_PerformImpl(const args_type& args, [[]]
$arg_types_and_names) const;\$param_field_decls
   private:\
    GTEST_DISALLOW_ASSIGN_(gmock_Impl);\
   };\
  template <typename F> operator ::testing::Action<F>() const {\
    return ::testing::Action<F>(new gmock_Impl<F>($params));\
   }\$param_field_decls2
 private:\
  GTEST_DISALLOW_ASSIGN_($class_name);\
};\$template
inline $class_name$param_types name($param_types_and_names) {\
  return $class_name$param_types($params);\
}\$template
template <typename F>\
template <$typename_arg_types>\
typename ::testing::internal::Function<F>::Result\
  $class_name$param_types::gmock_Impl<F>::gmock_PerformImpl(\
      GMOCK_ACTION_ARG_TYPES_AND_NAMES_UNUSED_) const
]]
$$ }  // This meta comment fixes
 auto-indentation in Emacs.  It won't
$$   // show up in the generated code.


namespace testing {

// The ACTION*() macros trigger warning C4100 (unreferenced formal
// parameter) in MSVC with -W4.  Unfortunately they cannot be fixed in
// the macro definition, as the warnings are generated when the macro
// is expanded and macro expansion cannot contain #pragma.  Therefore
// we suppress them here.
#ifdef _MSC_VER
```

```
# pragma warning(push)
# pragma warning(disable:4100)
#endif

// Various overloads for InvokeArgument<N>().
//
// The InvokeArgument<N>(a1, a2, ..., a_k) action invokes the N-th
// (0-based) argument, which must be a k-ary callable, of the mock
// function, with arguments a1, a2, ..., a_k.
//
// Notes:
//
//   1. The arguments are passed by value by default.  If you need to
//   pass an argument by reference, wrap it inside ByRef().  For
//   example,
//
//     InvokeArgument<1>(5, string("Hello"), ByRef(foo))
//
//   passes 5 and string("Hello") by value, and passes foo by
//   reference.
//
//   2. If the callable takes an argument by reference but ByRef() is
//   not used, it will receive the reference to a copy of the value,
//   instead of the original value.  For example, when the 0-th
//   argument of the mock function takes a const string&, the action
//
//     InvokeArgument<0>(string("Hello"))
//
//   makes a copy of the temporary string("Hello") object and passes a
//   reference of the copy, instead of the original temporary object,
//   to the callable.  This makes it easy for a user to define an
//   InvokeArgument action from temporary values and have it performed
//   later.

$range i 0..n
$for i [[
$range j 0..i-1

ACTION_TEMPLATE(InvokeArgument,
        HAS_1_TEMPLATE_PARAMS(int, k),
        AND_$i[[]]_VALUE_PARAMS($for j, [[p$j]])) {
 return internal::CallableHelper<return_type>::Call(
    ::std::tr1::get<k>(args)$for j [[, p$j]]);
}

]]
```

```
// Various overloads for ReturnNew<T>().
//
// The ReturnNew<T>(a1, a2, ...,
 a_k) action returns a pointer to a new
// instance of type T, constructed on the heap with constructor arguments
// a1, a2, ..., and a_k. The caller assumes ownership of the returned value.
$range i 0..n
$for i [[
$range j 0..i-1
$var ps = [[$for j, [[p$j]]]]

ACTION_TEMPLATE(ReturnNew,
        HAS_1_TEMPLATE_PARAMS(typename, T),
        AND_$i[[]]_VALUE_PARAMS($ps)) {
 return new T($ps);
}

]]

#ifdef _MSC_VER
# pragma warning(pop)
#endif

}  // namespace testing

#endif  // GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_ACTIONS_H_
```

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-actions.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-actions.h.pump
No license file was found, but licenses were detected in source scan.

```
$$ -*- mode: c++; -*-
$var n = 50  $$ Maximum length of type lists we want to support.
// Copyright 2008 Google Inc.
// All Rights Reserved.
//
// Redistribution and use in source and binary forms, with or without
// modification, are permitted provided that the following conditions are
// met:
//
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// in the documentation and/or other materials provided with the
// distribution.
```

// Type utilities needed for implementing typed and type-parameterized
// tests. This file is generated by a SCRIPT. DO NOT EDIT BY HAND!
//
// Currently we support at most $n types in a list, and at most $n
// type-parameterized tests in one
 type-parameterized test case.
// Please contact googletestframework@googlegroups.com if you need
// more.

#ifndef GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TYPE_UTIL_H_
#define GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TYPE_UTIL_H_

#include "gtest/internal/gtest-port.h"

// #ifdef __GNUC__ is too general here. It is possible to use gcc without using
// libstdc++ (which is where cxxabi.h comes from).
if GTEST_HAS_CXXABI_H_
include <cxxabi.h>
elif defined(__HP_aCC)
include <acxx_demangle.h>
endif // GTEST_HASH_CXXABI_H_

namespace testing {
namespace internal {

// GetTypeName<T>() returns a human-readable name of type T.
// NB: This function is also used in Google Mock, so don't move it inside of
// the typed-test-only section below.
template <typename T>

```cpp
std::string GetTypeName() {
# if GTEST_HAS_RTTI

 const char* const name = typeid(T).name();
# if GTEST_HAS_CXXABI_H_ || defined(__HP_aCC)
 int status = 0;
 // gcc's implementation of typeid(T).name() mangles the type name,
 //
 so we have to demangle it.
#  if GTEST_HAS_CXXABI_H_
 using abi::__cxa_demangle;
#  endif // GTEST_HAS_CXXABI_H_
 char* const readable_name = __cxa_demangle(name, 0, 0, &status);
 const std::string name_str(status == 0 ? readable_name : name);
 free(readable_name);
 return name_str;
# else
 return name;
# endif // GTEST_HAS_CXXABI_H_ || __HP_aCC

# else

 return "<type>";

# endif // GTEST_HAS_RTTI
}

#if GTEST_HAS_TYPED_TEST || GTEST_HAS_TYPED_TEST_P

// AssertyTypeEq<T1, T2>::type is defined iff T1 and T2 are the same
// type.  This can be used as a compile-time assertion to ensure that
// two types are equal.

template <typename T1, typename T2>
struct AssertTypeEq;

template <typename T>
struct AssertTypeEq<T, T> {
 typedef bool type;
};

// A unique type used as the default value for the arguments of class
// template Types.  This allows us to simulate variadic templates
// (e.g. Types<int>, Type<int, double>, and etc), which C++ doesn't
// support directly.
struct
 None {};
```

```
// The following family of struct and struct templates are used to
// represent type lists.  In particular, TypesN<T1, T2, ..., TN>
// represents a type list with N types (T1, T2, ..., and TN) in it.
// Except for Types0, every struct in the family has two member types:
// Head for the first type in the list, and Tail for the rest of the
// list.

// The empty type list.
struct Types0 {};

// Type lists of length 1, 2, 3, and so on.

template <typename T1>
struct Types1 {
 typedef T1 Head;
 typedef Types0 Tail;
};

$range i 2..n

$for i [[
$range j 1..i
$range k 2..i
template <$for j, [[typename T$j]]>
struct Types$i {
 typedef T1 Head;
 typedef Types$(i-1)<$for k, [[T$k]]> Tail;
};


]]

}  // namespace internal

// We don't want to require the users to write TypesN<...> directly,
// as that would require them to count the length.  Types<...> is much
// easier to write, but generates horrible messages when there is a
// compiler error, as gcc insists on printing out each
 template
// argument, even if it has the default value (this means Types<int>
// will appear as Types<int, None, None, ..., None> in the compiler
// errors).
//
// Our solution is to combine the best part of the two approaches: a
// user would write Types<T1, ..., TN>, and Google Test will translate
// that to TypesN<T1, ..., TN> internally to make error messages
// readable.  The translation is done by the 'type' member of the
// Types template.
```

```
$range i 1..n
template <$for i, [[typename T$i = internal::None]]>
struct Types {
 typedef internal::Types$n<$for i, [[T$i]]> type;
};


template <>
struct Types<$for i, [[internal::None]]> {
 typedef internal::Types0 type;
};


$range i 1..n-1
$for i [[
$range j 1..i
$range k i+1..n
template <$for j, [[typename T$j]]>
struct Types<$for j, [[T$j]]$for k[[, internal::None]]> {
 typedef internal::Types$i<$for j, [[T$j]]> type;
};


]]


namespace internal {

# define GTEST_TEMPLATE_ template <typename T> class

// The template "selector" struct
 TemplateSel<Tmpl> is used to
// represent Tmpl, which must be a class template with one type
// parameter, as a type.  TemplateSel<Tmpl>::Bind<T>::type is defined
// as the type Tmpl<T>.  This allows us to actually instantiate the
// template "selected" by TemplateSel<Tmpl>.
//
// This trick is necessary for simulating typedef for class templates,
// which C++ doesn't support directly.
template <GTEST_TEMPLATE_ Tmpl>
struct TemplateSel {
 template <typename T>
 struct Bind {
   typedef Tmpl<T> type;
 };
};

# define GTEST_BIND_(TmplSel, T) \
 TmplSel::template Bind<T>::type

// A unique struct template used as the default value for the
```

```
// arguments of class template Templates.  This allows us to simulate
// variadic templates (e.g. Templates<int>, Templates<int, double>,
// and etc), which C++ doesn't support directly.
template <typename T>
struct NoneT {};

// The following family of struct and struct templates are used to
// represent template lists.  In particular, TemplatesN<T1,
 T2, ...,
// TN> represents a list of N templates (T1, T2, ..., and TN).  Except
// for Templates0, every struct in the family has two member types:
// Head for the selector of the first template in the list, and Tail
// for the rest of the list.

