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v.10



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3.4 Bootstrap, jQuery UI, jQuery, Newtonsoft.Json

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3.5 bootstrap 4.1.0

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Jutta Degener

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3.18 Helix Toolkit

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3.19 IdentityModel2 3.0.0

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3.21 ini Parser

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3.24 jQuery 3.3.1

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- ▶ internet-based services, and
- ▶ support services

for this software, unless other terms accompany those items. If so, those terms apply.

By using the software, you accept these terms. If you do not accept them, do not use the software.

As described below, using some features also operates as your consent to the transmission of certain standard computer information for Internet-based services.

If you comply with these license terms, you have the rights below.

1. INSTALLATION AND USE RIGHTS.

- a. You may install and use any number of copies of the software on your devices to design, develop and test your programs that run on a Microsoft operating system. Further, you may install, use and/or deploy via a network management system or as part of a desktop image, any number of copies of the software on computer devices within your internal corporate

network to design, develop and test your programs that run on a Microsoft operating system. Each copy must be complete, including all copyright and trademark notices. You must require end users to agree to terms that protect the software as much as these license terms.

b. **Utilities.** The software contains certain components that are identified in the Utilities List located at <http://go.microsoft.com/fwlink/?LinkId=524839>. Depending on the specific edition of the software, the number of Utility files you receive with the software may not be equal to the number of Utilities listed in the Utilities List. Except as otherwise provided on the Utilities List for specific files, you may copy and install the Utilities you receive with the software on to other third party machines. These Utilities may only be used to debug and deploy your programs and databases you have developed with the software. You must delete all the Utilities installed onto a third party machine within the earlier of (i) when you have finished debugging or deploying your programs; or (ii) thirty (30) days after installation of the Utilities onto that machine. We may add additional files to this list from time to time.

c. **Build Services and Enterprise Build Servers.** You may install and use any number of copies of the software onto your build machines or servers, solely for the purpose of:

- i. Compiling, building, verifying and archiving your programs;
- ii. Creating and configuring build systems internal to your organization to support your internal build environment; or
- iii. Enabling a service for third parties to design, develop and test programs or services that run on a Microsoft operating system.

d. **Included Microsoft Programs.** The software contains other Microsoft programs. The license terms with those programs apply to your use of them.

e. **Third Party Notices.** The software may include third party code that Microsoft, not the third party, licenses to you under this agreement. Notices, if any, for the third party code are included for your information only.

2. ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS.

a. **Distributable Code.** The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

i. **Right to Use and Distribute.** The code and test files listed below are “Distributable Code”.

- ▶ **REDIST.TXT Files.** You may copy and distribute the object code form of code listed in REDIST.TXT files plus the files listed on the REDIST.TXT list located at <http://go.microsoft.com/fwlink/?LinkId=524842>. Depending on the specific edition of the software, the number of REDIST files you receive with the software may not be equal to the number of REDIST files listed in the REDIST.TXT List. We may add additional files to the list from time to time.

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ii. Distribution Requirements. For any Distributable Code you distribute, you must

Add significant primary functionality to it in your programs;

- ▶ For any Distributable Code having a filename extension of .lib, distribute only the results of running such Distributable Code through a linker with your program;
- ▶ Distribute Distributable Code included in a setup program only as part of that setup program without modification;
- ▶ Require distributors and external end users to agree to terms that protect it at least as much as this agreement;
- ▶ For Distributable Code from the Windows Performance Toolkit portions of the software, distribute the unmodified software package as a whole with your programs, with the exception of the KernelTraceControl.dll and the WindowsPerformanceRecorderControl.dll which can be distributed with your programs;
- ▶ Display your valid copyright notice on your programs; and
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iii. Distribution Restrictions. You may not

- ▶ Alter any copyright, trademark or patent notice in the Distributable Code;
- ▶ Use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;
- ▶ Distribute partial copies of the Windows Performance Toolkit portion of the software package with the exception of the KernelTraceControl.dll and the WindowsPerformanceRecorderControl.dll which can be distributed with your programs;
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The code be disclosed or distributed in source code form; or

Others have the right to modify it.

b. Additional Rights and Restrictions for Features made Available with the Software.