// The empty template list.
struct Templates0 {};

// Template lists of length 1, 2, 3, and so on.

template <GTEST_TEMPLATE_ T1>
struct Templates1 {
 typedef TemplateSel<T1> Head;
 typedef Templates0 Tail;
};

$range i 2..n

$for i [[
$range j 1..i
$range k 2..i
template <$for j, [[GTEST_TEMPLATE_ T$j]]>
struct Templates$i {
 typedef TemplateSel<T1> Head;
 typedef Templates$(i-1)<$for k, [[T$k]]> Tail;
};


]]

// We don't want to require the users to write TemplatesN<...> directly,
// as that would require them to count the length.  Templates<...> is much
// easier to write, but generates horrible messages when there is a
// compiler error, as gcc insists on printing out each template
// argument, even if it has the default value (this
 means Templates<list>
// will appear as Templates<list, NoneT, NoneT, ..., NoneT> in the compiler
// errors).
//
```

```
// Our solution is to combine the best part of the two approaches: a
// user would write Templates<T1, ..., TN>, and Google Test will translate
// that to TemplatesN<T1, ..., TN> internally to make error messages
// readable.  The translation is done by the 'type' member of the
// Templates template.

$range i 1..n
template <$for i, [[GTEST_TEMPLATE_ T$i = NoneT]]>
struct Templates {
 typedef Templates$n<$for i, [[T$i]]> type;
};

template <>
struct Templates<$for i, [[NoneT]]> {
 typedef Templates0 type;
};

$range i 1..n-1
$for i [[
$range j 1..i
$range k i+1..n
template <$for j, [[GTEST_TEMPLATE_ T$j]]>
struct Templates<$for j, [[T$j]]$for k[[, NoneT]]> {
 typedef Templates$i<$for j, [[T$j]]> type;
};

]]

// The TypeList template makes it possible to use either a single type
// or a Types<...> list in TYPED_TEST_CASE() and
// INSTANTIATE_TYPED_TEST_CASE_P().

template
 <typename T>
struct TypeList {
 typedef Types1<T> type;
};


$range i 1..n
template <$for i, [[typename T$i]]>
struct TypeList<Types<$for i, [[T$i]]> > {
 typedef typename Types<$for i, [[T$i]]>::type type;
};

#endif  // GTEST_HAS_TYPED_TEST || GTEST_HAS_TYPED_TEST_P

}  // namespace internal
```

} // namespace testing

#endif // GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TYPE_UTIL_H_

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-type-util.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-type-util.h.pump
No license file was found, but licenses were detected in source scan.

$$ -*- mode: c++; -*-
$var n = 10 $$ Maximum number of tuple fields we want to support.
$$ This meta comment fixes auto-indentation in Emacs. }}
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// OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
//
// Author: wan@google.com (Zhanyong Wan)

// Implements a subset of TR1 tuple needed by Google Test and Google Mock.

#ifndef GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TUPLE_H_
#define GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TUPLE_H_

```
#include
 <utility>  // For ::std::pair.


// The compiler used in Symbian has a bug that prevents us from declaring the
// tuple template as a friend (it complains that tuple is redefined).  This
// hack bypasses the bug by declaring the members that should otherwise be
// private as public.
// Sun Studio versions < 12 also have the above bug.
#if defined(__SYMBIAN32__) || (defined(__SUNPRO_CC) && __SUNPRO_CC < 0x590)
# define GTEST_DECLARE_TUPLE_AS_FRIEND_ public:
#else
# define GTEST_DECLARE_TUPLE_AS_FRIEND_ \
  template <GTEST_$(n)_TYPENAMES_(U)> friend class tuple; \
  private:
#endif


$range i 0..n-1
$range j 0..n
$range k 1..n
// GTEST_n_TUPLE_(T) is the type of an n-tuple.
#define GTEST_0_TUPLE_(T) tuple<>

$for k [[
$range m 0..k-1
$range m2 k..n-1
#define GTEST_$(k)_TUPLE_(T) tuple<$for m, [[T##$m]]$for m2 [[, void]]>

]]

// GTEST_n_TYPENAMES_(T) declares a list of n typenames.

$for j [[
$range m 0..j-1
#define GTEST_$(j)_TYPENAMES_(T) $for m, [[typename T##$m]]


]]

// In
 theory, defining stuff in the ::std namespace is undefined
// behavior.  We can do this as we are playing the role of a standard
// library vendor.
namespace std {
namespace tr1 {

template <$for i, [[typename T$i = void]]>
```

```
class tuple;

// Anything in namespace gtest_internal is Google Test's INTERNAL
// IMPLEMENTATION DETAIL and MUST NOT BE USED DIRECTLY in user code.
namespace gtest_internal {

// ByRef<T>::type is T if T is a reference; otherwise it's const T&.
template <typename T>
struct ByRef { typedef const T& type; };  // NOLINT
template <typename T>
struct ByRef<T&> { typedef T& type; };  // NOLINT

// A handy wrapper for ByRef.
#define GTEST_BY_REF_(T) typename ::std::tr1::gtest_internal::ByRef<T>::type

// AddRef<T>::type is T if T is a reference; otherwise it's T&.  This
// is the same as tr1::add_reference<T>::type.
template <typename T>
struct AddRef { typedef T& type; };  // NOLINT
template <typename T>
struct AddRef<T&> { typedef T& type; };  // NOLINT

// A handy wrapper
 for AddRef.
#define GTEST_ADD_REF_(T) typename ::std::tr1::gtest_internal::AddRef<T>::type

// A helper for implementing get<k>().
template <int k> class Get;

// A helper for implementing tuple_element<k, T>.  kIndexValid is true
// iff k < the number of fields in tuple type T.
template <bool kIndexValid, int kIndex, class Tuple>
struct TupleElement;


$for i [[
template <GTEST_$(n)_TYPENAMES_(T)>
struct TupleElement<true, $i, GTEST_$(n)_TUPLE_(T) > {
 typedef T$i type;
};


]]
} // namespace gtest_internal

template <>
class tuple<> {
public:
```

```
 tuple() {}
 tuple(const tuple& /* t */)  {}
 tuple& operator=(const tuple& /* t */) { return *this; }
};


$for k [[
$range m 0..k-1
template <GTEST_$(k)_TYPENAMES_(T)>
class $if k < n [[GTEST_$(k)_TUPLE_(T)]] $else [[tuple]] {
public:
 template <int k> friend class gtest_internal::Get;

 tuple() : $for m, [[f$(m)_()]] {}

 explicit tuple($for m, [[GTEST_BY_REF_(T$m) f$m]]) : [[]]
$for m, [[f$(m)_(f$m)]] {}

 tuple(const tuple& t)
 : $for m, [[f$(m)_(t.f$(m)_)]] {}

 template <GTEST_$(k)_TYPENAMES_(U)>
 tuple(const GTEST_$(k)_TUPLE_(U)& t) : $for m, [[f$(m)_(t.f$(m)_)]] {}

$if k == 2 [[
 template <typename U0, typename U1>
 tuple(const ::std::pair<U0, U1>& p) : f0_(p.first), f1_(p.second) {}

]]

 tuple& operator=(const tuple& t) { return CopyFrom(t); }

 template <GTEST_$(k)_TYPENAMES_(U)>
 tuple& operator=(const GTEST_$(k)_TUPLE_(U)& t) {
  return CopyFrom(t);
 }

$if k == 2 [[
 template <typename U0, typename U1>
 tuple& operator=(const ::std::pair<U0, U1>& p) {
  f0_ = p.first;
  f1_ = p.second;
  return *this;
 }

]]

 GTEST_DECLARE_TUPLE_AS_FRIEND_
```

```
 template <GTEST_$(k)_TYPENAMES_(U)>
 tuple& CopyFrom(const GTEST_$(k)_TUPLE_(U)& t) {

$for m [[
  f$(m)_ = t.f$(m)_;

]]
   return *this;
 }


$for m [[
 T$m f$(m)_;

]]
};


]]
// 6.1.3.2 Tuple creation functions.

// Known limitations: we don't support passing an
// std::tr1::reference_wrapper<T> to make_tuple().  And we don't
//
 implement tie().

inline tuple<> make_tuple() { return tuple<>(); }

$for k [[
$range m 0..k-1

template <GTEST_$(k)_TYPENAMES_(T)>
inline GTEST_$(k)_TUPLE_(T) make_tuple($for m, [[const T$m& f$m]]) {
 return GTEST_$(k)_TUPLE_(T)($for m, [[f$m]]);
}

]]

// 6.1.3.3 Tuple helper classes.

template <typename Tuple> struct tuple_size;


$for j [[
template <GTEST_$(j)_TYPENAMES_(T)>
struct tuple_size<GTEST_$(j)_TUPLE_(T) > {
 static const int value = $j;
```

```
};


]]
template <int k, class Tuple>
struct tuple_element {
 typedef typename gtest_internal::TupleElement<
    k < (tuple_size<Tuple>::value), k, Tuple>::type type;
};


#define GTEST_TUPLE_ELEMENT_(k, Tuple) typename tuple_element<k, Tuple >::type

// 6.1.3.4 Element access.

namespace gtest_internal {


$for i [[
template <>
class Get<$i> {
public:
 template <class Tuple>
 static GTEST_ADD_REF_(GTEST_TUPLE_ELEMENT_($i, Tuple))
 Field(Tuple& t) { return t.f$(i)_; }  // NOLINT

 template <class Tuple>
 static GTEST_BY_REF_(GTEST_TUPLE_ELEMENT_($i,
 Tuple))
 ConstField(const Tuple& t) { return t.f$(i)_; }
};


]]
}  // namespace gtest_internal

template <int k, GTEST_$(n)_TYPENAMES_(T)>
GTEST_ADD_REF_(GTEST_TUPLE_ELEMENT_(k, GTEST_$(n)_TUPLE_(T)))
get(GTEST_$(n)_TUPLE_(T)& t) {
 return gtest_internal::Get<k>::Field(t);
}

template <int k, GTEST_$(n)_TYPENAMES_(T)>
GTEST_BY_REF_(GTEST_TUPLE_ELEMENT_(k,  GTEST_$(n)_TUPLE_(T)))
get(const GTEST_$(n)_TUPLE_(T)& t) {
 return gtest_internal::Get<k>::ConstField(t);
}

// 6.1.3.5 Relational operators
```

```
// We only implement == and !=, as we don't have a need for the rest yet.

namespace gtest_internal {

// SameSizeTuplePrefixComparator<k, k>::Eq(t1, t2) returns true if the
// first k fields of t1 equals the first k fields of t2.
// SameSizeTuplePrefixComparator(k1, k2) would be a compiler error if
// k1 != k2.
template <int kSize1, int kSize2>
struct SameSizeTuplePrefixComparator;

template <>
struct SameSizeTuplePrefixComparator<0, 0> {
 template <class Tuple1, class
 Tuple2>
 static bool Eq(const Tuple1& /* t1 */, const Tuple2& /* t2 */) {
   return true;
 }
};

template <int k>
struct SameSizeTuplePrefixComparator<k, k> {
 template <class Tuple1, class Tuple2>
 static bool Eq(const Tuple1& t1, const Tuple2& t2) {
   return SameSizeTuplePrefixComparator<k - 1, k - 1>::Eq(t1, t2) &&
       ::std::tr1::get<k - 1>(t1) == ::std::tr1::get<k - 1>(t2);
 }
};

}  // namespace gtest_internal

template <GTEST_$(n)_TYPENAMES_(T), GTEST_$(n)_TYPENAMES_(U)>
inline bool operator==(const GTEST_$(n)_TUPLE_(T)& t,
            const GTEST_$(n)_TUPLE_(U)& u) {
 return gtest_internal::SameSizeTuplePrefixComparator<
    tuple_size<GTEST_$(n)_TUPLE_(T) >::value,
    tuple_size<GTEST_$(n)_TUPLE_(U) >::value>::Eq(t, u);
}

template <GTEST_$(n)_TYPENAMES_(T), GTEST_$(n)_TYPENAMES_(U)>
inline bool operator!=(const GTEST_$(n)_TUPLE_(T)& t,
            const GTEST_$(n)_TUPLE_(U)& u) { return !(t == u); }

// 6.1.4 Pairs.
// Unimplemented.

}
```

```
  // namespace tr1
} // namespace std


$for j [[
#undef GTEST_$(j)_TUPLE_

]]


$for j [[
#undef GTEST_$(j)_TYPENAMES_

]]

#undef GTEST_DECLARE_TUPLE_AS_FRIEND_
#undef GTEST_BY_REF_
#undef GTEST_ADD_REF_
#undef GTEST_TUPLE_ELEMENT_

#endif  // GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TUPLE_H_
```

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-tuple.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-tuple.h.pump
No license file was found, but licenses were detected in source scan.

```
$$ -*- mode: c++; -*-
$var n = 50  $$ Maximum length of Values arguments we want to support.
$var maxtuple = 10  $$ Maximum number of Combine arguments we want to support.
// Copyright 2008, Google Inc.
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//
//
```

//
// Authors: vladl@google.com (Vlad Losev)
//
// Macros and functions for implementing parameterized tests
// in Google C++ Testing Framework (Google Test)
//
// This file is generated by a SCRIPT. DO
 NOT EDIT BY HAND!
//
#ifndef GTEST_INCLUDE_GTEST_GTEST_PARAM_TEST_H_
#define GTEST_INCLUDE_GTEST_GTEST_PARAM_TEST_H_

// Value-parameterized tests allow you to test your code with different
// parameters without writing multiple copies of the same test.
//
// Here is how you use value-parameterized tests:

#if 0

// To write value-parameterized tests, first you should define a fixture
// class. It is usually derived from testing::TestWithParam<T> (see below for
// another inheritance scheme that's sometimes useful in more complicated
// class hierarchies), where the type of your parameter values.
// TestWithParam<T> is itself derived from testing::Test. T can be any
// copyable type. If it's a raw pointer, you are responsible for managing the
// lifespan of the pointed values.

class FooTest : public ::testing::TestWithParam<const char*> {
 // You can implement all the usual class fixture members here.
};

// Then, use the TEST_P macro to define as many parameterized tests
// for this
 fixture as you want. The _P suffix is for "parameterized"
// or "pattern", whichever you prefer to think.

```
TEST_P(FooTest, DoesBlah) {
 // Inside a test, access the test parameter with the GetParam() method
 // of the TestWithParam<T> class:
 EXPECT_TRUE(foo.Blah(GetParam()));
 ...
}

TEST_P(FooTest, HasBlahBlah) {
 ...
}

// Finally, you can use INSTANTIATE_TEST_CASE_P to instantiate the test
// case with any set of parameters you want. Google Test defines a number
// of functions for generating test parameters. They return what we call
// (surprise!) parameter generators. Here is a  summary of them, which
// are all in the testing namespace:
//
//
//  Range(begin, end [, step]) - Yields values {begin, begin+step,
//                      begin+step+step, ...}. The values do not
//                      include end. step defaults to 1.
//  Values(v1, v2, ..., vN)    - Yields values {v1, v2, ..., vN}.
//  ValuesIn(container)        - Yields values from a C-style
 array, an STL
//  ValuesIn(begin,end)          container, or an iterator range [begin, end).
//  Bool()                - Yields sequence {false, true}.
//  Combine(g1, g2, ..., gN)   - Yields all combinations (the Cartesian product
//                      for the math savvy) of the values generated
//                      by the N generators.
//
// For more details, see comments at the definitions of these functions below
// in this file.
//
// The following statement will instantiate tests from the FooTest test case
// each with parameter values "meeny", "miny", and "moe".

INSTANTIATE_TEST_CASE_P(InstantiationName,
             FooTest,
             Values("meeny", "miny", "moe"));

// To distinguish different instances of the pattern, (yes, you
// can instantiate it more then once) the first argument to the
// INSTANTIATE_TEST_CASE_P macro is a prefix that will be added to the
// actual test case name. Remember to pick unique prefixes for
 different
// instantiations. The tests from the instantiation above will have
// these names:
//
```

```
//   * InstantiationName/FooTest.DoesBlah/0 for "meeny"
//   * InstantiationName/FooTest.DoesBlah/1 for "miny"
//   * InstantiationName/FooTest.DoesBlah/2 for "moe"
//   * InstantiationName/FooTest.HasBlahBlah/0 for "meeny"
//   * InstantiationName/FooTest.HasBlahBlah/1 for "miny"
//   * InstantiationName/FooTest.HasBlahBlah/2 for "moe"
//
// You can use these names in --gtest_filter.
//
// This statement will instantiate all tests from FooTest again, each
// with parameter values "cat" and "dog":

const char* pets[] = {"cat", "dog"};
INSTANTIATE_TEST_CASE_P(AnotherInstantiationName, FooTest, ValuesIn(pets));

// The tests from the instantiation above will have these names:
//
//   * AnotherInstantiationName/FooTest.DoesBlah/0 for "cat"
//   * AnotherInstantiationName/FooTest.DoesBlah/1 for "dog"
//   * AnotherInstantiationName/FooTest.HasBlahBlah/0 for "cat"
//   * AnotherInstantiationName/FooTest.HasBlahBlah/1
 for "dog"
//
// Please note that INSTANTIATE_TEST_CASE_P will instantiate all tests
// in the given test case, whether their definitions come before or
// AFTER the INSTANTIATE_TEST_CASE_P statement.
//
// Please also note that generator expressions (including parameters to the
// generators) are evaluated in InitGoogleTest(), after main() has started.
// This allows the user on one hand, to adjust generator parameters in order
// to dynamically determine a set of tests to run and on the other hand,
// give the user a chance to inspect the generated tests with Google Test
// reflection API before RUN_ALL_TESTS() is executed.
//
// You can see samples/sample7_unittest.cc and samples/sample8_unittest.cc
// for more examples.
//
// In the future, we plan to publish the API for defining new parameter
// generators. But for now this interface remains part of the internal
// implementation and is subject to change.
//
//
// A parameterized test fixture must
 be derived from testing::Test and from
// testing::WithParamInterface<T>, where T is the type of the parameter
// values. Inheriting from TestWithParam<T> satisfies that requirement because
// TestWithParam<T> inherits from both Test and WithParamInterface. In more
// complicated hierarchies, however, it is occasionally useful to inherit
```

```
// separately from Test and WithParamInterface. For example:

class BaseTest : public ::testing::Test {
 // You can inherit all the usual members for a non-parameterized test
 // fixture here.
};

class DerivedTest : public BaseTest, public ::testing::WithParamInterface<int> {
 // The usual test fixture members go here too.
};

TEST_F(BaseTest, HasFoo) {
 // This is an ordinary non-parameterized test.
}

TEST_P(DerivedTest, DoesBlah) {
 // GetParam works just the same here as if you inherit from TestWithParam.
 EXPECT_TRUE(foo.Blah(GetParam()));
}

#endif  // 0

#include "gtest/internal/gtest-port.h"