i. Windows App Requirements. If you intend to make your program available in the Windows Store, the program must comply with the Certification Requirements as defined and described in the App Developer Agreement, currently available at: <https://msdn.microsoft.com/en-us/library/windows/apps/hh694058.aspx>.

ii. Bing Maps. The software may include features that retrieve content such as maps, images and other data through the Bing Maps (or successor branded) application programming interface (the “Bing Maps API”) to create reports displaying data on top of maps, aerial and hybrid imagery. If these features are included, you may use these features to create and view dynamic or static documents only in conjunction with and through methods and means of access integrated in the software. You may not otherwise copy, store, archive, or create a database of the entity information including business names, addresses and geocodes available through the Bing Maps API. You may not use the Bing Maps API to provide sensor based guidance/routing, nor use any Road Traffic Data or Bird’s Eye Imager (or associated metadata) even if available through the Bing Maps API for any purpose. Your use of the Bing Maps API and associated content is also subject to the additional terms and conditions at <http://go.microsoft.com/fwlink/?LinkId=21969>.

iii. Additional Mapping APIs. The software may include application programming interfaces that provide maps and other related mapping features and services that are not provided by Bing (the “Additional Mapping APIs”). These Additional Mapping APIs are subject to additional terms and conditions and may require payment of fees to Microsoft and/or third party providers based on the use or volume of use of such Additional Mapping APIs. These terms and conditions will be provided when you obtain any necessary license keys to use such Additional Mapping APIs or when you review or receive documentation related to the use of such Additional Mapping APIs.

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v. Speech namespace API. Using speech recognition functionality via the Speech namespace APIs in a program requires the support of a speech recognition service. The service may require network connectivity at the time of recognition (e.g., when using a predefined grammar). In addition, the service may also collect speech-related data in order to provide and improve the service. The speech-related data may include, for example, information related to grammar size and string phrases in a grammar.

Also, in order for a user to use speech recognition on the phone they must first accept certain terms of use. The terms of use notify the user that data related to their use of the speech recognition service will be collected and used to provide and improve the service. If a user does not accept the terms of use and speech recognition is attempted by the application, the operation will not work and an error will be returned to the application.

vi. PlayReady Support. The software may include the Windows Emulator, which contains Microsoft’s PlayReady content access technology. Content owners use Microsoft

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viii. Font Components. While the software is running, you may use its fonts to display and print content. You may only embed fonts in content as permitted by the embedding restrictions in the fonts; and temporarily download them to a printer or other output device to help print content.

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and version of the software you are using, and the language code of the device where you installed the software. Microsoft uses this information to make the Internet-based services available to you.

- ▶ **Software Use and Performance.** This software collects info about your hardware and how you use the software and automatically sends error reports to Microsoft. These reports include information about problems that occur in the software. Reports might unintentionally contain personal information. For example, a report that contains a snapshot of computer memory might include your name. Part of a document you were working on could be included as well, but this information in reports or any info collected about hardware or your software use will not be used to identify or contact you.
- ▶ **Digital Certificates.** The software uses digital certificates. These digital certificates confirm the identity of Internet users sending X.509 standard encryption information. They also can be used to digitally sign files and macros to verify the integrity and origin of the file contents. The software retrieves certificates and updates certificate revocation lists using the Internet, when available.
- ▶ **Windows Application Certification Kit.** To ensure you have the latest certification tests, when launched this software periodically checks a Windows Application Certification Kit file on download.microsoft.com to see if an update is available. If an update is found, you are prompted and provided a link to a web site where you can download the update. You may use the Windows Application Certification Kit solely to test your programs before you submit them for a potential Microsoft Windows Certification and for inclusion on the Microsoft Windows Store. The results you receive are for informational purposes only. Microsoft has no obligation to either (i) provide you with a Windows Certification for your programs and/or ii) include your program in the Microsoft Windows Store.
- ▶ **Microsoft Digital Rights Management for Silverlight.**

If you use Silverlight to access content that has been protected with Microsoft Digital Rights Management (DRM), in order to let you play the content, the software may automatically

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For more information about this feature, including instructions for turning the Automatic Updates off, go to <http://go.microsoft.com/fwlink/?LinkId=147032>.