#if !GTEST_OS_SYMBIAN
# include <utility>
#endif

//
 scripts/fuse_gtest.py depends on gtest's own header being #included
// *unconditionally*.  Therefore these #includes cannot be moved
// inside #if GTEST_HAS_PARAM_TEST.
#include "gtest/internal/gtest-internal.h"
#include "gtest/internal/gtest-param-util.h"
#include "gtest/internal/gtest-param-util-generated.h"

#if GTEST_HAS_PARAM_TEST

namespace testing {

// Functions producing parameter generators.
//
// Google Test uses these generators to produce parameters for value-
// parameterized tests. When a parameterized test case is instantiated
// with a particular generator, Google Test creates and runs tests
// for each element in the sequence produced by the generator.
//
// In the following sample, tests from test case FooTest are instantiated
```

```
// each three times with parameter values 3, 5, and 8:
//
// class FooTest : public TestWithParam<int> { ... };
//
// TEST_P(FooTest, TestThis) {
// }
// TEST_P(FooTest, TestThat) {
// }
// INSTANTIATE_TEST_CASE_P(TestSequence, FooTest,
//  Values(3, 5, 8));
//

// Range() returns generators providing sequences of values in a range.
//
// Synopsis:
// Range(start, end)
//   - returns a generator producing a sequence of values {start, start+1,
//     start+2, ..., }.
// Range(start, end, step)
//   - returns a generator producing a sequence of values {start, start+step,
//     start+step+step, ..., }.
// Notes:
//   * The generated sequences never include end. For example, Range(1, 5)
//     returns a generator producing a sequence {1, 2, 3, 4}. Range(1, 9, 2)
//     returns a generator producing {1, 3, 5, 7}.
//   * start and end must have the same type. That type may be any integral or
//     floating-point type or a user defined type satisfying these conditions:
//     * It must be assignable (have operator=() defined).
//     * It must have operator+() (operator+(int-compatible type) for
//       two-operand version).
//     * It must have operator<() defined.
//     Elements in the resulting sequences will also have
// that type.
//   * Condition start < end must be satisfied in order for resulting sequences
//     to contain any elements.
//
template <typename T, typename IncrementT>
internal::ParamGenerator<T> Range(T start, T end, IncrementT step) {
 return internal::ParamGenerator<T>(
    new internal::RangeGenerator<T, IncrementT>(start, end, step));
}

template <typename T>
internal::ParamGenerator<T> Range(T start, T end) {
 return Range(start, end, 1);
}

// ValuesIn() function allows generation of tests with parameters coming from
```

```
// a container.
//
// Synopsis:
// ValuesIn(const T (&array)[N])
//   - returns a generator producing sequences with elements from
//     a C-style array.
// ValuesIn(const Container& container)
//   - returns a generator producing sequences with elements from
//     an STL-style container.
// ValuesIn(Iterator begin, Iterator end)
//   - returns a generator producing sequences with elements from
//     a range [begin, end) defined by a pair of STL-style iterators.
 These
//     iterators can also be plain C pointers.
//
// Please note that ValuesIn copies the values from the containers
// passed in and keeps them to generate tests in RUN_ALL_TESTS().
//
// Examples:
//
// This instantiates tests from test case StringTest
// each with C-string values of "foo", "bar", and "baz":
//
// const char* strings[] = {"foo", "bar", "baz"};
// INSTANTIATE_TEST_CASE_P(StringSequence, SrtingTest, ValuesIn(strings));
//
// This instantiates tests from test case StlStringTest
// each with STL strings with values "a" and "b":
//
// ::std::vector< ::std::string> GetParameterStrings() {
//   ::std::vector< ::std::string> v;
//   v.push_back("a");
//   v.push_back("b");
//   return v;
// }
//
// INSTANTIATE_TEST_CASE_P(CharSequence,
//                         StlStringTest,
//                         ValuesIn(GetParameterStrings()));
//
//
// This will also instantiate tests from CharTest
// each with parameter values 'a' and 'b':
//
// ::std::list<char> GetParameterChars()
 {
//   ::std::list<char> list;
//   list.push_back('a');
```

```
//   list.push_back('b');
//   return list;
// }
// ::std::list<char> l = GetParameterChars();
// INSTANTIATE_TEST_CASE_P(CharSequence2,
//                         CharTest,
//                         ValuesIn(l.begin(), l.end()));
//
template <typename ForwardIterator>
internal::ParamGenerator<
 typename ::testing::internal::IteratorTraits<ForwardIterator>::value_type>
ValuesIn(ForwardIterator begin, ForwardIterator end) {
 typedef typename ::testing::internal::IteratorTraits<ForwardIterator>
    ::value_type ParamType;
 return internal::ParamGenerator<ParamType>(
    new internal::ValuesInIteratorRangeGenerator<ParamType>(begin, end));
}


template <typename T, size_t N>
internal::ParamGenerator<T> ValuesIn(const T (&array)[N]) {
 return ValuesIn(array, array + N);
}


template <class Container>
internal::ParamGenerator<typename Container::value_type> ValuesIn(
  const Container& container) {
 return ValuesIn(container.begin(),
 container.end());
}


// Values() allows generating tests from explicitly specified list of
// parameters.
//
// Synopsis:
// Values(T v1, T v2, ..., T vN)
//   - returns a generator producing sequences with elements v1, v2, ..., vN.
//
// For example, this instantiates tests from test case BarTest each
// with values "one", "two", and "three":
//
// INSTANTIATE_TEST_CASE_P(NumSequence, BarTest, Values("one", "two", "three"));
//
// This instantiates tests from test case BazTest each with values 1, 2, 3.5.
// The exact type of values will depend on the type of parameter in BazTest.
//
// INSTANTIATE_TEST_CASE_P(FloatingNumbers, BazTest, Values(1, 2, 3.5));
//
// Currently, Values() supports from 1 to $n parameters.
```

```
//
$range i 1..n
$for i [[
$range j 1..i

template <$for j, [[typename T$j]]>
internal::ValueArray$i<$for j, [[T$j]]> Values($for j, [[T$j v$j]]) {
 return internal::ValueArray$i<$for j, [[T$j]]>($for j, [[v$j]]);
}

]]

// Bool() allows generating
 tests with parameters in a set of (false, true).
//
// Synopsis:
// Bool()
//   - returns a generator producing sequences with elements {false, true}.
//
// It is useful when testing code that depends on Boolean flags. Combinations
// of multiple flags can be tested when several Bool()'s are combined using
// Combine() function.
//
// In the following example all tests in the test case FlagDependentTest
// will be instantiated twice with parameters false and true.
//
// class FlagDependentTest : public testing::TestWithParam<bool> {
//   virtual void SetUp() {
//     external_flag = GetParam();
//   }
// }
// INSTANTIATE_TEST_CASE_P(BoolSequence, FlagDependentTest, Bool());
//
inline internal::ParamGenerator<bool> Bool() {
 return Values(false, true);
}

# if GTEST_HAS_COMBINE
// Combine() allows the user to combine two or more sequences to produce
// values of a Cartesian product of those sequences' elements.
//
// Synopsis:
// Combine(gen1, gen2, ..., genN)
//   - returns a generator
 producing sequences with elements coming from
//     the Cartesian product of elements from the sequences generated by
//     gen1, gen2, ..., genN. The sequence elements will have a type of
//     tuple<T1, T2, ..., TN> where T1, T2, ..., TN are the types
```

```
//     of elements from sequences produces by gen1, gen2, ..., genN.
//
// Combine can have up to $maxtuple arguments. This number is currently limited
// by the maximum number of elements in the tuple implementation used by Google
// Test.
//
// Example:
//
// This will instantiate tests in test case AnimalTest each one with
// the parameter values tuple("cat", BLACK), tuple("cat", WHITE),
// tuple("dog", BLACK), and tuple("dog", WHITE):
//
// enum Color { BLACK, GRAY, WHITE };
// class AnimalTest
//     : public testing::TestWithParam<tuple<const char*, Color> > {...};
//
// TEST_P(AnimalTest, AnimalLooksNice) {...}
//
// INSTANTIATE_TEST_CASE_P(AnimalVariations, AnimalTest,
//                 Combine(Values("cat", "dog"),
//
//                         Values(BLACK, WHITE)));
//
// This will instantiate tests in FlagDependentTest with all variations of two
// Boolean flags:
//
// class FlagDependentTest
//     : public testing::TestWithParam<tuple<bool, bool> > {
//   virtual void SetUp() {
//     // Assigns external_flag_1 and external_flag_2 values from the tuple.
//     tie(external_flag_1, external_flag_2) = GetParam();
//   }
// };
//
// TEST_P(FlagDependentTest, TestFeature1) {
//   // Test your code using external_flag_1 and external_flag_2 here.
// }
// INSTANTIATE_TEST_CASE_P(TwoBoolSequence, FlagDependentTest,
//                 Combine(Bool(), Bool()));
//
$range i 2..maxtuple
$for i [[
$range j 1..i

template <$for j, [[typename Generator$j]]>
internal::CartesianProductHolder$i<$for j, [[Generator$j]]> Combine(
  $for j, [[const Generator$j& g$j]]) {
 return internal::CartesianProductHolder$i<$for j, [[Generator$j]]>(
```

```
    $for j, [[g$j]]);
}


]]
# endif  // GTEST_HAS_COMBINE



#
 define TEST_P(test_case_name, test_name) \
 class GTEST_TEST_CLASS_NAME_(test_case_name, test_name) \
   : public test_case_name { \
 public: \
  GTEST_TEST_CLASS_NAME_(test_case_name, test_name)() {} \
  virtual void TestBody(); \
 private: \
  static int AddToRegistry() { \
    ::testing::UnitTest::GetInstance()->parameterized_test_registry(). \
      GetTestCasePatternHolder<test_case_name>(\
        #test_case_name, __FILE__, __LINE__)->AddTestPattern(\
          #test_case_name, \
          #test_name, \
          new ::testing::internal::TestMetaFactory< \
            GTEST_TEST_CLASS_NAME_(test_case_name, test_name)>()); \
    return 0; \
  } \
  static int gtest_registering_dummy_; \
  GTEST_DISALLOW_COPY_AND_ASSIGN_(\
    GTEST_TEST_CLASS_NAME_(test_case_name, test_name)); \
 }; \
 int GTEST_TEST_CLASS_NAME_(test_case_name, \
              test_name)::gtest_registering_dummy_ = \
   GTEST_TEST_CLASS_NAME_(test_case_name, test_name)::AddToRegistry(); \
 void GTEST_TEST_CLASS_NAME_(test_case_name, test_name)::TestBody()

# define INSTANTIATE_TEST_CASE_P(prefix, test_case_name, generator) \
 ::testing::internal::ParamGenerator<test_case_name::ParamType> \
   gtest_##prefix##test_case_name##_EvalGenerator_() { return generator; } \
 int gtest_##prefix##test_case_name##_dummy_ = \
   ::testing::UnitTest::GetInstance()->parameterized_test_registry(). \
     GetTestCasePatternHolder<test_case_name>(\
       #test_case_name, __FILE__, __LINE__)->AddTestCaseInstantiation(\
         #prefix, \
         &gtest_##prefix##test_case_name##_EvalGenerator_, \
         __FILE__, __LINE__)

} // namespace testing
```

#endif // GTEST_HAS_PARAM_TEST

#endif // GTEST_INCLUDE_GTEST_GTEST_PARAM_TEST_H_

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-param-test.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-param-test.h.pump
No license file was found, but licenses were detected in source scan.

```
$$ -*- mode: c++; -*-
$$ This is a Pump source file.  Please use Pump to convert it to
$$ gmock-generated-actions.h.
$$
$var n = 10  $$ The maximum arity we support.
$$ }} This line fixes auto-indentation of the following code in Emacs.
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// Google Mock - a framework for writing C++ mock classes.
//
// This file implements some commonly used variadic matchers.
```

```
#ifndef GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_MATCHERS_H_
#define
 GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_MATCHERS_H_

#include <iterator>
#include <sstream>
#include <string>
#include <vector>
#include "gmock/gmock-matchers.h"

namespace testing {
namespace internal {

$range i 0..n-1

// The type of the i-th (0-based) field of Tuple.
#define GMOCK_FIELD_TYPE_(Tuple, i) \
  typename ::std::tr1::tuple_element<i, Tuple>::type

// TupleFields<Tuple, k0, ..., kn> is for selecting fields from a
// tuple of type Tuple.  It has two members:
//
//   type: a tuple type whose i-th field is the ki-th field of Tuple.
//   GetSelectedFields(t): returns fields k0, ..., and kn of t as a tuple.
//
// For example, in class TupleFields<tuple<bool, char, int>, 2, 0>, we have:
//
//   type is tuple<int, bool>, and
//   GetSelectedFields(make_tuple(true, 'a', 42)) is (42, true).

template <class Tuple$for i [[, int k$i = -1]]>
class TupleFields;

// This generic version is used when there are $n selectors.
template <class
 Tuple$for i [[, int k$i]]>
class TupleFields {
public:
 typedef ::std::tr1::tuple<$for i, [[GMOCK_FIELD_TYPE_(Tuple, k$i)]]> type;
 static type GetSelectedFields(const Tuple& t) {
  using ::std::tr1::get;
  return type($for i, [[get<k$i>(t)]]);
 }
};

// The following specialization is used for 0 ~ $(n-1) selectors.
```

```
$for i [[
$$ }}}
$range j 0..i-1
$range k 0..n-1

template <class Tuple$for j [[, int k$j]]>
class TupleFields<Tuple, $for k, [[$if k < i [[k$k]] $else [[-1]]]]> {
public:
 typedef ::std::tr1::tuple<$for j, [[GMOCK_FIELD_TYPE_(Tuple, k$j)]]> type;
 static type GetSelectedFields(const Tuple& $if i==0 [[/* t */]] $else [[t]]) {
  using ::std::tr1::get;
  return type($for j, [[get<k$j>(t)]]);
 }
};

]]

#undef GMOCK_FIELD_TYPE_

// Implements the Args() matcher.

$var ks = [[$for i, [[k$i]]]]
template <class ArgsTuple$for i [[, int k$i = -1]]>
class ArgsMatcherImpl : public MatcherInterface<ArgsTuple> {
public:
 // ArgsTuple may have top-level const or reference
 modifiers.
 typedef GTEST_REMOVE_REFERENCE_AND_CONST_(ArgsTuple) RawArgsTuple;
 typedef typename internal::TupleFields<RawArgsTuple, $ks>::type SelectedArgs;
 typedef Matcher<const SelectedArgs&> MonomorphicInnerMatcher;

 template <typename InnerMatcher>
 explicit ArgsMatcherImpl(const InnerMatcher& inner_matcher)
   : inner_matcher_(SafeMatcherCast<const SelectedArgs&>(inner_matcher)) {}

 virtual bool MatchAndExplain(ArgsTuple args,
                  MatchResultListener* listener) const {
  const SelectedArgs& selected_args = GetSelectedArgs(args);
  if (!listener->IsInterested())
   return inner_matcher_.Matches(selected_args);

  PrintIndices(listener->stream());
  *listener << "are " << PrintToString(selected_args);

  StringMatchResultListener inner_listener;
  const bool match = inner_matcher_.MatchAndExplain(selected_args,
                          &inner_listener);
  PrintIfNotEmpty(inner_listener.str(),
```

```
    listener->stream());
      return match;
    }

    virtual void DescribeTo(::std::ostream* os) const {
      *os << "are a tuple ";
      PrintIndices(os);
      inner_matcher_.DescribeTo(os);
    }

    virtual void DescribeNegationTo(::std::ostream* os) const {
      *os << "are a tuple ";
      PrintIndices(os);
      inner_matcher_.DescribeNegationTo(os);
    }

   private:
    static SelectedArgs GetSelectedArgs(ArgsTuple args) {
      return TupleFields<RawArgsTuple, $ks>::GetSelectedFields(args);
    }

    // Prints the indices of the selected fields.
    static void PrintIndices(::std::ostream* os) {
      *os << "whose fields (";
      const int indices[$n] = { $ks };
      for (int i = 0; i < $n; i++) {
        if (indices[i] < 0)
          break;

        if (i >= 1)
          *os << ", ";

        *os << "#" << indices[i];
      }
      *os << ") ";
    }

    const MonomorphicInnerMatcher inner_matcher_;

    GTEST_DISALLOW_ASSIGN_(ArgsMatcherImpl);
  };

  template <class InnerMatcher$for i [[, int k$i = -1]]>
  class ArgsMatcher {
   public:
    explicit ArgsMatcher(const InnerMatcher& inner_matcher)
        : inner_matcher_(inner_matcher) {}
```

```
template <typename ArgsTuple>
operator Matcher<ArgsTuple>() const {
  return MakeMatcher(new ArgsMatcherImpl<ArgsTuple, $ks>(inner_matcher_));
}

private:
const InnerMatcher inner_matcher_;

GTEST_DISALLOW_ASSIGN_(ArgsMatcher);
};

// A set of metafunctions for computing the result type of AllOf.
// AllOf(m1, ..., mN) returns
// AllOfResultN<decltype(m1), ..., decltype(mN)>::type.

// Although AllOf isn't defined for one argument, AllOfResult1 is defined
// to simplify the implementation.
template <typename M1>
struct AllOfResult1 {
typedef M1 type;
};

$range i 1..n

$range i 2..n
$for i [[
$range j 2..i
$var m = i/2
$range k 1..m
$range t m+1..i

template <typename M1$for j [[, typename M$j]]>
struct AllOfResult$i {
typedef BothOfMatcher<
    typename AllOfResult$m<$for k, [[M$k]]>::type,
    typename AllOfResult$(i-m)<$for t, [[M$t]]>::type
> type;
};

]]

//
 A set of metafunctions for computing the result type of AnyOf.
// AnyOf(m1, ..., mN) returns
// AnyOfResultN<decltype(m1), ..., decltype(mN)>::type.

// Although AnyOf isn't defined for one argument, AnyOfResult1 is defined
// to simplify the implementation.
```

```
template <typename M1>
struct AnyOfResult1 {
 typedef M1 type;
};

$range i 1..n

$range i 2..n
$for i [[
$range j 2..i
$var m = i/2
$range k 1..m
$range t m+1..i

template <typename M1$for j [[, typename M$j]]>
struct AnyOfResult$i {
 typedef EitherOfMatcher<
    typename AnyOfResult$m<$for k, [[M$k]]>::type,
    typename AnyOfResult$(i-m)<$for t, [[M$t]]>::type
 > type;
};

]]

} // namespace internal

// Args<N1, N2, ..., Nk>(a_matcher) matches a tuple if the selected
// fields of it matches a_matcher.  C++ doesn't support default
// arguments for function templates, so we have to overload it.

$range i 0..n
$for i [[
$range j 1..i
template <$for j [[int k$j, ]]typename InnerMatcher>
inline internal::ArgsMatcher<InnerMatcher$for
 j [[, k$j]]>
Args(const InnerMatcher& matcher) {
 return internal::ArgsMatcher<InnerMatcher$for j [[, k$j]]>(matcher);
}


]]
// ElementsAre(e_1, e_2, ... e_n) matches an STL-style container with
// n elements, where the i-th element in the container must
// match the i-th argument in the list.  Each argument of
// ElementsAre() can be either a value or a matcher.  We support up to
// $n arguments.
//
```

```
// The use of DecayArray in the implementation allows ElementsAre()
// to accept string literals, whose type is const char[N], but we
// want to treat them as const char*.
//
// NOTE: Since ElementsAre() cares about the order of the elements, it
// must not be used with containers whose elements's order is
// undefined (e.g. hash_map).