- ▶ **Web Content Features.** Features in the software can retrieve related content from Microsoft and provide it to you. To provide the content, these features send to Microsoft the type of operating system, name and version of the software you are using, type of browser and language code of the device where you installed the software. Examples of these features are clip art, templates, online training, online assistance, help and Appshelp. You may choose not to use these web content features.

ii. Use of Information. We may use information collected about software use and performance to provide and improve Microsoft software and services as further described in Microsoft's Privacy Statement available at: <https://go.microsoft.com/fwlink/?LinkId=521839>. We may also share it with others, such as hardware and software vendors. They may use the information to improve how their products run with Microsoft software.

iii. Misuse of Internet-based Services. You may not use these services in any way that could harm them or impair anyone else's use of them. You may not use the services to try to gain unauthorized access to any service, data, account or network by any means.

4. YOUR COMPLIANCE WITH PRIVACY AND DATA PROTECTION LAWS.

a. Personal Information Definition. "Personal Information" means any information relating to an identified or identifiable natural person; an identifiable natural person is one who can be identified, directly or indirectly, in particular by reference to an identifier such as a name, an identification number, location data, an online identifier or to one or more factors specific to the physical, physiological, genetic, mental, economic, cultural or social identity of that natural person.

b. Collecting Personal Information using Packaged and Add-on APIs. If you use any API to collect personal information from the software, you must comply with all laws and regulations applicable to your use of the data accessed through APIs including without limitation laws related to privacy, biometric data, data protection, and confidentiality of communications. Your use of the software is conditioned upon implementing and maintaining appropriate protections and measures for your applications and services, and that includes your responsibility to the data obtained through the use of APIs. For the data you obtained through any APIs, you must:

- i. obtain all necessary consents before collecting and using data and only use the data for the limited purposes to which the user consented, including any consent to changes in use;

ii. In the event you're storing data, ensure that data is kept up to date and implement corrections, restrictions to data, or the deletion of data as updated through packaged or add-on APIs or upon user request if required by applicable law;

iii. implement proper retention and deletion policies, including deleting all data when as directed by your users or as required by applicable law; and

iv. maintain and comply with a written statement available to your customers that describes your privacy practices regarding data and information you collect, use and that you share with any third parties.

c. Location Framework. The software may contain a location framework component or APIs that enable support of location services in programs. Programs that receive device location must comply with the requirements related to the Location Service APIs as described in the Microsoft Store Policies

(<https://docs.microsoft.com/en-us/legal/windows/agreements/store-policies>). If you choose to collect device location data outside of the control of Windows system settings, you must obtain legally sufficient consent for your data practices, and such practices must comply with all other applicable laws and regulations.

d. Security. If your application or service collects, stores or transmits personal information, it must do so securely, by using modern cryptography methods.

5. BACKUP COPY.

You may make one backup copy of the software. You may use it only to reinstall the software.

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reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

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The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

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EULAID:WIN10SDK.RTM.AUG_2018_en-US

3.29 Microsoft Report Viewer Runtime for Microsoft SQL Server License

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- a) Distribution Requirements. For any Distributable Code you distribute, you must
- ▶ add significant primary functionality to it in your programs;
 - ▶ for any Distributable Code having a filename extension of .lib, distribute only the results of running such Distributable Code through a linker with your program;
 - ▶ distribute Distributable Code included in a setup program only as part of that setup program without modification;
 - ▶ require distributors and external end users to agree to terms that protect it at least as much as this agreement;
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3.30 MIMEMail

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- * mcs/nunit24: MS-PL
- * mcs/class/118N/mklist.sh, tools/cvt.sh: GNU GPLv2

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- * mono/utils/freebsd-dwarf.h, freebsd-elf_common.h, freebsd-elf64.h freebsd-elf32.h: BSD license.
- * mono/utils/bsearch.c: BSD license.