$range i 0..n
$for i [[

$range j 1..i

$if i>0 [[

template <$for j, [[typename T$j]]>
]]

inline internal::ElementsAreMatcher<
  std::tr1::tuple<
$for j, [[

    typename internal::DecayArray<T$j[[]]>::type]]> >
ElementsAre($for j,
 [[const T$j& e$j]]) {
 typedef std::tr1::tuple<
$for j, [[

   typename internal::DecayArray<T$j[[]]>::type]]> Args;
 return internal::ElementsAreMatcher<Args>(Args($for j, [[e$j]]));
}

]]

// UnorderedElementsAre(e_1, e_2, ..., e_n) is an ElementsAre extension
// that matches n elements in any order.  We support up to n=$n arguments.

$range i 0..n
$for i [[

$range j 1..i

$if i>0 [[

template <$for j, [[typename T$j]]>
]]

inline internal::UnorderedElementsAreMatcher<
```

```
   std::tr1::tuple<
$for j, [[


    typename internal::DecayArray<T$j[[]]>::type]]> >
UnorderedElementsAre($for j, [[const T$j& e$j]]) {
 typedef std::tr1::tuple<
$for j, [[


   typename internal::DecayArray<T$j[[]]>::type]]> Args;
 return internal::UnorderedElementsAreMatcher<Args>(Args($for j, [[e$j]]));
}


]]

// AllOf(m1, m2, ..., mk) matches any value that matches all of the given
// sub-matchers.  AllOf is called fully qualified to prevent ADL from firing.

$range i 2..n
$for i [[
$range j 1..i
$var
 m = i/2
$range k 1..m
$range t m+1..i


template <$for j, [[typename M$j]]>
inline typename internal::AllOfResult$i<$for j, [[M$j]]>::type
AllOf($for j, [[M$j m$j]]) {
 return typename internal::AllOfResult$i<$for j, [[M$j]]>::type(
    $if m == 1 [[m1]] $else [[::testing::AllOf($for k, [[m$k]])]],
    $if m+1 == i [[m$i]] $else [[::testing::AllOf($for t, [[m$t]])]]);
}


]]

// AnyOf(m1, m2, ..., mk) matches any value that matches any of the given
// sub-matchers.  AnyOf is called fully qualified to prevent ADL from firing.

$range i 2..n
$for i [[
$range j 1..i
$var m = i/2
$range k 1..m
$range t m+1..i


template <$for j, [[typename M$j]]>
inline typename internal::AnyOfResult$i<$for j, [[M$j]]>::type
AnyOf($for j, [[M$j m$j]]) {
```

```
 return typename internal::AnyOfResult$i<$for j, [[M$j]]>::type(
    $if m == 1 [[m1]] $else [[::testing::AnyOf($for k, [[m$k]])]],
    $if m+1 == i [[m$i]] $else [[::testing::AnyOf($for t, [[m$t]])]]);
}


]]


}  // namespace testing
$$ } // This
 Pump meta comment fixes auto-indentation in Emacs. It will not
$$   // show up in the generated code.



// The MATCHER* family of macros can be used in a namespace scope to
// define custom matchers easily.
//
// Basic Usage
// ===========
//
// The syntax
//
//   MATCHER(name, description_string) { statements; }
//
// defines a matcher with the given name that executes the statements,
// which must return a bool to indicate if the match succeeds.  Inside
// the statements, you can refer to the value being matched by 'arg',
// and refer to its type by 'arg_type'.
//
// The description string documents what the matcher does, and is used
// to generate the failure message when the match fails.  Since a
// MATCHER() is usually defined in a header file shared by multiple
// C++ source files, we require the description to be a C-string
// literal to avoid possible side effects.  It can be empty, in which
// case we'll use the sequence of words in the matcher name as the
// description.
//
//
 For example:
//
//   MATCHER(IsEven, "") { return (arg % 2) == 0; }
//
// allows you to write
//
//   // Expects mock_foo.Bar(n) to be called where n is even.
//   EXPECT_CALL(mock_foo, Bar(IsEven()));
//
// or,
//
```

```
//   // Verifies that the value of some_expression is even.
//   EXPECT_THAT(some_expression, IsEven());
//
// If the above assertion fails, it will print something like:
//
//   Value of: some_expression
//   Expected: is even
//     Actual: 7
//
// where the description "is even" is automatically calculated from the
// matcher name IsEven.
//
// Argument Type
// =============
//
// Note that the type of the value being matched (arg_type) is
// determined by the context in which you use the matcher and is
// supplied to you by the compiler, so you don't need to worry about
// declaring it (nor can you).  This allows the matcher to be
// polymorphic.  For example, IsEven() can be used to match any type
// where the value of "(arg % 2) == 0" can be implicitly converted to
//
//  a bool.  In the "Bar(IsEven())" example above, if method Bar()
// takes an int, 'arg_type' will be int; if it takes an unsigned long,
// 'arg_type' will be unsigned long; and so on.
//
// Parameterizing Matchers
// =======================
//
// Sometimes you'll want to parameterize the matcher.  For that you
// can use another macro:
//
//   MATCHER_P(name, param_name, description_string) { statements; }
//
// For example:
//
//   MATCHER_P(HasAbsoluteValue, value, "") { return abs(arg) == value; }
//
// will allow you to write:
//
//   EXPECT_THAT(Blah("a"), HasAbsoluteValue(n));
//
// which may lead to this message (assuming n is 10):
//
//   Value of: Blah("a")
//   Expected: has absolute value 10
//     Actual: -9
//
```

```
// Note that both the matcher description and its parameter are
// printed, making the message human-friendly.
//
// In the matcher definition body, you can write 'foo_type' to
// reference the type of a parameter named 'foo'.  For example, in the
// body of MATCHER_P(HasAbsoluteValue,
 value) above, you can write
// 'value_type' to refer to the type of 'value'.
//
// We also provide MATCHER_P2, MATCHER_P3, ..., up to MATCHER_P$n to
// support multi-parameter matchers.
//
// Describing Parameterized Matchers
// ================================
//
// The last argument to MATCHER*() is a string-typed expression.  The
// expression can reference all of the matcher's parameters and a
// special bool-typed variable named 'negation'.  When 'negation' is
// false, the expression should evaluate to the matcher's description;
// otherwise it should evaluate to the description of the negation of
// the matcher.  For example,
//
//   using testing::PrintToString;
//
//   MATCHER_P2(InClosedRange, low, hi,
//       string(negation ? "is not" : "is") + " in range [" +
//       PrintToString(low) + ", " + PrintToString(hi) + "]") {
//     return low <= arg && arg <= hi;
//   }
//   ...
//   EXPECT_THAT(3, InClosedRange(4, 6));
//   EXPECT_THAT(3, Not(InClosedRange(2,
 4)));
//
// would generate two failures that contain the text:
//
//   Expected: is in range [4, 6]
//   ...
//   Expected: is not in range [2, 4]
//
// If you specify "" as the description, the failure message will
// contain the sequence of words in the matcher name followed by the
// parameter values printed as a tuple.  For example,
//
//   MATCHER_P2(InClosedRange, low, hi, "") { ... }
//   ...
//   EXPECT_THAT(3, InClosedRange(4, 6));
//   EXPECT_THAT(3, Not(InClosedRange(2, 4)));
```

```
//
// would generate two failures that contain the text:
//
//   Expected: in closed range (4, 6)
//   ...
//   Expected: not (in closed range (2, 4))
//
// Types of Matcher Parameters
// ===========================
//
// For the purpose of typing, you can view
//
//   MATCHER_Pk(Foo, p1, ..., pk, description_string) { ... }
//
// as shorthand for
//
//   template <typename p1_type, ..., typename pk_type>
//   FooMatcherPk<p1_type, ..., pk_type>
//   Foo(p1_type p1, ..., pk_type pk) { ... }
//
//
// When you write Foo(v1, ..., vk), the compiler infers the types of
// the parameters v1, ..., and vk for you.  If you are not happy with
// the result of the type inference, you can specify the types by
// explicitly instantiating the template, as in Foo<long, bool>(5,
// false).  As said earlier, you don't get to (or need to) specify
// 'arg_type' as that's determined by the context in which the matcher
// is used.  You can assign the result of expression Foo(p1, ..., pk)
// to a variable of type FooMatcherPk<p1_type, ..., pk_type>.  This
// can be useful when composing matchers.
//
// While you can instantiate a matcher template with reference types,
// passing the parameters by pointer usually makes your code more
// readable.  If, however, you still want to pass a parameter by
// reference, be aware that in the failure message generated by the
// matcher you will see the value of the referenced object but not its
// address.
//
// Explaining Match Results
// ========================
//
//
// Sometimes the matcher description alone isn't enough to explain why
// the match has failed or succeeded.  For example, when expecting a
// long string, it can be very helpful to also print the diff between
// the expected string and the actual one.  To achieve that, you can
// optionally stream additional information to a special variable
// named result_listener, whose type is a pointer to class
```

```
// MatchResultListener:
//
//   MATCHER_P(EqualsLongString, str, "") {
//     if (arg == str) return true;
//
//     *result_listener << "the difference: "
///                 << DiffStrings(str, arg);
//     return false;
//   }
//
// Overloading Matchers
// ====================
//
// You can overload matchers with different numbers of parameters:
//
//   MATCHER_P(Blah, a, description_string1) { ... }
//   MATCHER_P2(Blah, a, b, description_string2) { ... }
//
// Caveats
// =======
//
// When defining a new matcher, you should also consider implementing
// MatcherInterface or using
//  MakePolymorphicMatcher().  These
// approaches require more work than the MATCHER* macros, but also
// give you more control on the types of the value being matched and
// the matcher parameters, which may leads to better compiler error
// messages when the matcher is used wrong.  They also allow
// overloading matchers based on parameter types (as opposed to just
// based on the number of parameters).
//
// MATCHER*() can only be used in a namespace scope.  The reason is
// that C++ doesn't yet allow function-local types to be used to
// instantiate templates.  The up-coming C++0x standard will fix this.
// Once that's done, we'll consider supporting using MATCHER*() inside
// a function.
//
// More Information
// ================
//
// To learn more about using these macros, please search for 'MATCHER'
// on http://code.google.com/p/googlemock/wiki/CookBook.

$range i 0..n
$for i

[[
$var macro_name = [[$if i==0 [[MATCHER]] $elif i==1 [[MATCHER_P]]
```

```
       $else [[MATCHER_P$i]]]]
$var class_name = [[name##Matcher[[$if i==0 [[]] $elif i==1 [[P]]
                             $else [[P$i]]]]]]
$range j 0..i-1
$var template = [[$if i==0 [[]] $else [[


 template <$for j, [[typename p$j##_type]]>\
]]]]
$var ctor_param_list = [[$for j, [[p$j##_type gmock_p$j]]]]
$var impl_ctor_param_list = [[$for j, [[p$j##_type gmock_p$j]]]]
$var impl_inits = [[$if i==0 [[]] $else [[ : $for j, [[p$j(gmock_p$j)]]]]]]
$var inits = [[$if i==0 [[]] $else [[ : $for j, [[p$j(gmock_p$j)]]]]]]
$var params = [[$for j, [[p$j]]]]
$var param_types = [[$if i==0 [[]] $else [[<$for j, [[p$j##_type]]>]]]]
$var param_types_and_names = [[$for j, [[p$j##_type p$j]]]]
$var param_field_decls = [[$for j
[[

    p$j##_type p$j;\
]]]]
$var param_field_decls2 = [[$for j
[[

  p$j##_type p$j;\
]]]]


#define $macro_name(name$for j [[, p$j]], description)\$template
 class $class_name {\
  public:\
   template <typename arg_type>\
   class gmock_Impl
 : public ::testing::MatcherInterface<arg_type> {\
    public:\
    [[$if i==1 [[explicit ]]]]gmock_Impl($impl_ctor_param_list)\
        $impl_inits {}\
     virtual bool MatchAndExplain(\
        arg_type arg, ::testing::MatchResultListener* result_listener) const;\
     virtual void DescribeTo(::std::ostream* gmock_os) const {\
      *gmock_os << FormatDescription(false);\
     }\
     virtual void DescribeNegationTo(::std::ostream* gmock_os) const {\
      *gmock_os << FormatDescription(true);\
     }\$param_field_decls
    private:\
     ::testing::internal::string FormatDescription(bool negation) const {\
      const ::testing::internal::string gmock_description = (description);\
      if (!gmock_description.empty())\
```

```
      return gmock_description;\
      return ::testing::internal::FormatMatcherDescription(\
         negation, #name, \
         ::testing::internal::UniversalTersePrintTupleFieldsToStrings(\
            ::std::tr1::tuple<$for
j, [[p$j##_type]]>($for j, [[p$j]])));\
      }\
      GTEST_DISALLOW_ASSIGN_(gmock_Impl);\
    };\
    template <typename arg_type>\
    operator ::testing::Matcher<arg_type>() const {\
      return ::testing::Matcher<arg_type>(\
         new gmock_Impl<arg_type>($params));\
    }\
    $class_name($ctor_param_list)$inits {\
    }\$param_field_decls2
  private:\
    GTEST_DISALLOW_ASSIGN_($class_name);\
  };\$template
  inline $class_name$param_types name($param_types_and_names) {\
    return $class_name$param_types($params);\
  }\$template
  template <typename arg_type>\
  bool $class_name$param_types::gmock_Impl<arg_type>::MatchAndExplain(\
      arg_type arg, \
      ::testing::MatchResultListener* result_listener GTEST_ATTRIBUTE_UNUSED_)\
        const
]]
```

#endif // GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_MATCHERS_H_

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-matchers.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-matchers.h.pump
No license file was found, but licenses were detected in source scan.

```
$$ -*- mode: c++; -*-
$var n = 50  $$ Maximum length of Values arguments we want to support.
$var maxtuple = 10  $$ Maximum number of Combine arguments we want to support.
// Copyright 2008 Google Inc.
// All Rights Reserved.
//
// Redistribution and use in source and binary forms, with or without
// modification, are permitted provided that the following conditions are
// met:
//
```

// Author: vladl@google.com (Vlad Losev)

// Type and function utilities for implementing parameterized tests.
// This file is generated by a SCRIPT. DO NOT EDIT BY HAND!
//
// Currently Google Test
 supports at most $n arguments in Values,
// and at most $maxtuple arguments in Combine. Please contact
// googletestframework@googlegroups.com if you need more.
// Please note that the number of arguments to Combine is limited
// by the maximum arity of the implementation of tr1::tuple which is
// currently set at $maxtuple.

#ifndef GTEST_INCLUDE_GTEST_INTERNAL_GTEST_PARAM_UTIL_GENERATED_H_
#define GTEST_INCLUDE_GTEST_INTERNAL_GTEST_PARAM_UTIL_GENERATED_H_

// scripts/fuse_gtest.py depends on gtest's own header being #included
// *unconditionally*. Therefore these #includes cannot be moved
// inside #if GTEST_HAS_PARAM_TEST.
#include "gtest/internal/gtest-param-util.h"
#include "gtest/internal/gtest-port.h"

#if GTEST_HAS_PARAM_TEST

namespace testing {

```
// Forward declarations of ValuesIn(), which is implemented in
// include/gtest/gtest-param-test.h.
template <typename ForwardIterator>
internal::ParamGenerator<
 typename ::testing::internal::IteratorTraits<ForwardIterator>::value_type>
ValuesIn(ForwardIterator
 begin, ForwardIterator end);

template <typename T, size_t N>
internal::ParamGenerator<T> ValuesIn(const T (&array)[N]);

template <class Container>
internal::ParamGenerator<typename Container::value_type> ValuesIn(
  const Container& container);

namespace internal {

// Used in the Values() function to provide polymorphic capabilities.
template <typename T1>
class ValueArray1 {
public:
 explicit ValueArray1(T1 v1) : v1_(v1) {}

 template <typename T>
 operator ParamGenerator<T>() const { return ValuesIn(&v1_, &v1_ + 1); }

private:
 // No implementation - assignment is unsupported.
 void operator=(const ValueArray1& other);

 const T1 v1_;
};

$range i 2..n
$for i [[
$range j 1..i

template <$for j, [[typename T$j]]>
class ValueArray$i {
public:
 ValueArray$i($for j, [[T$j v$j]]) : $for j, [[v$(j)_(v$j)]] {}

 template <typename T>
 operator ParamGenerator<T>() const {
  const T array[] = {$for j, [[static_cast<T>(v$(j)_)]]};
  return
```

```
 ValuesIn(array);
 }

private:
 // No implementation - assignment is unsupported.
 void operator=(const ValueArray$i& other);

$for j [[

 const T$j v$(j)_;
]]

};

]]

# if GTEST_HAS_COMBINE
// INTERNAL IMPLEMENTATION - DO NOT USE IN USER CODE.
//
// Generates values from the Cartesian product of values produced
// by the argument generators.
//
$range i 2..maxtuple
$for i [[
$range j 1..i
$range k 2..i

template <$for j, [[typename T$j]]>
class CartesianProductGenerator$i
  : public ParamGeneratorInterface< ::std::tr1::tuple<$for j, [[T$j]]> > {
public:
 typedef ::std::tr1::tuple<$for j, [[T$j]]> ParamType;

 CartesianProductGenerator$i($for j, [[const ParamGenerator<T$j>& g$j]])
   : $for j, [[g$(j)_(g$j)]] {}
 virtual ~CartesianProductGenerator$i() {}

 virtual ParamIteratorInterface<ParamType>* Begin() const {
  return new Iterator(this, $for j, [[g$(j)_, g$(j)_.begin()]]);
 }
 virtual ParamIteratorInterface<ParamType>* End() const {
  return new Iterator(this,
$for j, [[g$(j)_, g$(j)_.end()]]);
 }

private:
 class Iterator : public ParamIteratorInterface<ParamType> {
 public:
```

```
    Iterator(const ParamGeneratorInterface<ParamType>* base, $for j, [[

    const ParamGenerator<T$j>& g$j,
    const typename ParamGenerator<T$j>::iterator& current$(j)]])
      : base_(base),
$for j, [[

        begin$(j)_(g$j.begin()), end$(j)_(g$j.end()), current$(j)_(current$j)
]]   {
    ComputeCurrentValue();
  }
  virtual ~Iterator() {}

  virtual const ParamGeneratorInterface<ParamType>* BaseGenerator() const {
    return base_;
  }
  // Advance should not be called on beyond-of-range iterators
  // so no component iterators must be beyond end of range, either.
  virtual void Advance() {
    assert(!AtEnd());
    ++current$(i)_;

$for k [[
    if (current$(i+2-k)_  == end$(i+2-k)_) {
      current$(i+2-k)_ = begin$(i+2-k)_;
      ++current$(i+2-k-1)_;
    }