* mono/metadata/w32file-unix-glob.c, w32file-unix-glob.h: BSD license

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3.39 NLog 4.4.0

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3.42 NLog.Web.AspNetCore 4.5.3

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3.50 popper.js 1.14.3

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3.51 PortAudio

Based on the Open Source API proposed by Ross Bencina

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3.57 Toggle Switch Control Library

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

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Version 1.1

4.2.1 Version 1.1

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- ▶ CxImage Library (auf Seite 172)
- ▶ Gong-wpf-dragdrop Library (auf Seite 173)
- ▶ Jasper Library (auf Seite 174)
- ▶ JPEG Library (auf Seite 175)
- ▶ Libpng Library (auf Seite 182)
- ▶ Math.NET Numerics Library (auf Seite 184)
- ▶ MNG Library (auf Seite 185)
- ▶ PCap Library (auf Seite 185)
- ▶ SQLite Library (auf Seite 186)
- ▶ Tiff Library (auf Seite 187)
- ▶ Tinyxml Library (auf Seite 187)
- ▶ Zlib Library (auf Seite 188)

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CxImage version 6.0.0 02/Feb/2008

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5.2 Gong-wpf-dragdrop Library

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JasPer License Version 2.0

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5.4 JPEG Library

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This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

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DOCUMENTATION ROADMAP

This file contains the following sections:

Section	Description
OVERVIEW	General description of JPEG and the IJG software.
LEGAL ISSUES	Copyright, lack of warranty, terms of distribution.
REFERENCES	Where to learn more about JPEG.
ARCHIVE LOCATIONS	Where to find newer versions of this software.
RELATED SOFTWARE	Other stuff you should get.
FILE FORMAT WARS	Software *not* to get.
TO DO	Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

Documentation	Description
install.doc	How to configure and install the IJG software.
usage.doc	Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1	Unix-style man pages for programs (same info as usage.doc).

Documentation	Description
wizard.doc	Advanced usage instructions for JPEG wizards only.
change.log	Version to version change highlights.

Programmer and internal documentation:

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

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

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

OVERVIEW

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

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

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

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

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

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

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REFERENCES

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

The best short technical introduction to the JPEG compression algorithm is:

Wallace, Gregory K. "The JPEG Still Picture Compression Standard",

Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.

(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full 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). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

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

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

Literature Department

C-Cube Microsystems, Inc.

1778 McCarthy Blvd.

Milpitas, CA 95035

phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures. The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 Straton3dPartySoftware-(Compression tag 7). Copies of this Note can be obtained from <ftp.sgi.com> or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

ARCHIVE LOCATIONS

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

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

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

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

<ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/>. If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

send usenet/news.answers/jpeg-faq/part1

send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE

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

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably
<ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>.

Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

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

FILE FORMAT WARS

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

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

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

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

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

As always, speeding things up is of great interest.

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

5.5 Libpng Library

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A "png_get_copyright" function is available, for convenient use in "about" boxes and the like:
`printf("%s",png_get_copyright(NULL));`

Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg" (88x31) and "pngnow.png" (98x31).

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Glenn Randers-Pehrson

glennrp at users.sourceforge.net

December 14, 2007

5.6 Math.NET Numerics Library

The Math.NET Numerics Library uses the License MIT/X11.

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5.7 MNG Library

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Parts of this software have been adapted from the libpng package. Although this library supports all features from the PNG specification (as MNG descends from it) it does not require the libpng package. It does require the zlib library and optionally the IJG jpeg library, and/or the "little-cms" library by Marti Maria (depending on the inclusion of support for JNG and Full-Color-Management respectively).

This library's function is primarily to read and display MNG animations. It is not meant as a full-featured image-editing component! It does however offer creation and editing functionality at the chunk level (future modifications may include some more support for creation and or editing).

5.8 PCap Library

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5.9 SQLite Library

2001 September 15

The author disclaims copyright to this source code.

This header file defines the interface that the SQLite library presents to client programs. If a C-function, structure, datatype, or constant definition does not appear in this file, then it is not a published API of SQLite, is subject to change without notice, and should not be referenced by programs that use SQLite.

Some of the definitions that are in this file are marked as "experimental". Experimental interfaces are normally new features recently added to SQLite. We do not anticipate changes to experimental interfaces but reserve the right to make minor changes if experience from use "in the wild" suggest such changes are prudent.

The official C-language API documentation for SQLite is derived from comments in this file. This file is the authoritative source on how SQLite interfaces are supposed to operate.

The name of this file under configuration management is "sqlite.h.in".

The makefile makes some minor changes to this file (such as inserting the version number) and changes its name to "sqlite3.h" as part of the build process.

5.10 Tiff Library

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5.11 Tinyxml Library

www.sourceforge.net/projects/tinyxml

Original code (2.0 and earlier) copyright (c) 2000-2006 Lee Thomason (www.grinninglizard.com)

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5.12 Zlib Library

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

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