]]
    ComputeCurrentValue();
  }
  virtual ParamIteratorInterface<ParamType>*
 Clone() const {
    return new Iterator(*this);
  }
  virtual const ParamType* Current() const { return &current_value_; }
  virtual bool Equals(const ParamIteratorInterface<ParamType>& other) const {
    // Having the same base generator guarantees that the other
    // iterator is of the same type and we can downcast.
    GTEST_CHECK_(BaseGenerator() == other.BaseGenerator())
        << "The program attempted to compare iterators "
        << "from different generators." << std::endl;
    const Iterator* typed_other =
      CheckedDowncastToActualType<const Iterator>(&other);
    // We must report iterators equal if they both point beyond their
    // respective ranges. That can happen in a variety of fashions,
    // so we have to consult AtEnd().
    return (AtEnd() && typed_other->AtEnd()) ||
```

```
        ($for j  && [[

        current$(j)_ == typed_other->current$(j)_
]]);
  }

  private:
   Iterator(const Iterator& other)
      : base_(other.base_), $for j, [[

     begin$(j)_(other.begin$(j)_),
     end$(j)_(other.end$(j)_),
     current$(j)_(other.current$(j)_)
]] {
      ComputeCurrentValue();
  }

   void ComputeCurrentValue() {
    if (!AtEnd())
     current_value_ = ParamType($for j, [[*current$(j)_]]);
  }
   bool AtEnd() const {
    // We must report iterator past the end of the range when either of the
    // component iterators has reached the end of its range.
    return
$for j  || [[

        current$(j)_ == end$(j)_
]];
  }

   // No implementation - assignment is unsupported.
   void operator=(const Iterator& other);

   const ParamGeneratorInterface<ParamType>* const base_;
   // begin[i]_ and end[i]_ define the i-th range that Iterator traverses.
   // current[i]_ is the actual traversing iterator.
$for j [[

   const typename ParamGenerator<T$j>::iterator begin$(j)_;
   const typename ParamGenerator<T$j>::iterator end$(j)_;
   typename ParamGenerator<T$j>::iterator
 current$(j)_;
]]

   ParamType current_value_;
 }; // class CartesianProductGenerator$i::Iterator
```

```
 // No implementation - assignment is unsupported.
 void operator=(const CartesianProductGenerator$i& other);


$for j [[
 const ParamGenerator<T$j> g$(j)_;

]]
}; // class CartesianProductGenerator$i


]]

// INTERNAL IMPLEMENTATION - DO NOT USE IN USER CODE.
//
// Helper classes providing Combine() with polymorphic features. They allow
// casting CartesianProductGeneratorN<T> to ParamGenerator<U> if T is
// convertible to U.
//
$range i 2..maxtuple
$for i [[
$range j 1..i

template <$for j, [[class Generator$j]]>
class CartesianProductHolder$i {
public:
CartesianProductHolder$i($for j, [[const Generator$j& g$j]])
    : $for j, [[g$(j)_(g$j)]] {}
 template <$for j, [[typename T$j]]>
 operator ParamGenerator< ::std::tr1::tuple<$for j, [[T$j]]> >() const {
   return ParamGenerator< ::std::tr1::tuple<$for j, [[T$j]]> >(
     new CartesianProductGenerator$i<$for
j, [[T$j]]>(
$for j,[[

    static_cast<ParamGenerator<T$j> >(g$(j)_)
]]));
 }

private:
 // No implementation - assignment is unsupported.
 void operator=(const CartesianProductHolder$i& other);


$for j [[
 const Generator$j g$(j)_;

]]
```

```
};  // class CartesianProductHolder$i


]]


# endif  // GTEST_HAS_COMBINE


} // namespace internal
} // namespace testing


#endif  //  GTEST_HAS_PARAM_TEST


#endif  // GTEST_INCLUDE_GTEST_INTERNAL_GTEST_PARAM_UTIL_GENERATED_H_
```

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-param-util-generated.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-param-util-generated.h.pump
No license file was found, but licenses were detected in source scan.

```
$$ -*- mode: c++; -*-
$$ This is a Pump source file.  Please use Pump to convert it to
$$ gmock-generated-nice-strict.h.
$$
$var n = 10  $$ The maximum arity we support.
// Copyright 2008, Google Inc.
// All rights reserved.
//
// Redistribution and use in source and binary forms, with or without
// modification, are permitted provided that the following conditions are
// met:
//
//     * Redistributions of source code must retain the above copyright
// notice, this list of conditions and the following disclaimer.
//     * Redistributions in binary form must reproduce the above
// copyright notice, this list of conditions and the following disclaimer
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//     * Neither the name of Google Inc. nor the names of its
// contributors may be used to endorse or promote products derived from
// this software without specific prior written permission.
//
//
 THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS
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// LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
// A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
// OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
// SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT
```

// Author: wan@google.com (Zhanyong Wan)

// Implements class templates NiceMock, NaggyMock, and StrictMock.
//
// Given a mock class MockFoo that is created using Google Mock,
// NiceMock<MockFoo> is
 a subclass of MockFoo that allows
// uninteresting calls (i.e. calls to mock methods that have no
// EXPECT_CALL specs), NaggyMock<MockFoo> is a subclass of MockFoo
// that prints a warning when an uninteresting call occurs, and
// StrictMock<MockFoo> is a subclass of MockFoo that treats all
// uninteresting calls as errors.
//
// Currently a mock is naggy by default, so MockFoo and
// NaggyMock<MockFoo> behave like the same. However, we will soon
// switch the default behavior of mocks to be nice, as that in general
// leads to more maintainable tests. When that happens, MockFoo will
// stop behaving like NaggyMock<MockFoo> and start behaving like
// NiceMock<MockFoo>.
//
// NiceMock, NaggyMock, and StrictMock "inherit" the constructors of
// their respective base class, with up-to $n arguments. Therefore
// you can write NiceMock<MockFoo>(5, "a") to construct a nice mock
// where MockFoo has a constructor that accepts (int, const char*),
// for example.
//
// A known limitation is
 that NiceMock<MockFoo>, NaggyMock<MockFoo>,
// and StrictMock<MockFoo> only works for mock methods defined using
// the MOCK_METHOD* family of macros DIRECTLY in the MockFoo class.
// If a mock method is defined in a base class of MockFoo, the "nice"
// or "strict" modifier may not affect it, depending on the compiler.
// In particular, nesting NiceMock, NaggyMock, and StrictMock is NOT
// supported.
//
// Another known limitation is that the constructors of the base mock
// cannot have arguments passed by non-const reference, which are
// banned by the Google C++ style guide anyway.

#ifndef GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_NICE_STRICT_H_
#define GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_NICE_STRICT_H_

```
#include "gmock/gmock-spec-builders.h"
#include "gmock/internal/gmock-port.h"

namespace testing {

$range kind 0..2
$for kind [[

$var clazz=[[$if kind==0 [[NiceMock]]
        $elif kind==1 [[NaggyMock]]
        $else [[StrictMock]]]]

$var method=[[$if kind==0 [[AllowUninterestingCalls]]
         $elif kind==1 [[WarnUninterestingCalls]]
        $else [[FailUninterestingCalls]]]]

template <class MockClass>
class $clazz : public MockClass {
public:
 // We don't factor out the constructor body to a common method, as
 // we have to avoid a possible clash with members of MockClass.
 $clazz() {
   ::testing::Mock::$method(
      internal::ImplicitCast_<MockClass*>(this));
 }

 // C++ doesn't (yet) allow inheritance of constructors, so we have
 // to define it for each arity.
 template <typename A1>
 explicit $clazz(const A1& a1) : MockClass(a1) {
   ::testing::Mock::$method(
      internal::ImplicitCast_<MockClass*>(this));
 }

$range i 2..n
$for i [[
$range j 1..i
 template <$for j, [[typename A$j]]>
 $clazz($for j, [[const A$j& a$j]]) : MockClass($for j, [[a$j]]) {
   ::testing::Mock::$method(
      internal::ImplicitCast_<MockClass*>(this));
 }


]]
 virtual ~$clazz() {
   ::testing::Mock::UnregisterCallReaction(
      internal::ImplicitCast_<MockClass*>(this));
```

```cpp
  }

 private:
  GTEST_DISALLOW_COPY_AND_ASSIGN_($clazz);
};

]]

// The following specializations catch some (relatively more common)
// user errors of nesting nice and strict mocks.  They do NOT catch
// all possible errors.

// These specializations are declared but not defined, as NiceMock,
// NaggyMock, and StrictMock cannot be nested.

template <typename MockClass>
class NiceMock<NiceMock<MockClass> >;
template <typename MockClass>
class NiceMock<NaggyMock<MockClass> >;
template <typename MockClass>
class NiceMock<StrictMock<MockClass> >;

template <typename MockClass>
class NaggyMock<NiceMock<MockClass> >;
template <typename MockClass>
class NaggyMock<NaggyMock<MockClass> >;
template <typename MockClass>
class NaggyMock<StrictMock<MockClass> >;

template <typename MockClass>
class StrictMock<NiceMock<MockClass> >;
template <typename MockClass>
class StrictMock<NaggyMock<MockClass> >;
template <typename MockClass>
class StrictMock<StrictMock<MockClass>
 >;

}  // namespace testing

#endif  // GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_NICE_STRICT_H_
```

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-nice-strict.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-nice-strict.h.pump

1.50 libsrtp 2.7.0

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1.51 breakpad 0.420

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1.52 libilbc 0.610

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* Written by Wilco Dijkstra, 1996. The following email exchange establishes the
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*
* 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

*/

1.53 libaom 0.520

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